



GLOSSARY

WITH QUICK REFERENCE SHEETS
AND ADDITIONAL NOTES

V1.4

Blood & Plunder is written by Mike Tuñez and
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INTRODUCTION

As **Firelock Games** release more fantastic explanations for **Blood & Plunder**, the rules and effects that you may need to check during a game become spread out over several books.

This glossary contains all the unit special rules, equipment, and weapons from the **Blood & Plunder** core book, **No peace beyond the line**, **Fire on the frontier**, and **Raise the black** with room for future expansions. In addition, I have included a 4-page quick reference sheet, and a game tracker sheet, based on the things that I commonly forget when playing.

Paul Kingtiger 2023

Comments and feedback can be sent via the **Blood & Plunder** facebook group.
<https://www.facebook.com/groups/BloodandPlunder>

Or by leaving a comment on my website.
<https://kingtiger.co.uk/blood-plunder-glossary/>

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HOW TO USE THE GLOSSARY

The glossary contains an alphabetical list of unit special rules, equipment, and weapons based on the **Blood & Plunder** core rulebook, **No peace beyond the line**, and **Fire on the frontier**. The document has been designed to be easy to read and printer friendly.

PRINT VS DIGITAL VERSION

This is the **US Letter** version of the glossary and is optimized for printing on that format, however the recommended way to use the glossary is digitally on a tablet, where you can make the best use of the hyperlinks to quickly find what you are looking for.

External links to other websites are written using the full URL, for example: <https://www.firelockgames.com/>

Of course, hyperlinks won't work on a printed copy, so I have included page numbers to aid navigation.

QUICK REFERENCE SHEET

At the end of the glossary is a 4-page QR sheet. This is designed to be printed double sided, on 2 sheets of paper.

The first 2 pages contain everything you need for the core game, using the new artillery rules.

Pages 3 and 4 contain information for ship battles and can be ignored unless you are fighting at sea.

CHANGES TO THE RULE BOOK TEXT

I have kept the text as close to the official rule book as possible, but in some cases I have changed the text to improve readability. Any errors are my own.

Captain's note: I have added notes throughout the glossary with additional information, examples, and suggestions. These are contained within captain's notes text boxes.

FAQ AND UPDATES

The glossary is up to date with Errata 1.4.

I have also included any updates and clarifications provided by **Firelock Games** have provided rules updates on the **Blood & Plunder** facebook group

Updates are **highlighted in blue**^{1,4} and include the version number, so you know which errata it is from.

PAGE FORMAT AND SIZE

The glossary has been formatted for **US Letter** paper. You can also download a version for printing on **A4** paper, as well as **Android** (16:9) and **iPad** (4:3) versions, optimised for digital viewing with additional links and a navigation bar on each page.

FEEDBACK AND SPELLING

As much as possible I have used US English. However, I am from the UK so there may be mistakes. If you find any mistakes or spelling errors, please let me know and I will do my best to correct them.

SHARING THE GLOSSARY

Please feel free to print out the glossary and share it with your friends, FLGS, and at conventions.

If talking about the glossary on your site or blog please include links to <https://kingtiger.co.uk/blood-plunder-glossary/>

Finally, please direct people to the above page to download the file, rather than hosting a copy on your site. This ensures people can download the latest version of the files.

AGNOWLEGEMENT

I would like to thank **Mike** and everyone at **Firelock Game**, who have been amazing in supporting me in creating this glossary. They kindly provided digital copies of the rule books which made copying the text far quicker than typing everything from my physical copies.

I would also like to thank **Neil Thomas** and **Hackney Area Tabletop Enthusiasts** who helped me compile a list of all the common things to look up, though playing our first **Blood & Plunder** games together.

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SPECIAL RULES, WEAPONS, AND SHIP TRAITS

ADDITIONAL DEFENCES (FORTIFICATION) FOTF

Additional defences were often added to fortifications to assist in resisting an attack, including Storm Poles, Outer Ditches, Caltrops, and even pig fat or oil to stop an attacker gaining a grip in climbing.

All of these additional defences are treated the same and allow a defender to re-roll a number of melee saves equal to the current Fortitude of the section when they are attacked as the result of a Charge action by a unit against the outer facing of the section.

Additional Defences must be purchased at the same time as the fortification section to which they are attached and should be clearly marked on the model.

Cost: +1 pts per section – You must upgrade all sections of a fortification.

