

Blood & Plunder

FORCE BUILDER

Force total points: 200 / 200; 44 models (Strike point at 11/22/33)

Tercios - 1621-1713

- » All Matchlock Musket armed units in this Force may exchange them for Heavy Matchlock Muskets or Carbines at no cost.
- » Veteran and Trained units in this Force ignore the effects of the Poorly Equipped Special Rule and gain the Ruthless Special Rule.
- » This force may not include a ship size 2 or larger.



Experienced Standard Spanish Commander

Details:

May choose 1 Special Rule from the Spanish Commander Options List.

Command Range & Points:
8", 2pts

Main weapons:
Armed as attached unit

Commander Options:
Inspiring
Ruthless



Caballeria

Core Unit

Inexperienced

(6 mod @ 5 pts-1) = 24

Main weapons: Brace of Pistols and Standard Melee Weapons

Sidearms:

Fight: 6/6

Shoot: 7/8

Resolve: 6

Unit Options:

Unit may be downgraded to Inexperienced for -1 point per model.

Special Rules:

Ruthless, Skirmishers,
Quick (only while mounted)



Caballeria

Core Unit

Inexperienced

(6 mod @ 5 pts-1) = 24

Main weapons: Brace of Pistols and Standard Melee Weapons

Sidearms:

Fight: 6/6

Shoot: 7/8

Resolve: 6

Unit Options:

Unit may be downgraded to Inexperienced for -1 point per model.

Special Rules:

Ruthless, Skirmishers,
Quick (only while mounted)



Hostigadores

Core Unit

Trained

(6 mod @ 4 pts) = 24

Main weapons: Matchlock Muskets & Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 7/6

Resolve: 6

Unit Options:

Unit may exchange Matchlock Muskets for Matchlock Carbines and gain the Scouts Special Rule at no cost.

Special Rules:

Ruthless, Poorly Equipped, Skirmishers



Hostigadores

Core Unit

Trained

(6 mod @ 4 pts) = 24

Main weapons: Matchlock Muskets & Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 7/6

Resolve: 6

Unit Options:

Unit may exchange Matchlock Muskets for Matchlock Carbines and gain the Scouts Special Rule at no cost.

Special Rules:

Ruthless, Poorly Equipped, Skirmishers



Hostigadores

Core Unit

Trained

(11 mod @ 4 pts) = 44

Main weapons: Matchlock Muskets & Standard Melee Weapons

Sidearms:

Fight: 6/7

Shoot: 7/6

Resolve: 6

Unit Options:

Unit may exchange Matchlock Muskets for Matchlock Carbines and gain the Scouts Special Rule at no cost.

Special Rules:

Ruthless, Poorly Equipped, Skirmishers



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



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

- Elusive

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

If this unit is activated with a SPADE, and it is not Engaged in a Melee Combat, it may immediately 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.

Hidalgo (1 @ 4) = 4

Details: Nationality: Spanish or Portuguese

Unit Restrictions: None

Command Range: 3"

Command Points: 1 (Charge or Fight Actions only)

Special Rules: *Swordsman* and *Impulsive*

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.)

Standard Bearer (1 @ 3) = 3

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: -

Extra Abilities: - The Commander that this model is attached to gains an additional Command Point that may only be used for Rally actions.