

Blood & Plunder

FORCE BUILDER

Force total points: 250 / 250; 45 models (Strike point at 11/22/33)

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.

Guarda Costas

This Force may include European Sailors as Core units and Marineros (Spanish) as Support units if it does not include any European Militia Cavalry or European Artillery Crew.



12", 2pts

Experienced European Commander

Details:
Add a Horse for 1 point.

Command Range & Points:

Main weapons:
Brace of Pistols or Firelock Musket, and Standard Melee Weapon

Inspiring



European Sailors

Core Unit
Trained

(11 mod @ 4 pts, +4 pts) = 48

Main weapons: Pistols Standard Melee Weapons
Sidearms:
Fight: 6/7
Shoot: 6/7
Resolve: 5

Unit Options:

Unit may exchange Pistols for Firelock Muskets for 4 points (not per model).

Special Rules:

Artillery Crew, Sailors, Battle Hardened



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Artillery Crew

Battle Hardened

Inspiring

Sailors

If this unit is activated with a SPADE, it may take a free Reload action with Artillery that it is assigned to.

This unit reduces the number of dice rolled for a Fatigue test by one, but only if taken as the result of a Fight action.

All friendly units within the Command Range of this commander may reroll any failed Rally test results when the commander's unit is active.

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

Chasers

Chasers are Cannons that face either forward out of the Bow, or out back from the Stern of the ship. If cannons are placed in the Chasers gun ports, they fire in the direction they face, with the width of the Bow (or Stern) as their Arc of Fire

Easy to Handle

This ship's Sail Setting may be changed using a Standard action instead of a Dedicated action.

Pinked Stern

Raking shots against this ship's Stern do not apply the -1 penalty to the ship's current Fortitude value.

Poop Deck

This subsection is a small area within the ship's rearmost deck. It holds a maximum of 7 models, and follows the rules for subsections as described on p. 185.

Whipstaff

This ship does not suffer the usual turning penalty for having no units in the rearmost deck.

Fluyt (1mod @ 15 pts) = 15

Ship model: Fluyt

Speed: 4"

Windward: -2"

Turn: 3"

Draft: 6

Size: 3

Deck 1 2 3

Guns (14) 4 4 4+2

Swivels (6) 4 0 2

Traits: Pinked Stern, Whipstaff, Chasers, Easy to Handle, Poop Deck,

Hull:

4	4	4	4	4	4
3	3	3	3	3	3
2	2	2	2	2	2
1					

Rigging:

3	3	3	3	3
2	2	2	2	2
1				

Sail settings: 4"/3"/2"/1"/0"/A

Upgrades: Anti Grappling Measures (3 pts), Heavily Built (4 pts), Streamlined Hull (post 1700 factions) (3 pts),

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.

Carpenter (1 @ 4) = 4

Details: Nationality: Any but Natives

Unit Restrictions: Only units with the Sailors or Expert Sailors Special Rule.

Command Range: 3"

Command Points: 1 (may only give Repair as an extra action)

Special Rules: -

Extra Abilities: The unit this Character is attached to receives a -1 bonus to Repair Tests.

Officer (1 @ 10) = 10

Details: Nationality: Any

Unit Restrictions: None

Command Range: 4"

Command Points: 1 (may give any extra action)

Special Rules: -

Extra Abilities: If this force's Commander is removed as a casualty, this model becomes the force's Commander. The force may take a Strike Test with the Officer as the Commander, but if it does, it applies a +1 penalty to that Test.