

Blood & Plunder

B

FORCE

BVILDER

Force total points: 200 / 200; 31 models (Strike point at 7/14/21)

Pirates [Skinnybeard's Big Stretch - f0d2222d]

Blackbeard's Men -1717-1718

Force Special Rules:

- » This Force adds +2 when determining the attacker in a scenario.
- » If this Force includes the *Queen Anne's Revenge* ship or has 2 or more ships, the Force gains *Vendetta*. X.X is the opposing Force's Nationality
- » If this Force is the attacker in an amphibious or sea scenario, it may fly false colors to deceive the opposing force. Roll one d10 at the start of each turn. On a 7+ the ruse is discovered and has no effect, so no further rolls are made. Otherwise, no unit in this Force may be attacked by any enemy units this turn unless a unit in this Force attacks first or moves within 12" of an enemy unit.
- » 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.



Edward "Blackbeard" Teach
Command Range & Points:
12", 3pts

Main weapons:
Brace of Pistols & Standard Melee Weapon

Tough God's Blessing or Devil's Luck Terror Bold Cold Blooded



Roundsmen
Core Unit
Veteran
(6 mod @ 6 pts+1, +2 pts) = 44

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

Unit Options:
Unit may add Buccaneer Guns for 1 point per model (and gain the *Rail & Shore* Special Rule).
1 out of 4 models may add Firepots or Stinkpots for 2 points per model (not with other explosives).

Special Rules:
Artillery Crew, Expert Sailors, War Cry



Pirates
Core Unit
Trained
(6 mod @ 3 pts) = 18

Main weapons: Brace of Pistols & Standard Melee Weapons
Sidearms:
Fight: 7/7
Shoot: 7/7
Resolve: 6

Unit Options:

Special Rules:
Artillery Crew, Sailors, War Cry



Pirates
Core Unit
Trained
(6 mod @ 3 pts) = 18

Main weapons: Brace of Pistols & Standard Melee Weapons
Sidearms:
Fight: 7/7
Shoot: 7/7
Resolve: 6

Unit Options:

Special Rules:
Artillery Crew, Sailors, War Cry



Jamaican Privateers
Support Unit
Trained
(12 mod @ 4 pts, +2 pts) = 50

Main weapons: Firelock Muskets & Standard Melee Weapons.
Sidearms: Pistol
Fight: 6/6
Shoot: 7/7
Resolve: 5

Unit Options:
1 out of 8 models may add Firepots or Stinkpots for 2 points per model (not with other explosives).

Special Rules:
Expert Sailors

Artillery Crew

Bold
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.)

Expert Sailors

God's Blessing or Devil's Luck

Sailors
Terror

At the beginning of a battle, all enemy units must take a Resolve Test on 1 d10. If the test is failed, that unit gains one point of Fatigue. This special rule can only be used once per force per battle, even if multiple effects can cause Terror

Tough

War Cry

If this unit ends an activation with any amount of Fatigue, and it did not Push or gain any Fatigue during the activation, it may take a free Rally Test with a single d10.

When this unit takes a free Fight action from a Charge, any units it charged and scored hits on must roll one additional D10 for the Fatigue Test.

Hybrid Rig

As long as this ship's sails are not at their highest setting, it gains both the Fore-and-Aft Rig ship trait and the ship's windward penalty is reduced by 1" (to a minimum of 0").

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.

Bermuda Sloop (Plastic Model) (Bermuda Sloop, 1mod @ 13 pts) = 13

Ship model: Bermuda Sloop
Speed: 5"
Windward: -1"
Turn: 4"
Draft: 6
Size: 2

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

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

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

Sail settings: 5"/4"/3"/0"/A
Traits: Lightly Built, Shallow Draft, Hybrid Rig, Simple Rig,
Upgrades: Reinforced Bulkheads (3 pts),

Swivel Gun Pair on a Ship (4 @ 5) = 20

Model: Swivel Gun
Crew: 2
Dice: 3 vs. Units & Rigging only
Shoot base: 6
Reload markers: 2
Arc of fire: ~180
Movement penalty: -1
Point cost: 5

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