

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

Force total points: 199 / 200; 37 models (Strike point at 9/18/27)

England [Carlisle Bay Company - ec1ebe55]

English Buccaneers - 1655-1697

Force Special Rules

□» 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.



Experienced English Buccaneer Commander

Command Range & Points:

8", 2pts

Main weapons:

Brace of Pistols, Standard Melee Weapon

Lead by Example



Freebooters

Core Unit

Trained

(8 mod @ 6 pts) = 48

Main weapons: Buccaneer
Guns and Standard Melee

Weapons.

Sidearms: Pistols

Fight: 6/6

Shoot: 6/7

Resolve: 5

Unit Options:

Special Rules:

Sailors, Ball & Shot, Fast Reload, Marksmen



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(8 mod @ 6 pts) = 48

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Unit Options:

Special Rules:

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Sea Dogs

Core Unit

Trained

(6 mod @ 4 pts, +4 pts) = 28

Main weapons: Pistol,
Standard Melee Weapon

Sidearms:

Fight: 6/6

Shoot: 7/7

Resolve: 5

Unit Options:

Unit may exchange Pistols for Brace of Pistols for 4 points per unit (not per model).

Special Rules:

Sailors, Brawlers, Expert Artillery Crew



Sea Dogs

Core Unit

Trained

(6 mod @ 4 pts, +4 pts) = 28

Main weapons: Pistol,
Standard Melee Weapon

Sidearms:

Fight: 6/6

Shoot: 7/7

Resolve: 5

Unit Options:

Unit may exchange Pistols for Brace of Pistols for 4 points per unit (not per model).

Special Rules:

Sailors, Brawlers, Expert Artillery Crew



English Militia

Support Unit

Trained

(8 mod @ 3 pts+1) = 32

Main weapons: Firelock
Muskets and Standard Melee

Weapons

Sidearms:

Fight: 6/7

Shoot: 7/8

Resolve: 5

Unit Options:

Unit may be upgraded to Trained for 1 point per model.

Special Rules:

Drilled

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.

Brawlers

This unit can roll an additional d10 for each natural 10 rolled during a Fight test to attempt to score additional hits. Natural 10s rolled with bonus dice do not trigger any additional rolls.

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.

Expert Artillery

If this unit is activated with a ♠ or ♥, it may take a free Reload action with Artillery that it is assigned to.

Crew**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.

Lead by Example

If the unit that includes this commander causes an opposing unit to be removed from the game (either as casualties or by routing), all units in this commanders force may remove a point of Fatigue.

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.

Sailors

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