

Blood & Plunder FORCE BUILDER

Force total points: 199 / 200; 42 models (Strike point at 10/20/30)

Portuguese-Brazilian Tercios & Militia - 1630-1720

- » All Core units in this Force add the Drilled Special rule at no cost.
- » Milicianos Indios in this Force may exchange Bows for Firelock Muskets as Main Weapons at no cost.



Seasoned Standard Unaligned European Commander

Details:

May choose 2 Special Rules from the Unaligned European Commander Options List

Command Range & Points:
12", 2pts

Main weapons:
Armed as attached unit

Commander Options:



Milicianos

Core Unit

Inexperienced
(9 mod @ 3 pts) = 27

Main weapons: Matchlock Muskets, Standard Melee

Weapons
Sidearms:
Fight: 6/6
Shoot: 7/8
Resolve: 6

Unit Options:

Special Rules:

Drilled, Ruthless, Poorly Equipped



Milicianos

Core Unit

Inexperienced
(9 mod @ 3 pts) = 27

Main weapons: Matchlock Muskets, Standard Melee

Weapons
Sidearms:
Fight: 6/6
Shoot: 7/8
Resolve: 6

Unit Options:

Special Rules:

Drilled, Ruthless, Poorly Equipped



Milicianos Indios

Core Unit

Trained
(9 mod @ 5 pts) = 45

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

Core Unit

Trained
(8 mod @ 5 pts) = 40

Main weapons: Bows, Standard melee weapons

Sidearms:
Fight: 5/8
Shoot: 6/6
Resolve: 6

Unit Options:

Special Rules:

Skirmishers, Elusive, Scouts, Quick



Caballeria Lancero

Core Unit

Trained

(6 mod @ 5 pts) = 30

Main weapons: Lances, Standard Melee

Weapons
Sidearms:
Fight: 5/7
Shoot: 7/7
Resolve: 6

Unit Options:

Special Rules:

Ruthless, Skirmishers,
Quick (only while mounted)

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.

Elusive

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

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.

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.)

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.

Reformado (1 @ 3) = 3

Details: Nationality: Any but Natives

Unit Restrictions: Only units with the Drilled, Expertly Drilled, Sailors, or Expert Sailors

Special Rules.

Command Range: 3"

Command Points: 1 (may only give Charge, Grapple, or Fight as an extra action)

Special Rules: -

Extra Abilities: -