Blood & Plunder FORCE BUILDER

Force total points: 151 / 100; 23 models (Strike point at 5/10/15)

England [British Privateers Search and Recover - e16847ca]

British Privateers - 1700-1730

Force Special Rules:
» If this Force is the attacker in a scenario, once per game the controlling player may discard all the Activation Cards in their hand and replace them with the same number of new cards without spending a Fortune Point.
» All Trained and Veteran units in This Force gain the *Hard Chargers* Special Rule.
» This Force adds +2 when determining the attacker in a scenario.



Read Elding
Command Range & Points:
12", 2pts

Main weapons:
Brace of Pistols & Standard Melee Weapon

Very Inspiring Felicitous



Able Seamen
Core Unit
Veteran
(6 mod @ 6 pts) = 36
Main weapons: Brace of Pistols, Standard Melee Weapons
Sidearms:
Fight: 6/6
Shoot: 7/6
Resolve: 4
Unit Options:
Special Rules:
Brawlers , Expert Artillery Crew , Expert Sailors



Sea Dogs
Core Unit
Trained
(8 mod @ 4 pts, +4 pts) = 36
Main weapons: Pistol, Standard Melee Weapon
Sidearms:
Fight: 6/6
Shoot: 7/7
Resolve: 5
Unit Options:
Unit may exchange Pistols for Brace of Pistols for 4 points per unit (not per model).
Special Rules:
Sailors , Brawlers , Expert Artillery Crew



Jamaican Privateers
Core Unit
Trained
(8 mod @ 4 pts) = 32
Main weapons: Firelock Muskets & Standard Melee Weapons.
Sidearms: Pistol
Fight: 6/6
Shoot: 7/7
Resolve: 5
Unit Options:
Special Rules:
Expert Sailors

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 Crew
If this unit is activated with a ♠ or ♥, it may take a free Reload action with Artillery that it is assigned to.

Expert Sailors
This unit has Sailors and additional -1 bonus to Advanced Maneuvers and changing Sail Setting

Felicitous
If a force that includes this Commander begins a turn with no Fortune Points, it immediately gains one.

Hard Chargers
When charging, this unit receives a -1 bonus to the Fight Test for the free Fight action.

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

Very Inspiring
All friendly units within the Command Range of this commander may re-roll any failed Rally test results.

Hybrid Rig
As long as this ship's sails are not at their highest setting, it gains both the Fore-and-Aft Rig ship trait and the ship's windward penalty is reduced by 1" (to a minimum of 0").

Lightly Built
Due to its light construction, this ship may only carry Swivels and Light Cannons as Artillery. In addition, the ship does not offer Hard Cover to models inside it.

Shallow Draft
If this ship must test to Run Aground, or if a Repair Action is being made to free this ship from being Run Aground, roll two dice for the Test and keep one result of your choice.

Simple Rig
This ship's Sail Setting may be changed using a Standard action instead of a Dedicated action. Additionally, apply a +1 penalty when taking a Shoot Test to hit this ship's Rigging. This penalty is not applied to the additional dice, only the initial hit.

Bermuda Sloop (Plastic Model) (Bermuda Sloop, 1mod @ 13 pts) = 13

Ship model: Bermuda Sloop
Speed: 5"
Windward: -1"
Turn: 4"
Draft: 6
Size: 2

Deck	1	2
Guns (8)	6	2
Swivels (8)	4	4

Sail settings: 5"/4"/3"/0"/A

Hull:
4 4 4 4
3 3 3 3
2 2 2 2
1

Rigging:
3 3 3 3 3
2 2 2 2 2
1

Traits: Lightly Built , Shallow Draft , Hybrid Rig , Simple Rig ,

Upgrades:

Swivel Gun on Structure (2 @ 3) = 6

Model: Swivel Gun
Crew: 2
Dice: 3 vs. Units & Rigging only
Shoot base: 6
Reload markers: 2
Arc of fire: ~180
Movement penalty:
Point cost: 3