

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

Force total points: 250 / 250; 39 models (Strike point at 9/18/27)

England [Adam English Buccaneers - f26703b5]

English Buccaneers - 1655-1697

Force Special Rules

- » 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.



Experienced Standard British Commander

Details:

May choose 1 Special Rule from the British Commander Options List

Command Range & Points:

8", 2pts

Main weapons:

Armed as attached unit

Commander Options:

Inspiring



Forlorn Hope

Core Unit

Trained

(8 mod @ 7 pts) = 56

Main weapons: Buccaneer Guns, Brace of Pistols,

Standard Melee Weapons, and Limited

Explosives

Sidearms:

Fight: 6/6

Shoot: 6/7

Resolve: 4

Unit Options:

Special Rules:

Ball & Shot, Fast Reload, Vanguard



Sea Dogs

Core Unit

Trained

(8 mod @ 4 pts, +2 pts) = 34

Main weapons: Pistol, Standard Melee Weapon

Sidearms:

Fight: 6/6

Shoot: 7/7

Resolve: 5

Unit Options:

1 out of 8 models may add Stinkpots or Firepots for 2 points per model

Special Rules:

Sailors, Brawlers, Expert Artillery Crew



Sea Dogs

Core Unit

Trained

(12 mod @ 4 pts-1) = 36

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



Flibustiers

Support Unit

Trained

(10 mod @ 6 pts) = 60

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

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.

Expert Artillery Crew

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

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.

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.

Sailors

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

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.

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.

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.

Sweeps

May move up to X" under oars while sails are set at speed 0" and the Sweeps are crewed.

Swift

If this ship is sailing Large and has a unit assigned to the Sheets and Braces, it has the option of adding an additional 1" to each of its moves. This additional movement cannot exceed the ship's Top Speed, and will suffer the usual consequences for doing so (as described on p.84 of the Blood & Plunder rule book).

Privateer Sloop (Sloop, 1mod @ 13 pts) = 13

Ship model: Sloop

Speed: 5"

Windward: -0"

Turn: 4"

Draft: 5

Size: 2

Deck 1 2

Guns (6) 6 0

Swivels (6) 2 4

Traits: Fore-and-aft Rig , Simple Rig , Sweeps (2), Swift ,

Hull:

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

Rigging:

3	3	3	3
2	2	2	2
1			

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

Upgrades: Anti Grappling Measures (3 pts),

Medium Cannon Ship pair (3 @ 10) = 30

Model: Medium Cannon

Crew: 3

Dice: 1 (+3)

Shoot base: 4

Reload markers: 4

Arc of fire: width of deck

Movement penalty: -2

Point cost: 10

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.