ADDITIONAL SAILS RTB

With a stronger or more advanced rig, ships were able to carry extra canvas. However, in any kind of significant breeze this could make handling the ship difficult and make the vessel less effective as a gun platform as the deck would roll and heel steeply.

The crew on a ship with this trait may set or remove the additional sails with a change sail action, rolling two dice and selecting the lowest (mark the additional sails with a token or note on the ship card on the mainmast section). A ship may choose to begin the game with an additional sail token already on its card.

While the additional sails are set the following rules apply:

- ◆ If the ship has the additional sails set and is at its highest sail setting, the ship gains the “swift” trait to a maximum move of 6” per ship activation.
- ◆ If the ship has the additional sails set, any change sail, advanced maneuver or grapple actions made by the crew must roll two dice and select the lowest result.
- ◆ If the ship has the additional sails set, units assigned to cannons receive a +2 to hit penalty on their initial to hit roll when firing; all other ranged weapons receive a +1 to hit penalty.
- ◆ If the ship has the additional sails set, any enemy targeting the rigging of the ship with cannons is not restricted to one lucky hit per shooting test but will cause a lucky hit on each 10 rolled.
- ◆ If a mast is lost due to critical damage, the additional sails trait is lost, and any additional sails tokens are immediately removed.

AIM HIGH NPBTL

When using the Broadside! special rule, artillery targeting a ship’s rigging scores a lucky hit on a result of 9 or 10.

ADVANCED MANEUVER

These tricky maneuvers involve an element of risk but can be decisive in battle.

Attempting an advanced maneuver requires a unit on board to take a Dedicated action. An Advanced Maneuver cannot be attempted by a unit if there is an enemy unit on the same ship.

The target number to succeed an advanced maneuver depends on the unit taking the action, as shown below.

Unit special rule Target number

None	+7
Sailors	+5
Expert sailors	+4

The available advanced maneuvers are:

- ◆ Box haul (See p. 5)
- ◆ Tack (See p. 16)
- ◆ Wear (See p. 18)

AGGRESSIVE COMMANDER

All friendly units within this commander’s command range gain the hard chargers special rule.

ANTI-GRAPPLING MEASURES RTB

Ships would often prepare defences to stop an enemy grappling or coming alongside to board; axes could be strategically placed at key points to cut ropes attached to the grapnels, or spare yards, booms or even heavy sweeps could be used to fend off an enemy vessel as it tried to close.

A unit attempting to Grapple a ship with this equipment receives a +2 penalty to the Grappling Test.

The Anti-Grappling Measures have no effect on a Grappling test from a ship that is either:

1. A boat (any size 1 ship).
2. If the skids of the two ships are within 5” of each other. (For clarity a unit making a grappling action must still occupy a section within 3” of their target).

Only available for size 2+ ships.

ARMOR NPBTL

If this unit rolls a 1 for any save, it may roll an additional die to attempt the save a second time.

ARTILLERY CREW

If this unit is activated with a ♠, it may take a free reload action with artillery that it is assigned to.

BALL & SHOT

This unit loads small shot with regular musket balls to cause greater damage. When making a ranged attack on a unit within 12" the shoot test uses exploding dice Bastion (fortification) FOTF

A bastion is a defensive structure designed to provide a stable gun platform, able to deliver flanking fire against an enemy attacker. The positions which cannons may occupy within the bastion should be clearly marked on the model.

Cannons deployed inside a structure with this special rule may be moved to occupy any unoccupied embrasure depicted on the model.

To move the artillery piece, an assigned gun crew must first dismount the cannon - taking a single dedicated action (place the cannon model in the centre of the bastion for clarity). When dismounted, the Cannon may not move, be reloaded, or fired. A cannon which is dismounted may then be mounted at any unoccupied embrasure on the model by its assigned crew taking another dedicated action (move the model to its new position).

The normal gun crew minimum requirements for moving artillery apply for mounting/dismounting guns. Cannons must be mounted at an embrasure when deployed at the beginning of any game.

BATTLE HARDENED NPBTL

This unit reduces the number of dice rolled for a fatigue test by 1, but only if taken as the result of a fight action.

BLUNDERBUSS (WEAPON)

A Blunderbuss is a short-range firearm weapon that fires shot over a wide area within a short range.

All Shoot Tests receive an additional +2 penalty when making a Ranged Attack with a Blunderbuss unless the target is within 4", in which case the penalty is +1.

A Blunderbuss rolls 2 dice when fired. When making a ranged attack on a unit within 12" the shoot test uses exploding dice.

BOLD NPBTL

This commander may always use commands points normally, even if the attached unit is shaken or engaged in a melee combat.

