⚠ Support units exceed maximum (half of core units)

FORCE BUILDER

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

France [250 Pain by Sea - 9956068a]

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
Trained
(11 mod @ 4 pts−1) = 33
Main weapons: Pistol and Standard Melee Weapons
Sidearms:
Fight: 5/7
Shoot: 7/7
Resolve: 5
Unit Options:
Entire unit may downgrade to only Standard Melee Weapon for -1 point per model. This option may not be taken if the unit is Inexperienced or Veteran.
Special Rules:
Artillery Crew , Sailors , Hard Chargers



Milice Canadienne

Core Unit
Trained
(4 mod @ 4 pts) = 16
Main weapons: Firelock Muskets Standard Melee Weapons
Sidearms:
Fight: 7/7
Shoot: 6/7
Resolve: 6
Unit Options:
Special Rules:
Elusive , Scouts , Marksmen



Compagnies Franches de La Marine (17th Century)

Core Unit
Trained
(8 mod @ 6 pts) = 48
Main weapons: Firelock Musket, Thrown Weapons, and Standard Melee Weapon
Sidearms:
Fight: 5/7
Shoot: 6/7
Resolve: 5
Unit Options:
Unit may exchange Thrown Weapons for Plug Bayonets.
Special Rules:
Scouts , Expertly Drilled



Miliciens Artilleurs

Support Unit
Inexperienced
(7 mod @ 2 pts) = 14
Main weapons: Standard Melee Weapons
Sidearms:
Fight: 7/7
Shoot: 0/7
Resolve: 6
Unit Options:
Special Rules:
Artillery Crew , Field Gun



Young Braves

Support Unit
Inexperienced
(5 mod @ 4 pts) = 20
Main weapons: Bows and Standard Melee Weapons
Sidearms:
Fight: 6/8
Shoot: 6/6
Resolve: 5
Unit Options:
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.

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

Expertly Drilled — This unit has the Drilled Special Rule. In addition, if this unit activates with a ♠ or ♥ and scores at least one hit with a Dedicated Shoot action using Muskets while in formation, the defending unit must roll an additional d10 when taking its Fatigue Test from the attack.

Field Gun — This unit may be deployed with a piece of Artillery on a field carriage. It must pay the points for the chosen Artillery piece. If this unit chooses to take a gun on a field carriage, it must start the battle assigned to it, and the gun cannot be deployed in 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.

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

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

Staysails — When moving under sail to windward, this ship is never reduced to its lowest sail setting value that is greater than 0 (unless it is In the Wind's Eye). Use of Staysails is optional.

Light Frigate (1mod @ 21 pts) = 21

Ship model: Light Frigate
Speed: 5"
Windward: -2"
Turn: 3"
Draft: 8
Size: 3

Hull: 5 5 5 5 5 5 | 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 3 | 2 2 2 2 2 2 | 1

	Deck	Guns (14)	Swivels (4)
1	2	6	0
2	3	4+2	2

Sail settings: 5"/4"/3"/2"/0"/A
Traits: Chasers , Staysails ,
Upgrades: Anti Grappling Measures (3 pts),

Medium Cannon Ship pair (3 @ 10) = 30

Model: Medium Cannon
Crew: 3
Dice: 1 (+3)
Shoot base: 4
Reload markers: 4
Arc of fire: width of deck
Movement penalty: -2
Point cost: 10

Light Cannon Ship pair (2 @ 7) = 14

Model: Light Cannon
Crew: 2
Dice: 1 (+2)
Shoot base: 4
Reload markers: 4
Arc of fire: width of deck
Movement penalty: -1
Point cost: 7

Chainshot & Grapeshot (5 @ 1) = 5

Model:
Crew: 0
Dice: 1 Ranging Shot, then Damage Dice
Shoot base: 4
Reload markers: 4
Arc of fire: Normal
Movement penalty:
Point cost: 1

Master Gunner (1 @ 6) = 6

Details: Nationality: Any but Natives
Unit Restrictions: Only units with the Artillery Crew or Expert Artillery Crew Special Rule
Command Range: 3”
Command Points: 1 (may only give a Reload action for Artillery as an extra action)
Special Rules: Expert Artillery Crew
Extra Abilities: The unit this Character is attached to receives a -1 bonus when rolling the Test for the initial hit (or the Initial Shot) with artillery.

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.