

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

Force total points: 115 / 100; 23 models (Strike point at 5/10/15)

England [undefined -]

British Militia - 1700-1730

Force Special Rules:

» Once per turn, a single English or British unit in this Force may re-roll a Fatigue test without spending a Fortune Point.

» African Warriors units in this Force may not be equipped with Bows.



Jonathan Barnet

Command Range & Points:

8", 1pts

Main weapons:

Brace of Pistols & Standard Melee Weapon

Aggressive Commander Unwavering



English Militia

Core Unit

Inexperienced

(6 mod @ 3 pts) = 18

Main weapons: Firelock

Muskets and Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 7/8

Resolve: 5

Unit Options:

Special Rules:

Drilled



Sea Dogs

Core Unit

Trained

(8 mod @ 4 pts) = 32

Main weapons: Pistol,

Standard Melee Weapon

Sidearms:

Fight: 6/6

Shoot: 7/7

Resolve: 5

Unit Options:

Special Rules:

Sailors, Brawlers, Expert Artillery Crew



Sea Dogs

Core Unit

Trained

(8 mod @ 4 pts-1) = 24

Main weapons: Pistol,

Standard Melee Weapon

Sidearms:

Fight: 6/6

Shoot: 7/7

Resolve: 5

Unit Options:

Entire unit may downgrade to only Standard Melee Weapons for -1 point per model. This option may not be taken if the unit is Inexperienced or Veteran.

Special Rules:

Sailors, Brawlers, Expert Artillery Crew

Aggressive

Commander

All friendly units within this Commander's Command Range gain the Hard Chargers Special Rule. (Hard Chargers - When charging, this unit receives a -1 bonus to the Fight Test for the free Fight action.)

Brawlers

This unit can roll an additional d10 for each natural 10 rolled during a Fight test to attempt to score additional hits. Natural 10s rolled with bonus dice do not trigger any additional rolls.

Drilled

This unit is more effective when in formation. A Drilled unit in formation may (only) use Carbines or Muskets of any type to make a Shoot action as a Dedicated action, which receives all the standard penalties and bonuses for a Dedicated action as explained in the Actions section.

Expert Artillery

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

Crew

Sailors

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

Unwavering

If this unit begins an activation Shaken, it immediately removes a point of Fatigue. If this would leave it with 2 points of Fatigue or less, it is no longer Shaken and may take actions normally.

Fore-and-aft Rig

When this ship attempts a Tacking Advanced Maneuver, it may roll two d10 for the Test, and use the best result. This ship cannot perform the Box Hauling Advanced Maneuver.

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.

Balandra (Bermuda Sloop, 1mod @ 10 pts) = 10

Ship model: Bermuda Sloop

Speed: 4"

Windward: -0"

Turn: 4"

Draft: 5

Size: 2

Deck 1 2

Guns (8) 6 2

Swivels (8) 4 4

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

Hull:

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

Rigging:

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

Traits: Lightly Built, Shallow Draft, Fore-and-aft Rig, Simple Rig,

Upgrades:

Light Cannon Ship pair (3 @ 7) = 21

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