

# Blood & Plunder **B**FORCE **B**VILDER

Force total points: 115 / 100; 20 models (Strike point at 5/10/15)

Pirates [undefined - ]

Golden Age Pirates - 1700-1730

Force Special Rules:

- » If this Force is the defender in a scenario, roll a D10. On a 7+, this Force brings the game with the Drunk Special Rule (pg. 143 of the Blood & Plunder rulebook).
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll one d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.



"Calico" Jack Rackham

Command Range & Points:  
8", 1pts

Main weapons:

Brace of Pistols & Standard Melee Weapon

Terror Felicitous



Pirates

Core Unit  
Trained

(6 mod @ 3 pts) = 18

Main weapons: Brace of Pistols & Standard  
Melee Weapons  
Sidearms:  
Fight: 7/7  
Shoot: 7/7  
Resolve: 6

Unit Options:

Special Rules:

Artillery Crew, Sailors, War Cry



Pirates

Core Unit  
Trained

(7 mod @ 3 pts) = 21

Main weapons: Brace of Pistols & Standard  
Melee Weapons  
Sidearms:  
Fight: 7/7  
Shoot: 7/7  
Resolve: 6

Unit Options:

Special Rules:

Artillery Crew, Sailors, War Cry



Pirates

Core Unit  
Trained

(6 mod @ 3 pts+1) = 24

Main weapons: Brace of Pistols & Standard  
Melee Weapons  
Sidearms:  
Fight: 7/7  
Shoot: 7/7  
Resolve: 6

Unit Options:

Unit may add Buccaneer Guns for 1 point per model (and gain the Ball & Shot Special Rule).

Special Rules:

Artillery Crew, Sailors, War Cry

**Artillery Crew**

If this unit is activated with a SPADE, it may take a free Reload action with Artillery that it is assigned to.

**Felicitous**

If a force that includes this Commander begins a turn with no Fortune Points, it immediately gains one.

**Sailors**

A unit with this Special Rule can pass a ship Advanced Maneuver and Sail Setting Tests on a 5+.

**Terror**

At the beginning of a battle, all enemy units must take a Resolve Test on 1 d10. If the test is failed, that unit gains one point of Fatigue. This special rule can only be used once per force per battle, even if multiple effects can cause Terror

**War Cry**

When this unit takes a free Fight action from a Charge, any units it charged and scored hits on must roll one additional D10 for the Fatigue Test.

**Hybrid Rig**

As long as this ship's sails are not at their highest setting, it gains both the Fore-and-Aft Rig ship trait and the ship's windward penalty is reduced by 1" (to a minimum of 0").

**Lightly Built**

Due to its light construction, this ship may only carry Swivels and Light Cannons as Artillery. In addition, the ship does not offer Hard Cover to models inside it.

**Shallow Draft**

If this ship must test to Run Aground, or if a Repair Action is being made to free this ship from being Run Aground, roll two dice for the Test and keep one result of your choice.

**Simple Rig**

This ship's Sail Setting may be changed using a Standard action instead of a Dedicated action. Additionally, apply a +1 penalty when taking a Shoot Test to hit this ship's Rigging. This penalty is not applied to the additional dice, only the initial hit.

### Bermuda Sloop (1mod @ 13 pts) = 13

Ship model: Bermuda Sloop

Speed: 5"

Windward: -1"

Turn: 4"

Draft: 6

Size: 2

Deck 1 2

Guns (8) 6 2

Swivels (8) 4 4

Sail settings: 5"/4"/3"/0"/A

Hull:

4	4	4	4
3	3	3	3
2	2	2	2
1			

Rigging:

3	3	3	3	3
2	2	2	2	2
1				

Traits: Lightly Built , Shallow Draft , Hybrid Rig , Simple Rig ,

Upgrades: Reinforced Bulkheads (3 pts),

### Light Cannon Ship pair (2 @ 7) = 14

Model: Light Cannon

Crew: 2

Dice: 1 (+2)

Shoot base: 4

Reload markers: 4

Arc of fire: width of deck

Movement penalty: -1

Point cost: 7

### Swivel Gun on Ship/Structure (2 @ 4) = 8

Model: Swivel Gun

Crew: 2

Dice: 3 vs. Units & Rigging only

Shoot base: 6

Reload markers: 2

Arc of fire: 360

Movement penalty: -1

Point cost: 4

### Character - Anne Bonny (Fighting Man) (1 @ 3) = 3

Details: Nationality: Pirates

Unit Restrictions: May only be included in a Force commanded by "Calico" Jack Rackham

Command Points: 0

Command Range: 0"

Special Rules: Brawlers & Tough

Extra Abilities: When this unit performs a Fight action, the target unit must roll an additional dice on any resulting Fatigue Test.

### Character - Mary Read (Fighting Man) (1 @ 3) = 3

Details: Nationality: Pirates

Unit Restrictions: May only be included in a Force commanded by "Calico" Jack Rackham

Command Points: 0

Command Range: 0"

Special Rules: Battle Hardened & Tough

Extra Abilities: When this unit performs a Fight action, the target unit must roll an additional dice on any resulting Fatigue Test.