

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

Force total points: 99 / 100; 20 models (Strike point at 5/10/15)

Spain [St. Augustine Sortie SOP OP Kit - 596ca792]

Reformed Spanish Militia - 1701-1730

Force Special Rules:

» This Force may deploy a single Unit with the *Hidden*, *Elusive*, or *Skirmishers*

Special Rules following the Lay in Wait rules in the Scenarios section of the Blood & Plunder rule book (p. 144).



Jose de Zuniga Y La Cerda

Command Range & Points:

16", 2pts

Main weapons:

Pistol & Standard Melee Weapon

High Standing Strict Castilian Careful Planning Superior Intelligence



Lancers

Core Unit

Trained

(7 mod @ 5 pts) = 35

Main weapons: Lances

Sidearms:

Fight: 5/7

Shoot: 0/6

Resolve: 5

Unit Options:

Special Rules:

Ruthless, Skirmishers, Elusive, Scouts



Milicianos

Reformados

Core Unit

Inexperienced

(8 mod @ 3 pts) = 24

Main weapons: Firelock Muskets &

Standard Mlee Weapons

Sidearms:

Fight: 6/6

Shoot: 7/8

Resolve: 6

Unit Options:

Special Rules:

Drilled, Ruthless, Poorly Equipped



Milicianos Indios

Support Unit

Trained

(4 mod @ 5 pts) = 20

Main weapons: Bows,

Standard melee weapons

Sidearms:

Fight: 5/8

Shoot: 6/6

Resolve: 6

Unit Options:

Special Rules:

Skirmishers, Elusive, Scouts, Quick

Careful Planning

One enemy force must deploy half their units (rounded down) before this Commander's force deploys any.

Castilian

Units within the same Fortification as this commander apply a -1 bonus to Rally Tests.

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)

High Standing

Due to physical limitations, inexperience, or arrogance, this commander does not move quickly or participate in acts of subterfuge. When a commander with High Standing is attached to a unit with Elusive, Quick, Scout, or Skirmisher, or Hidden, that unit loses those Special Rules as long as the commander remains attached.

Lay in Wait

(Scenario Rule)

Units that Lay in Wait may set up last, after all other units have been placed on the board. They must be set up in or behind Cover, and must start the battle Prone. They may ignore the scenario rules for deployment and be placed anywhere on the board, but may not be placed within 9" of an enemy unit.

If there is a situation where both attacking and defending players have units that can Lay in Wait, the defending player sets up his units before the Attacker.

See p.150 of the Revised Rule Book (or p.144 of original) for complete details.

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.

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

Skirmishers

When this unit is activated with a SPADE or HEART: 1- if unit takes a Move action then attempts one or more Ranged attacks, it may take a free Move action back to its original position after the ranged attacks are resolved. 2- if the unit Charges an enemy unit it may take a free Move action back to its original position after the free Fight action resolved. In this case, the enemy unit cannot pursue the Skirmisher unit and the active unit may not perform any further Charge Actions during this activation.

Strict

During this Commander's activation, any friendly unit rolling a Test may gain one point of Fatigue to apply a -1 bonus to that Test. is may not be done if the unit is Shaken or would become Shaken.

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.