

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

Force total points: 200 / 200; 40 models (Strike point at 10/20/30)

French Raiders - 1700-1730 (RtB)

Force Special Rules:

- » This Force adds +2 when determining the attacker in a scenario.
- » If this Force includes at least as many Native American units as French units, all units in this Force gain the *Quick* Special Rule.



Seasoned Standard French Commander

Details:

May choose 2 Special Rules from the French Commander Options List

Command Range & Points:

12", 2pts

Main weapons:

Armed as attached unit

Commander Options:

Inspiring
Cold Blooded



Milice Canadienne

Core Unit

Trained

(7 mod @ 4 pts) = 28

Main weapons: Firelock
Muskets Standard Melee

Weapons

Sidearms:

Fight: 7/7

Shoot: 6/7

Resolve: 6

Unit Options:

Special Rules:

Elusive, Scouts, Marksmen



Milice Canadienne

Core Unit

Trained

(8 mod @ 4 pts) = 32

Main weapons: Firelock
Muskets Standard Melee

Weapons

Sidearms:

Fight: 7/7

Shoot: 6/7

Resolve: 6

Unit Options:

Special Rules:

Elusive, Scouts, Marksmen



Braves

Core Unit

Trained

(8 mod @ 5 pts) = 40

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

(8 mod @ 5 pts) = 40

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

(8 mod @ 5 pts) = 40

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

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.

Cold Blooded

This Commander has Ruthless. Additionally, any unit using a Command Point from this commander to take a Fight or Shoot action also gains Ruthless for that 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.)

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.

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.

Marksmen

This unit may spend 2 actions to make a Shoot Test with any musket or carbine at a -1 bonus. A player must declare this before rolling the Shoot Test.

Quick

If this unit is activated with a SPADE, and it is not Engaged in a Melee Combat, it may at any point during the activation take a free Move action.

Scouts

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