

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

Force total points: 200 / 200; 32 models (Strike point at 8/16/24)

England [undefined - 33f3d2ad]

Church's Raiders - 1675-1704

- » Units in this Force gain the Ruthless special rule.
- » English Militia in this Force may exchange the Drilled Special rule for the Elusive Special Rule.



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

(6 mod @ 5 pts) = 30

Main weapons: Firelock

Muskets & Standard Melee Weapons

Sidearms:

Fight: 6/6

Shoot: 6/7

Resolve: 5

Unit Options:

Special Rules:

Elusive, Scouts, Tough



Indian Fighters

Core Unit

Trained

(6 mod @ 5 pts) = 30

Main weapons: Firelock

Muskets & Standard Melee Weapons

Sidearms:

Fight: 6/6

Shoot: 6/7

Resolve: 5

Unit Options:

Special Rules:

Elusive, Scouts, Tough



Indian Fighters

Core Unit

Trained

(6 mod @ 5 pts) = 30

Main weapons: Firelock

Muskets & Standard Melee Weapons

Sidearms:

Fight: 6/6

Shoot: 6/7

Resolve: 5

Unit Options:

Special Rules:

Elusive, Scouts, Tough



Indian Fighters

Core Unit

Trained

(6 mod @ 5 pts, +3 pts) = 33

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

Veteran

(7 mod @ 5 pts+1, +3 pts) = 45

Main weapons: Firelock Muskets and

Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 6/6

Resolve: 6

Unit Options:

Upgrade from Trained to Veteran for 1 point per model

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

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.

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.

Mobile

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

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.

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.

Scouts

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

Superior

Intelligence

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.

Tough

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.

Very Inspiring

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