

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

Force total points: 250 / 250; 40 models (Strike point at 10/20/30)

## Brethren of the Coast - 1655-1697

- » 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.

### Varied Experience

All Core units of one type may be upgraded one Experience Level for +1 point per model. All Core units of one type may be downgraded one Experience Level for -1 point per model.



## Untested Standard Unaligned European Commander

Details:  
None

Command Range & Points:  
4", 1pts

Main weapons:  
Armed as attached unit

## Marineros



*Core Unit*  
*Inexperienced*  
(8 mod @ 4 pts-1, +4 pts) = 28  
Main weapons: Pistols,  
Standard melee weapons

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

### Unit Options:

Unit may exchange Pistols for Firelock Muskets for 4 points (not per model).  
All Core units of one type may be downgraded one Experience Level for -1 point per model.

### Special Rules:

Ruthless, Poorly Equipped, Artillery Crew, Sailors



*Core Unit*  
*Inexperienced*  
(7 mod @ 4 pts-1, +4 pts) = 25  
Main weapons: Pistols,  
Standard melee weapons

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

### Unit Options:

Unit may exchange Pistols for Firelock Muskets for 4 points (not per model).  
All Core units of one type may be downgraded one Experience Level for -1 point per model.

### Special Rules:

Ruthless, Poorly Equipped, Artillery Crew, Sailors



*Core Unit*  
*Trained*  
(12 mod @ 4 pts-1) = 36  
Main weapons: Pistol and

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:

Expert Artillery Crew, Hard Chargers, Expert Sailors



*Support Unit*  
*Veteran*  
(12 mod @ 7 pts+1) = 96  
Main weapons: Buccaneer  
Guns, Standard Melee

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

### Unit Options:

Upgrade from Trained to Veteran for 1 point per model

### Special Rules:

Elusive, Ball & Shot, Fast Reload, Marksmen

## 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.

## Elusive

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

## 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.

## Crew

## 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.

## 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.

## 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.

## 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.

## Sailors

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

## 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.

## Heavy Bark (Sloop, 1mod @ 14 pts) = 14

Ship model: Sloop

Speed: 4"

Windward: -1"

Turn: 4"

Draft: 5

Size: 2

Deck 1 2

Guns (6) 6 0

Swivels (6) 2 4

Traits: Simple Rig, Sweeps (2),

Hull:

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

Rigging:

3	3	3	3
2	2	2	2
1			

Sail settings: 4"/2"/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

## Character - Bartholomew Sharp (Fighting Man) (1 @ 6) = 6

Details: Nationality: English Buccaneers and Brethren of the Coast only.

Unit Restrictions: None

Command Points: 1

Command Range: 0"

Special Rules: Ruthless, Very Inspiring, Shifting Command

## Character - John Watling (Fighting Man) (1 @ 3) = 3

Details: Nationality: English Buccaneers and Brethren of the Coast only.

Unit Restrictions: None

Command Points: 1

Command Range: 0"

Special Rules: Shifting Command

## Chainshot & Grapeshot (3 @ 1) = 3

Model:

Crew: 0

Dice: 1 Ranging Shot, then Damage Dice

Shoot base: 4

Reload markers: 4

Arc of fire: Normal

Movement penalty:

Point cost: 1

## 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.