

Blood & Plunder

B

FORCE
BVILDER

Force total points: 200 / 200; 35 models (Strike point at 8/16/24)

England [King's Raiders - a503f085]

British Raiders - 1700-1730

Force Special Rules:

- » If this Force contains any British units, the Commander must be assigned to one of those units, even if they are Support units.
- » If any Native American unit in this Force is given an extra action with a Commander Point, the Commander or Character using the Command Point must take a Resolve test. The extra action may only be used if the test is passed, otherwise the Command Point is wasted.
- » All Native American units in this Force gain the *Cunning* and *War Cry* Special Rules.
- » This Force adds +2 when determining the attacker in a scenario.



Benjamin Church (FotF)

Details:
Unorthodox Force: This Force may include Indian Fighters, Warriors, and Braves as Core Units.

Command Range & Points:
16", 3pts

Main weapons:

Brace of Pistols or Firelock Musket and Standard Melee Weapon

Very Inspiring Mobile Superior Intelligence



Indian Fighters
Core Unit
Trained

(8 mod @ 5 pts, +3 pts) = 43

Main weapons: Firelock Muskets & Standard Melee Weapons

Sidearms:
Fight: 6/6
Shoot: 6/7
Resolve: 5

Unit Options:

Unit may add Thrown Weapons to all its models for 3 points (not per model).

Special Rules:

Elusive, Scouts, Tough



Braves
Core Unit
Trained

(8 mod @ 5 pts, +3 pts) = 43

Main weapons: Firelock Muskets and

Standard Melee Weapons

Sidearms:
Fight: 6/7
Shoot: 6/6
Resolve: 6

Unit Options:

Unit may add Thrown Weapons to all its models for 3 points (not per model).

Special Rules:

Scouts, Ball & Shot, Hard Chargers, Hidden



Young Braves
Core Unit
Inexperienced

(6 mod @ 4 pts, +3 pts) = 27

Main weapons: Bows and Standard Melee Weapons

Sidearms:
Fight: 6/8
Shoot: 6/6
Resolve: 5

Unit Options:

Unit may add Thrown Weapons to all its models for 3 points (not per model).

Special Rules:

Scouts, Hard Chargers, Hidden



Young Braves
Core Unit
Inexperienced

(6 mod @ 4 pts, +3 pts) = 27

Main weapons: Bows and Standard Melee Weapons

Sidearms:
Fight: 6/8
Shoot: 6/6
Resolve: 5

Unit Options:

Unit may add Thrown Weapons to all its models for 3 points (not per model).

Special Rules:

Scouts, Hard Chargers, Hidden



English Militia
Support 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

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".

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.

Elusive

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

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.

All units in this commander's Command Range gain the Quick Special Rule.

Mobile

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

Scouts

Once per game, the player controlling this commander's force may discard all the Activation Cards in their hand and replace them with the same number without spending a Fortune Point.

Superior Intelligence

If this unit ends an activation with any amount of Fatigue, and it did not Push or gain any Fatigue during the activation, it may take a free Rally Test with a single d10.

Tough

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

Very Inspiring

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.

War Cry

Native American Emissary (1 @ 4) = 4

Details: Nationality: British

Unit Restrictions: None

Command Range: 8"

Command Points: -

Special Rules: Scouts, Quick

Extra Abilities: Units within this model's Commander Range may always receive Command Points normally, and ignore any tests or penalties required to take them regardless of any special rules or factions rules that would state otherwise.

Grizzled Veteran (1 @ 6) = 6

Details: Nationality: Any

Unit Restrictions: None

Command Range: 3"

Command Points: 1 (may only give Rally as an extra action)

Special Rules: Battle Hardened and Tough

Extra Abilities: -