

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

Force total points: 249 / 250; 37 models (Strike point at 9/18/27)

France [undefined - 02b40cb8]

French Buccaneers - 1635-1713

- » This Force adds +2 when determining the attacker in a scenario.
- » Once per game, this Force's controlling player may discard all the Activation Cards in their hand and replace them with the same number without spending a Fortune Point.



Alexandre Bras de Fer (Iron Arm)

Command Range & Points:
8", 2pts

Main weapons:

Brace of Pistols or Buccaneer Gun, and Standard Melee Weapon

Broadside! Inspiring Lead by Example Lucky



Flibustiers

Core Unit

Trained

(12 mod @ 6 pts) = 72

Main weapons: Buccaneer
Guns, Brace of Pistols, and

Standard Melee Weapons

Sidearms:

Fight: 5/7

Shoot: 6/7

Resolve: 5

Unit Options:

Special Rules:

Sailors, Ball & Shot, Fast Reload



Flibustiers

Core Unit

Trained

(8 mod @ 6 pts) = 48

Main weapons: Buccaneer
Guns, Brace of Pistols, and

Standard Melee Weapons

Sidearms:

Fight: 5/7

Shoot: 6/7

Resolve: 5

Unit Options:

Special Rules:

Sailors, Ball & Shot, Fast Reload



Marins

Core Unit

Trained

(6 mod @ 4 pts) = 24

Main weapons: Pistol and
Standard Melee Weapons

Sidearms:

Fight: 5/7

Shoot: 7/7

Resolve: 5

Unit Options:

Unit may exchange Pistols for Lances at no cost.

Special Rules:

Artillery Crew, Sailors, Hard Chargers



Kapers

Support Unit

Trained

(10 mod @ 5 pts) = 50

Main weapons: Firelock
Muskets and Standard Melee Weapon

Muskets and Standard Melee Weapon

Sidearms:

Fight: 6/6

Shoot: 6/7

Resolve: 5

Unit Options:

Special Rules:

Artillery Crew, Brawlers, Expert Sailors

Artillery Crew

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

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.

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.

Broadside!

All Artillery fired during this commander's activation are fired simultaneously, hence it all counts as the same Ranged Attack, and all dice for the shoot Test are rolled simultaneously. This may increase the chances of scoring Critical Hits

Expert Sailors

This unit has Sailors and additional -1 bonus to Advanced Maneuvers and changing Sail Setting

Fast Reload

If this unit is activated with a SPADE, and it is not engaged in a Melee Combat, it may take a free Reload action with Small Arms.

Hard Chargers

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

Inspiring

All friendly units within the Command Range of this commander may reroll any failed Rally test results when the commander's unit is active.

Lead by Example

If the unit that includes this commander causes an opposing unit to be removed from the game (either as casualties or by routing), all units in this commanders force may remove a point of Fatigue.

Lucky

Any time this commander's force uses a Fortune Point for a re-roll, the Fortune Point is not spent if the result of the re-roll is not better than the original roll.

Sailors

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

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: Freshly Careened Hull (4 pts), Reinforced Bulkheads (3 pts),

Cook (1 @ 2) = 2

Details: Nationality: Any

Unit Restrictions: Any with *Sailors* or *Expert Sailors*

Command Range: 4"

Command Points: 1 (Rally Action only)

Special Rules: *Brawlers*

Master Gunner (1 @ 6) = 6

Details: Nationality: Any but Natives

Unit Restrictions: Only units with the Artillery Crew or Expert Artillery Crew Special Rule

Command Range: 3"

Command Points: 1 (may only give a Reload action for Artillery as an extra action)

Special Rules: Expert Artillery Crew

Extra Abilities: The unit this Character is attached to receives a -1 bonus when rolling the Test for the initial hit (or the Initial Shot) with artillery.

Swivel Gun Pair on a Ship (2 @ 5) = 10

Model: Swivel Gun

Crew: 2

Dice: 3 vs. Units & Rigging only

Shoot base: 6

Reload markers: 2

Arc of fire: ~180

Movement penalty: -1

Point cost: 5