

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

Force total points: 100 / 100; 18 models (Strike point at 4/8/12)

Native Americans [100pt Gray Lock RtB - 17d91e49]

All Native American factions have the following rules:

- » This force may not include size 2 or larger ships.
- » If this force is the attacker in a scenario, it may deploy half of its units (round down) following the Lay in Wait scenario rule.
- » Any ship included in this force gains the Paddles Trait.
- » This force may not include Artillery.

Wabanaki - 1700-1730 (RtB)

- » When a shooting attack is declared against any unit in this Force that is not prone, before the attack is rolled, the targeted unit may gain a -1 bonus to its Shoot Save for that attack. After the attack is resolved, this unit goes prone.
- » All units in this Force gain the Poorly Equipped and War Cry Special Rules.

Force Special Rules:

- » Units in this Force gain the *Skirmishers* and *Vanguard* Special Rules.
- » This Force may take size 2 ships.

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All units in this Force lose *Skirmishers* and gain the *Ruthless* Special Rule.



Chief Gray Lock

Details:

Extra Abilities: This Commander may use the Cheat Death ability once per game without spending a Fortune Point.

Command Range & Points:

8", 1pts

Main weapons:

Firelock Musket and Standard Melee Weapon

Elusive Quick Very Inspiring Evade Cunning



Braves

Core Unit

Trained

(7 mod @ 5 pts) = 35

Main weapons: Firelock Muskets and Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 6/6

Resolve: 6

Unit Options:

Special Rules:

Scouts, Ball & Shot, Hard Chargers, Hidden



Braves

Core Unit

Trained

(5 mod @ 5 pts) = 25

Main weapons: Firelock Muskets and Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 6/6

Resolve: 6

Unit Options:

Special Rules:

Scouts, Ball & Shot, Hard Chargers, Hidden



Young Braves

Support Unit

Inexperienced

(5 mod @ 4 pts) = 20

Main weapons: Bows and Standard Melee Weapons

Sidearms:

Fight: 6/8

Shoot: 6/6

Resolve: 5

Unit Options:

Special Rules:

Scouts, Hard Chargers, Hidden

Ball & Shot

This unit loads small shot with regular musket balls to cause greater damage. When this unit rolls any natural 10s for a Ranged attack using muskets against an enemy unit no more than 12" away, an additional d10 may be rolled for each natural 10 in an attempt to score additional hits. Natural 10s rolled with the bonus dice do not trigger any additional dice.

Cunning

When this unit falls back as a result of becoming Shaken, it may move 5" instead of 4".

Elusive

This unit may add a -1 bonus to its Ranged Saves if all its models are in Cover (but not inside a structure)

Evade

When charged or if activated while engaged in Melee combat, this unit may gain one Fatigue to take a Move action to move away from any units that are charging or it is engaged with. When being charged, this can be done instead of making a Defensive Attack. The charging unit is still moved whether the Charge was successful or not. This unit may use this ability even if it would cause them to become Shaken, but they do not fall back a second time as a result, nor will they Go Prone.

Hard Chargers

When charging, this unit receives a -1 bonus to the Fight Test for the free Fight action.

Hidden

If a Hidden unit is 12" or more from an attacker and in Cover (or if Limited Visibility is in effect), attacking units add a +1 penalty to all Ranged attacks against that unit, and any Special Rules that allow a Ranged attack to hit on an 11+ are negated. This rule has no effect if the unit is within a Structure, and is negated by the High Standing Special Rule.

Lay in Wait

(Scenario Rule)

Units that Lay in Wait may set up last, after all other units have been placed on the board. They must be set up in or behind Cover, and must start the battle Prone. They may ignore the scenario rules for deployment and be placed anywhere on the board, but may not be placed within 9" of an enemy unit.

If there is a situation where both attacking and defending players have units that can Lay in Wait, the defending player sets up his units before the Attacker.

See p.150 of the Revised Rule Book (or p.144 of original) for complete details.

Poorly Equipped

If this unit is activated by a CLUB, it gains one additional Reload marker to Small Arms if it gains any during that activation.

Quick

If this unit is activated with a SPADE, and it is not Engaged in a Melee Combat, it may immediately take a free Move action.

Ruthless

This unit adds -1 to Shoot Tests with Small Arms (but not Explosives), and to Fight Tests against units with more Fatigue than this unit. If Range attack into Structure section with 2 enemy units, Ruthless is determined for both using unit with greatest Fatigue. Likewise with Melee with two enemy units.

Scouts

This unit may move through rough area terrain (not inside structures and not while Climbing) without the -1" move penalty

Skirmishers

When this unit is activated with a SPADE or HEART: 1- if unit takes a Move action then attempts one or more Ranged attacks, it may take a free Move action back to its original position after the ranged attacks are resolved. 2- if the unit Charges an enemy unit it may take a free Move action back to its original position after the free Fight action resolved. In this case, the enemy unit cannot pursue the Skirmisher unit and the active unit may not perform any further Charge Actions during this activation.

Vanguard

This unit may take a free Move action on the first turn of a game, at the beginning of the Start Phase before cards are drawn. If multiple forces have this rule, the attacker moves their units with Vanguard first.

Very Inspiring

All friendly units within the Command Range of this commander may re-roll any failed Rally test results.

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.