⚠ Support units exceed maximum (half of core units)

FORCE BUILDER

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

France [250 Pain by Land - 469f2442]

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



Milice Canadienne
Core Unit
Trained
(7 mod @ 4 pts) = 28
Main weapons: Firelock Muskets Standard Melee Weapons
Sidearms:
Fight: 7/7
Shoot: 6/7
Resolve: 6
Unit Options:
Special Rules:
Elusive, Scouts, Marksmen



Milice Canadienne
Core Unit
Trained
(7 mod @ 4 pts) = 28
Main weapons: Firelock Muskets Standard Melee Weapons
Sidearms:
Fight: 7/7
Shoot: 6/7
Resolve: 6
Unit Options:
Special Rules:
Elusive, Scouts, Marksmen



Braves
Core Unit
Veteran
(10 mod @ 5 pts+1, +3 pts) = 63
Main weapons: Firelock Muskets and Standard Melee Weapons
Sidearms:
Fight: 6/7
Shoot: 6/6
Resolve: 6
Unit Options:
Upgrade from Trained to Veteran for 1 point per model
Unit may add Thrown Weapons to all its models for 3 points (not per model).
Special Rules:
Scouts, Ball & Shot, Hard Chargers, Hidden



Coureur des Bois
Support Unit
Trained
(11 mod @ 5 pts) = 55
Main weapons: Firelock Muskets and Standard Melee Weapons
Sidearms:
Fight: 6/7
Shoot: 6/6
Resolve: 5
Unit Options:
Special Rules:
Elusive, Scouts, Marksmen



Young Braves
Support Unit
Inexperienced
(8 mod @ 4 pts, +4 pts) = 36
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

Ball & Shot
This unit loads small shot with regular musket balls to cause greater damage. When this unit rolls any natural 10s for a Ranged attack using muskets against an enemy unit no more than 12" away, an additional d10 may be rolled for each natural 10 in an attempt to score additional hits. Natural 10s rolled with the bonus dice do not trigger any additional dice.

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.

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

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.

Marksmen This unit may spend 2 actions to make a Shoot Test with any musket or carbine at a -1 bonus. A player must declare this before rolling the Shoot Test.

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

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.

Character - Local Guide (Hostage/Advisor) (1 @ 6) = 6
Details: Nationality: Available to any
Main Weapons: -
Special Rules: -
Extra Abilities: All friendly units within 4" have the Quick and Scouts Special Rule