Blood & Plunder FORCE BUILDER

Force total points: 150 / 150; 22 models (Strike point at 5/10/15)

Native Americans [undefined - 17c8f1df]

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.



Seasoned Standard Native American Commander

Details:
May choose 2 Special Rules from the Native American Commander Options List

Command Range & Points:
12", 2pts

Main weapons:
Armed as attached unit

Commander Options:
Great Warrior
Savvy



Young Warriors

Core Unit
Inexperienced
(8 mod @ 4 pts) = 32
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
(7 mod @ 5 pts, +4 pts) = 39
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).

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.

Savvy
This unit ignores the effects of Slow Reload and The Sound of Thunder .

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

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.

Low Profile
Apply a +4 penalty to a Shoot Test made with Artillery attempting to hit the Hull of this non-rigging structure section. This penalty is not applied to the additional dice, only the initial hit.

Paddles
A unit does not need to be assigned to the Sweeps in order to move this boat with oars. It may always move at its Sweeps value - 1” as long as there are enough models on the boat to satisfy the requirements. If a unit is assigned to the Sweeps, the boat may move its full Sweeps value.

Ship's Boat
A boat with this Trait allows a large unit to be carried in several boats with the same Trait. To do this: • All boats must have the Ship’s Boat Trait. • None of the boats may be loaded at less than half capacity • All the boats carrying the same unit must stay Cohesive.

Sweeps
May move up to X” under oars while sails are set at speed 0” and the Sweeps are crewed.

Unstable
When this boat is hit by a Cannon and after casualties are removed, roll a D10 for each surviving model inside of it. On a result of 1 or 2, the model is removed as a casualty. Roll the Fatigue Test for affected units after all casualties have been removed.

Canoa (1mod @ 2 pts) = 2

Ship model: Canoa
Speed: 4″
Windward: -0″
Turn: 4″
Draft: 0
Size: 1
Deck 1
Guns (0)
Swivels (0)

Hull: 2 2 2 1

Sail settings: 0″/A

Traits: Unstable , Paddles , Ship's Boat , Low Profile , Sweeps (4),

Upgrades:

Canoa (1mod @ 2 pts) = 2

Ship model: Canoa
Speed: 4″
Windward: -0″
Turn: 4″
Draft: 0
Size: 1
Deck 1
Guns (0)
Swivels (0)

Hull: 2 2 2 1

Sail settings: 0″/A

Traits: Unstable , Paddles , Ship's Boat , Low Profile , Sweeps (4),

Upgrades:

Canoa (1mod @ 2 pts) = 2

Ship model: Canoa
Speed: 4"
Windward: -0"
Turn: 4"
Draft: 0
Size: 1
Deck 1
Guns (0)
Swivels (0)

Sail settings: 0"/A

Hull:
2 2 2
1

Traits: Unstable , Paddles , Ship's Boat , Low Profile , Sweeps (4),

Upgrades:

Sharpshooter (1 @ 4) = 4

Details: Nationality: Any
Unit Restrictions: Any unit armed with any type of Musket
Command Range: -
Command Points: -
Special Rules: Marksmen, Deadeye
Extra Abilities: Roll a separate d10 (or one of a different color) for the Shoot test if the model representing the Sharpshooter is participating in a Ranged Attack using muskets. If the Sharpshooter's attack hits, the model taking the hit does not count as being in Cover.

Force +1 (7 @ 1) = 7

Details:

Poisoned Arrows (2 @ 3) = 6

Model:
Crew: 0
Dice:
Shoot base: 0
Reload markers: 0
Arc of fire:
Movement penalty:
Point cost: 3

Grizzled Veteran (1 @ 6) = 6

Details: Nationality: Any
Unit Restrictions: None
Command Range: 3"
Command Points: 1 (may only give Rally as an extra action)
Special Rules: Battle Hardened and Tough
Extra Abilities: -