

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

Force total points: 150 / 150; 28 models (Strike point at 7/14/21)

Native Americans [150 Caribbean Tribes Sample - 01b67509]

All Native American factions have the following rules:

- » This force may not include size 2 or larger ships.
- » If this force is the attacker in a scenario, it may deploy half of its units (round down) following the Lay in Wait scenario rule.
- » Any ship included in this force gains the Paddles Trait.
- » This force may not include Artillery.

Caribbean Tribes - 1630-1787

- » Bow armed units in this force may add the Poisoned Arrows Equipment to the entire unit for 3 points.
- » All units in this force gain the Skirmishers, the Sound of Thunder, and Rain of Arrows Special Rules.



Untested Southern Tribes Commander

Command Range & Points:

4", 1pts

Main weapons:

Standard Melee Weapon

Commander Options:
Add Bow or Musket for 1 point

Great Warrior



Young Warriors

Core Unit

Inexperienced

(7 mod @ 4 pts) = 28

Main weapons: Bows and

Standard Melee Weapons

Sidearms:

Fight: 6/8

Shoot: 6/6

Resolve: 5

Unit Options:

Special Rules:

Scouts, Quick, Hidden, Support (Warriors, Warrior Archers, Warrior Musketeers)



Warrior Archers

Core Unit

Trained

(8 mod @ 5 pts+1, +4 pts) = 52

Main weapons: Bow and

Standard Melee Weapon

Sidearms:

Fight: 6/8

Shoot: 5/6

Resolve: 6

Unit Options:

If not armed with Pistols, unit may add Musket Sidearms for 4 points (not per model).

War Captains (cdr unit) Once per turn, unit may apply a -1 bonus to any one test they take.

Special Rules:

Scouts, Hidden, Evade



Warrior Archers

Core Unit

Trained

(6 mod @ 5 pts) = 30

Main weapons: Bow and

Standard Melee Weapon

Sidearms:

Fight: 6/8

Shoot: 5/6

Resolve: 6

Unit Options:

Special Rules:

Scouts, Hidden, Evade



Warrior Musketeers

Support Unit

Veteran

(6 mod @ 4 pts+1) = 30

Main weapons: Firelock

Musket and Standard Melee Weapon

Sidearms:

Fight: 6/8

Shoot: 6/6

Resolve: 6

Unit Options:

Upgrade from Trained to Veteran for 1 point per model

Special Rules:

Scouts, Hidden, Slow Reload, Evade

Evade

When charged or if activated while engaged in Melee combat, this unit may gain one Fatigue to take a Move action to move away from any units that are charging or it is engaged with. When being charged, this can be done instead of making a Defensive Attack. The charging unit is still moved whether the Charge was successful or not. This unit may use this ability even if it would cause them to become Shaken, but they do not fall back a second time as a result, nor will they Go Prone.

Great Warrior

This commander may not join an inexperienced unit. Any unit joined by this commander may upgrade all of the models in the unit to War Captains for 1 point per model. Once per turn, War Captains may apply a -1 bonus to any one test they take.

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.

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.

Rain of Arrows

This unit may spend two actions when making a Shoot Test with Bows. If it does so, the unit may re-roll any dice that fail to score hits. The player must declare this before rolling the Shoot Test.

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.

Slow Reload

When this unit takes a Shoot action with a weapon that takes reload markers, it takes one additional reload marker.

Support

Only one of these units may be included in the Force for each unit of type (X) also included in the Force.

The Sound of

When hit by a Ranged attack that uses any weapon other than Bows, this unit rolls an additional D10 for its Fatigue Test.

Thunder**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.

Poisoned Arrows (3 @ 3) = 9

Model:

Crew: 0

Dice:

Shoot base: 0

Reload markers: 0

Arc of fire:

Movement penalty:

Point cost: 3