

Blood & Plunder BFORCE BVILDER

Force total points: 200 / 200; 40 models (Strike point at 10/20/30)

Caesar's Men - 1714-1718

Force Special Rules:

- » This Force may not include ships of size 3 or larger.
- » The player controlling this Force may choose to add a +4 to its roll when determining the attacker in a scenario.
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll one d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.
- » 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.
- » All units in this Force gain the *Ruthless* Special Rule.



Black Caesar

Command Range & Points:
8", 2pts

Main weapons:

Blunderbuss & Standard Melee Weapon

Ruthless Tough Hard Chargers God's Blessing or Devil's Luck



Marins

Core Unit
Trained
(5 mod @ 4 pts) = 20

Main weapons: Pistol and
Standard Melee Weapons

Sidearms:

Fight: 5/7

Shoot: 7/7

Resolve: 5

Unit Options:

Unit may exchange Pistols for Lances at no cost.

Special Rules:

Artillery Crew, Sailors, Hard Chargers



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:

1 out of 3 models may replace Pistols with
Blunderbusses at no cost.

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

Special Rules:

Sailors, Brawlers, Expert Artillery Crew



Pirates

Core Unit
Trained

(8 mod @ 3 pts, +2 pts) = 26

Main weapons: Brace of Pistols & Standard
Melee Weapons

Sidearms:

Fight: 7/7

Shoot: 7/7

Resolve: 6

Unit Options:

1 of 3 models may add Blunderbusses at no cost.

1 out of 8 models may add Firepots or Stinkpots
for 2 points per model (not with other
explosives).

Special Rules:

Artillery Crew, Sailors, War Cry



Pirates

Core Unit
Trained

(6 mod @ 3 pts+2) = 30

Main weapons: Brace of Pistols & Standard
Melee Weapons

Sidearms:

Fight: 7/7

Shoot: 7/7

Resolve: 6

Unit Options:

Unit may add Buccaneer Guns for 2 point per
model (and gain the *Ball & Shot* Special Rule).

Special Rules:

Artillery Crew, Sailors, War Cry



Warriors

Support Unit
Trained
(6 mod @ 4 pts, +4 pts) = 28

Main weapons: Heavy Melee

Weapon and Standard Melee Weapon

Sidearms:

Fight: 5/7

Shoot: 6/6

Resolve: 6

Unit Options:

Unit may add Musket sidearms for 4 points (not
per model).

Unit may exchange Heavy Melee Weapons for
Thrown Weapons at no cost.

Special Rules:

Skirmishers, Scouts, Quick, Hidden



Warriors

Support Unit
Trained
(7 mod @ 4 pts+1) = 35

Main weapons: Heavy Melee

Weapon and Standard Melee Weapon

Sidearms:

Fight: 5/7

Shoot: 6/6

Resolve: 6

Unit Options:

Unit may add Bows for 1 point per model.

Unit may exchange Heavy Melee Weapons for
Thrown Weapons at no cost.

Special Rules:

Skirmishers, Scouts, Quick, Hidden

Artillery Crew

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

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.

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**God's Blessing or**

A force led by this commander starts the game with 4 fortune points.

Devil's Luck**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.

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.

Sailors

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

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.

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.

War Cry

When this unit takes a free Fight action from a Charge, any units it charged and scored hits on must roll one additional D10 for the Fatigue Test.

Musician (1 @ 5) = 5

Details: Nationality: Any

Unit Restrictions: Command unit only, but does not count toward one Character per unit limit.

Main Weapon: Standard Melee Weapon (cannot be upgraded).

Command Range: -

Command Points: -

Special Rules: Inspiring

Extra Abilities: At the start of the battle, the opposing force is affected by the Terror Special Rule, unless that force also has a Musician.

Character - Local Guide (Hostage/Advisor) (1 @ 6) = 6

Details: Nationality: Available to any

Main Weapons: -

Special Rules: -

Extra Abilities: All friendly units within 4" have the Quick and Scouts Special Rule