

Blood & Plunder

FORCE
BUILDER

Force total points: 150 / 150; 29 models (Strike point at 7/14/21)

Unaligned & Peripheral Powers [Miskito a Go Go - f0d2222d]

Miskito Zambo -1655-1800

Force Special Rules:

- » If this Force is the attacker in a scenario, it may choose to have the Night (Limited Visibility) scenario rule in effect.
- » This Force adds +2 when determining the attacker in a scenario.
- » This Force may not include ships size 2 or larger or Artillery.
- » Any ship included in this Force gains the Paddles Ship Trait.
- » All units in this Force gain the Skirmishers Special Rule.
- » This Force ignores the Hidden Special Rule on opposing units.
- » All units in this Force with the Slow Reload Special Rules may replace it with the Poorly Equipped Special Rule at no cost.



King Jeremy II

Command Range & Points:
8", 2pts

Main weapons:
Firelock Musket and Standard Melee Weapon

Inspiring Well Equipped Mobile



African Warriors
Core Unit
Trained

(5 mod @ 6 pts) = 30

Main weapons: Bow and Standard Melee Weapon

Sidearms:
Fight: 6/6
Shoot: 6/6
Resolve: 5

Unit Options:

Unit may exchange Bows for Firelock Muskets (and the gain the Slow Reload Special Rule) at no cost. Not with pistols.

Special Rules:

Skirmishers, Elusive, Scouts, Quick



Warrior Musketeers
Core Unit
Trained

(5 mod @ 4 pts) = 20

Main weapons: Firelock Musket and

Standard Melee Weapon

Sidearms:
Fight: 6/8
Shoot: 6/6
Resolve: 6

Unit Options:

Special Rules:
Scouts, Hidden, Slow Reload, Evade



Warrior Musketeers
Core Unit
Trained

(5 mod @ 4 pts) = 20

Main weapons: Firelock Musket and

Standard Melee Weapon

Sidearms:
Fight: 6/8
Shoot: 6/6
Resolve: 6

Unit Options:

Special Rules:
Scouts, Hidden, Slow Reload, Evade



Warrior Musketeers
Core Unit
Trained

(5 mod @ 4 pts) = 20

Main weapons: Firelock Musket and

Standard Melee Weapon

Sidearms:
Fight: 6/8
Shoot: 6/6
Resolve: 6

Unit Options:

Special Rules:
Scouts, Hidden, Slow Reload, Evade



Warriors
Support Unit
Veteran

(8 mod @ 4 pts+1) = 40

Main weapons: Heavy Melee Weapon and

Standard Melee Weapon

Sidearms:
Fight: 5/7
Shoot: 6/6
Resolve: 6

Unit Options:

Unit may be upgraded to Veterans for 1 point per model.
Unit may exchange Heavy Melee Weapons for Thrown Weapons at no cost.

Special Rules:

Skirmishers, Scouts, Quick, Hidden

Elusive

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

Evade

When charged or if activated while engaged in Melee combat, this unit may gain one Fatigue to take a Move action to move away from any units that are charging or it is engaged with. When being charged, this can be done instead of making a Defensive Attack. The charging unit is still moved whether the Charge was successful or not. This unit may use this ability even if it would cause them to become Shaken, but they do not fall back a second time as a result, nor will they Go Prone.

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.

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

Inspiring

All units in this commander's Command Range gain the Quick Special Rule.

Mobile

If this unit is activated by a CLUB, it gains one additional Reload marker to Small Arms if it gains any during that activation.

Poorly Equipped

If this unit is activated with a SPADE, and it is not Engaged in a Melee Combat, it may at any point during the activation take a free Move action.

Quick

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

Scouts

Skirmishers

When this unit is activated with a SPADE or HEART: 1- if unit takes a Move action then attempts one or more Ranged attacks, it may take a free Move action back to its original position after the ranged attacks are resolved. 2- if the unit Charges an enemy unit it may take a free Move action back to its original position after the free Fight action resolved. In this case, the enemy unit cannot pursue the Skirmisher unit and the active unit may not perform any further Charge Actions during this activation.

Slow Reload

When this unit takes a Shoot action with a weapon that takes reload markers, it takes one additional reload marker.

Well Equipped

If this commander is attached to a unit with the Poorly Equipped special rule, it is negated.