

Blood & Plunder

BFORCE BVILDER

Force total points: 100 / 100; 21 models (Strike point at 5/10/15)

England [St. Augustine Sortie SOP OP Kit English - 6459634f]

British Militia - 1700-1730

Force Special Rules:

- » Once per turn, a single English or British unit in this Force may re-roll a Fatigue test without spending a Fortune Point.
- » African Warriors units in this Force may not be equipped with Bows.

North American Militia

Indian Fighters or Frontier Militia become Core units in this Force. English Militia may exchange the *Drilled* Special Rule for the *Elusive* Special Rule.



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:

Tough



English Militia

Core Unit

Inexperienced

(8 mod @ 3 pts) = 24

Main weapons: Firelock

Muskets and Standard Melee

Weapons

Sidearms:

Fight: 6/7

Shoot: 7/8

Resolve: 5

Unit Options:

Special Rules:

Drilled



Provincials

Core Unit

Trained

(6 mod @ 5 pts+1) = 36

Main weapons: Firelock Muskets &

Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 6/7

Resolve: 5

Unit Options:

Unit may add Socket Bayonets for 1 point per model. (Not with Plug Bayonets)

Special Rules:

Drilled, Fast Reload



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

Drilled

This unit is more effective when in formation. A Drilled unit in formation may (only) use Carbines or Muskets of any type to make a Shoot action as a Dedicated action, which receives all the standard penalties and bonuses for a Dedicated action as explained in the Actions section.

Elusive

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

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.

Scouts

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

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.