

Blood & Plunder FORCE BUILDER

Force total points: 198 / 200; 58 models (Strike point at 14/28/42)

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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:
Strict
Battle Hardened



European Militia Cavalry

Core Unit
Inexperienced
(12 mod @ 3 pts) = 36
Main weapons: Brace of Pistols and Standard Melee Weapons
Sidearms:
Fight: 6/7
Shoot: 7/8
Resolve: 6
Unit Options:
Special Rules:
Quick (only while mounted)



European Militia Cavalry

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Inexperienced
(12 mod @ 3 pts) = 36
Main weapons: Brace of Pistols and Standard Melee Weapons
Sidearms:
Fight: 6/7
Shoot: 7/8
Resolve: 6
Unit Options:
Special Rules:
Quick (only while mounted)



European Militia Cavalry

Core Unit
Inexperienced
(11 mod @ 3 pts) = 33
Main weapons: Brace of Pistols and Standard Melee Weapons
Sidearms:
Fight: 6/7
Shoot: 7/8
Resolve: 6
Unit Options:
Special Rules:
Quick (only while mounted)



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Battle Hardened Quick (only while mounted) Strict

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.
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.

During this Commander's activation, any friendly unit rolling a Test may gain one point of Fatigue to apply a -1 bonus to that Test. is may not be done if the unit is Shaken or would become Shaken.

Hidalgo (1 @ 4) = 4

Details: Nationality: Spanish or Portuguese
Unit Restrictions: None
Command Range: 3"
Command Points: 1 (Charge or Fight Actions only)
Special Rules: *Swordsman* and *Impulsive*

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: -