Blood & Plunder FORCE BUILDER

Force total points: 249 / 250; 37 models (Strike point at 9/18/27)

France [Marins W/ Hint of Lemon - 37a4ac1b]

Iberville's Expeditionary Force -1685-1700

» This Force adds +2 when determining the attacker in a scenario.
» This Force may include 1 Support unit for every Core unit.
» Once per game, this Force may re-roll the result of a Critical Hit or Lucky hit against an opposing ship's Rigging or Hull.
» Once per game, this Force's controlling player may discard all the Activation Cards in their hand and replace them with the same number without spending a Fortune Point.



Pierre Lemoyne d'Iberville (FotF)
Command Range & Points:
12", 3pts

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

Scouts Broadside! Commodore Inspiring Elan Cold Blooded



Marins
Core Unit
Veteran
(10 mod @ 4 pts+1, +6 pts) = 56
Main weapons: Pistol and Standard Melee Weapons
Sidearms:

Fight: 5/7
Shoot: 7/7
Resolve: 5

Unit Options:
Unit may exchange Pistols for Buccaneer Guns for 4 points (not per model).
Upgrade from Trained to Veteran for 1 point per model
1 out of 8 models may add Stinkpots or Firepots for 2 points per model

Special Rules:
Artillery Crew , Sailors , Hard Chargers



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Young Braves
Support Unit
Inexperienced
(5 mod @ 4 pts, +4 pts) = 24
Main weapons: Bows and Standard Melee Weapons
Sidearms:
Fight: 6/8
Shoot: 6/6
Resolve: 5

Unit Options:
Unit may add Musket sidearms for 4 points (not per model).

Special Rules:
Scouts , Hard Chargers , Hidden

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

Broadside!
All Artillery fired during this commander's activation are fired simultaneously, hence it all counts as the same Ranged Attack, and all dice for the shoot Test are rolled simultaneously. This may increase the chances of scoring Critical Hits

Cold Blooded
This Commander has Ruthless . Additionally, any unit using a Command Point from this commander to take a Fight or Shoot action also gains Ruthless for that 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.)

Commodore When this commander is aboard a ship, its command range is increased by 12" when giving actions to units in other ships.

Elan This Commander may use a single Command Point on any other unit within its Command Range while the commanderâ€™s unit is engaged in Melee.

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

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.

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

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

Scouts This unit may move through rough area terrain (not inside structures and not while Climbing) without the -1" move penalty

Fore-and-aft Rig When this ship attempts a Tacking Advanced Maneuver, it may roll two d10 for the Test, and use the best result. This ship cannot perform the Box Hauling Advanced Maneuver.

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.

Balandra (Plastic Sloop Kit) (Bermuda Sloop, 1mod @ 10 pts) = 10

Ship model: Bermuda Sloop
Speed: 4"
Windward: -0"
Turn: 4"
Draft: 5
Size: 2

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

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

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

Sail settings: 4"/3"/0"/A
Traits: Lightly Built , Shallow Draft , Fore-and-aft Rig , Simple Rig ,
Upgrades: Freshly Careened Hull (4 pts), Reinforced Bulkheads (3 pts),

Character - Father Thury (Fighting Man) (1 @ 10) = 10
Details: Nationality: French or Wabanaki
Unit Restrictions: Any Native American
Command Points: 1
Command Range: 4"
Extra Abilities: This Character's Force gains one Fortune Point at the start of the battle. If this Character is removed as a casualty, the Force that lost it immediately loses one Fortune Point.

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.

Character - Captured Merchant (Hostage/Advisor) (1 @ 10) = 10
Details: Nationality: Available to any
Main Weapons: -
Special Rules: High Standing
Extra Abilities:
All forces want to keep this model from becoming a casualty, and capture it if possible. To reflect this, units making a Ranged attack against the unit that contains this model have a +1 penalty to the attack.
If this Character is lost and captured by the enemy (as described above), then the force that lost it immediately gains one Strike Point. The Strike Point is lost if the Force that lost it recovers the Character.

Cook (1 @ 2) = 2
Details: Nationality: Any
Unit Restrictions: Any with *Sailors* or *Expert Sailors*
Command Range: 4"
Command Points: 1 (Rally Action only)
Special Rules: *Brawlers*

Force -5 (4 @ -5) = -20
Details:

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.