

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

Force total points: 248 / 250; 51 models (Strike point at 12/24/36)

Portuguese-Brazilian Tercios & Militia - 1630-1720

- » All Core units in this Force add the Drilled Special rule at no cost.
- » Milicianos Indios in this Force may exchange Bows for Firelock Muskets as Main Weapons at no cost.

Jewish Militia

This Force may take Jewish Militia as a Core unit if it includes at least two units of Jewish Militia and includes no European Soldiers and no European Militia Cavalry.



Seasoned Standard Unaligned European Commander

Details:
May choose 2 Special Rules from the Unaligned European Commander Options List

Command Range & Points:
12", 2pts

Main weapons:
Armed as attached unit

Commander Options:
Strict
Inspiring



Jewish Militia

Core Unit
Trained

(10 mod @ 4 pts) = 40

Main weapons: Matchlock Muskets and Standard Melee Weapon

Sidearms:

Fight: 6/6

Shoot: 7/7

Resolve: 5

Unit Options:

Special Rules:

Drilled, Tough



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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.

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.

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.

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.

Chasers

Chasers are Cannons that face either forward out of the Bow, or out back from the Stern of the ship. If cannons are placed in the Chasers gun ports, they fire in the direction they face, with the width of the Bow (or Stern) as their Arc of Fire

Fighting Tops

Models may be placed in subsections in a ship's Rigging. Each Fighting Top holds a maximum of 4 models, and follows the rules for subsections as described on p. 185

Gallery

This subsection is a narrow open-topped area attached to the ship's rearmost deck. It holds a maximum of 6 models, and follows the rules for subsections as described on p. 185.

Gun Decks

Each top deck has a subsection below it that holds the Artillery for that section. Players may have units on the top decks crew the Artillery like normal, or they have the option of moving models to the Gun Decks to crew the Artillery (see Gun Decks on p. 186). Each Gun Deck holds a maximum of 20 models, and follows the rules for subsections as described on p. 185.

Heavily Built

When this ship's Hull is successfully damaged by an Artillery attack, the first point of damage from that attack is ignored. If a Lucky Hit is scored by a hit but is then ignored, it is still rolled for and applied normally.

Whipstaff

This ship does not suffer the usual turning penalty for having no units in the rearmost deck.

Galleon (1mod @ 25 pts) = 25

Ship model: Galleon

Speed: 4"

Windward: -2"

Turn: 2"

Draft: 12

Size: 4

Deck 1 2 3 4

Guns (28) 6+2 8 8 2+2

Swivels (8) 4 0 4 0

Sail settings: 4"/3"/2"/1"/0"/A

Traits: Heavily Built , Whipstaff , Gun Decks , Fighting Tops (3), Chasers , Gallery ,

Hull:

5	5	5	5	5	5	5
4	4	4	4	4	4	4
3	3	3	3	3	3	3
2	2	2	2	2	2	2
1						

Rigging:

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

Upgrades:

Mission Priest (1 @ 3) = 3

Details: Nationality: Spanish or Portuguese

Unit Restrictions: Command unit only

Command Range: 12"

Command Points: -

Special Rules: *Inspiring*

Extra Abilities: "Santiago": The ancient battle cry of Iberia: once per game, this Character may call on Santiago to inspire his Force to greater efforts. Once per game, during your command units activation, all friendly units within the Mission Priest's Command Range may receive a Command Point action. (This counts as receiving a command point action for this turn.)