

Blood & Plunder

FORCE

BVILDER

Force total points: 150 / 200; 28 models (Strike point at 7/14/21)

Spain [San Francisco Romeo - f0d2222d]

Reformed Spanish Militia - 1701-1730

Force Special Rules:

» This Force may deploy a single Unit with the *Hidden*, *Elusive*, or *Skirmishers* Special Rules following the Lay in Wait rules in the Scenarios section of the Blood & Plunder rule book (p. 144).

Guerilla Fighters

This force may include Milicianos Indios as Core units and may deploy up to half of its units using the Lay in Wait rule, but only if the force contains no Artillery on field carriages and no Mounted units.



Francisco Romo De Uriza

Command Range & Points:  
12", 2pts

Main weapons:  
Brace of Pistols & Standard Melee Weapon

Elusive Tough Inspiring



Lancers  
*Core Unit*  
*Trained*  
(6 mod @ 5 pts) = 30  
Main weapons: Lances  
Sidearms:  
Fight: 5/7

Shoot: 0/6  
Resolve: 5

Unit Options:

Special Rules:

Ruthless, Skirmishers, Elusive, Scouts



Hostigadores  
*Core Unit*  
*Trained*  
(7 mod @ 4 pts) = 28  
Main weapons: Matchlock Muskets & Standard Melee Weapons  
Sidearms:  
Fight: 6/7  
Shoot: 7/6  
Resolve: 6

Unit Options:

Special Rules:

Ruthless, Poorly Equipped, Skirmishers



Hostigadores  
*Core Unit*  
*Trained*  
(6 mod @ 4 pts) = 24  
Main weapons: Matchlock Muskets & Standard Melee Weapons  
Sidearms:  
Fight: 6/7  
Shoot: 7/6  
Resolve: 6

Unit Options:

Special Rules:

Ruthless, Poorly Equipped, Skirmishers



Soldados de Avanzada  
*Support Unit*  
*Inexperienced*  
(8 mod @ 5 pts-1, +4 pts) = 36  
Main weapons: Matchlock Muskets and Standard Melee Weapons  
Sidearms:  
Fight: 5/6  
Shoot: 7/7  
Resolve: 5

Unit Options:

Unit may exchange the Drilled Special Rule for the Elusive Special Rule.  
Unit may add Socket Bayonets for 4 points (not per model).  
Unit may be downgraded to Inexperienced for -1 point per model.

Special Rules:

Drilled, Ruthless, Poorly Equipped

Drilled

This unit is more effective when in formation. A Drilled unit in formation may (only) use Carbines or Muskets of any type to make a Shoot action as a Dedicated action, which receives all the standard penalties and bonuses for a Dedicated action as explained in the Actions section.

Elusive

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

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.

Lay in Wait (Scenario Rule)

Units that Lay in Wait may set up last, after all other units have been placed on the board. They must be set up in or behind Cover, and must start the battle Prone. They may ignore the scenario rules for deployment and be placed anywhere on the board, but may not be placed within 9" of an enemy unit.

If there is a situation where both attacking and defending players have units that can Lay in Wait, the defending player sets up his units before the Attacker.

See p.150 of the Revised Rule Book (or p.144 of original) for complete details.

Poorly Equipped

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

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.

Scouts

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

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.

Tough

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.

Mission Priest (1 @ 3) = 3

Details: Nationality: Spanish or Portuguese

Unit Restrictions: Command unit only

Command Range: 12"

Command Points: -

Special Rules: *Inspiring*

Extra Abilities: "Santiago": The ancient battle cry of Iberia: once per game, this Character may call on Santiago to inspire his Force to greater efforts. Once per game, during your command units activation, all friendly units within the Mission Priest's Command Range may receive a Command Point action. (This counts as receiving a command point action for this turn.)

Hidalgo (1 @ 4) = 4

Details: Nationality: Spanish or Portuguese

Unit Restrictions: None

Command Range: 3"

Command Points: 1 (Charge or Fight Actions only)

Special Rules: *Swordsman* and *Impulsive*