BOW

Bows are more primitive weapons than typical black powder weapons. They fire at a much higher rate but are much less powerful. As such, models get a -3 bonus to ranged saves against hits caused by bows.^{1,2}

If the number of hits caused by bows exceeds the number of models in the affected unit, a save is rolled for each hit, not for each model in the unit as usual.^{1,2} Bows do not receive reload markers when fired.

BOX HAUL (ADVANCED MANEUVER)

The box hauling advanced maneuver allows a ship that begins an activation within 45° of the wind to sail backward. A ship that Box Hauls will move backward at its current sail setting or 3", whichever is less. Backward Turns may be made while Box Hauling.

If the attempt to Box Haul fails, the ship is immediately In the Wind's Eye and drifts. Also roll and apply a Lucky Hit to the ship's Rigging.

BRACE OF PISTOLS (PISTOLS)

Models armed with a brace of pistols are carrying several pistols, so reloading is not a concern.

Models equipped with a brace of pistols do not gain reload markers when they fire their pistols either in melee or ranged combat.

BRAWLERS

When making a fight action this unit uses exploding dice.

BROADSIDE!

All artillery fired during this commander's activation are fired simultaneously. Dice should be rolled together as a single ranged attack. This may increase the chances of scoring critical hits.

BUCCANEER GUN (MUSKET)

These are expertly crafted, long-barrelled firelock muskets.

Very long range

- ♦ If the target number of a shoot test made with this weapon is 11+, but if the target falls within 28", the shoot test will succeed on a natural 10.

BUCCANEER TACTICS NPBTL

All units in this force armed with Muskets gain the Marksmen and Fast Reload Special Rules.

CARBINE

Cavalry weapons, similar to muskets but shorter. As a consequence, they have a shorter range. To represent this in the game, carbines do not have a chance to hit on an 11+ like muskets.

Carbines can be matchlocks or firelocks. The matchlock version suffers the same night-time penalties listed for matchlock muskets.

CAREFUL PLANNING NPBTL

One enemy force must deploy half of their units (rounded down) before this commander's force deploys any.

CASTILIAN NPBTL

Units within the same fortification as this commander apply a -1 bonus to rally tests.

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 chaser gun ports, they may fire in the direction they face, with the width of the bow (or stern) as their arc of fire.

CLIMBING GEAR NPBTL

This unit has some type of scaling equipment, typically ladders or grappels. These may be deployed for free (no action required) to increase the distance and speed of a climb (see p. 63 of the **Blood & Plunder** rulebook).

When used, any climbing distance of no greater than 8" counts as 4" instead. Any unit that is not mounted may add climbing gear for 2 pts.

If a unit has models with explosives (not just the option to purchase them) that unit may take climbing gear for free. ^{1.1}

COLD BLOODED NPBTL

This commander gains the ruthless special rule. Additionally, any unit using a command point from this commander to take a fight or shoot action also gains ruthless for that action.

COMMODORE

When this commander is aboard a ship, its command range is increased by 12" when giving actions to units on other ships.

CUNNING NPBTL

When this unit falls back as a result of becoming Shaken, it may move 5" instead of 4".

DEADEYE NPBTL

This unit may spend an additional action when attempting a shoot test with any musket or carbine, as long as the shoot test is not taken as a dedicated action.

If the additional action is used, the target unit applies a +1 penalty to its shoot saves against that attack. A player must declare this before rolling the shoot test.

DELAY TACTICS NPBTL

This Commander may take a free action during their activation to attempt to trick an enemy Commander into negotiation, but only if the enemy Commander model is within 12".

Roll a d10. If the result is 7 or higher, the opposing Commander cannot use its Command Points that turn. ^{1.4}

DETERMINATION

All trained and veteran units in this force must exchange the ruthless special rule for tough.

DRILLED

This unit is more effective when in formation. A drilled unit in formation may (only) use Carbines or Muskets of any type to ^{1.3} 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.

To be in formation this unit must:

- ◆ Have at least 4 models
- ◆ Not be shaken
- ◆ Have no models in a structure, unless that structure section is open-topped.
- ◆ Have all models in base-to-base contact.

Units in formation still have a 360° arc of fire just as an individual model would.

Units don't need to move in formation, but they must be in formation at the end of a move to benefit from the drilled special rule.

DRILLED PIKEMEN NPBTL

This unit adopts a defensive stance when in formation. While in a defensive stance, this unit does not take a point of fatigue when making defensive attacks.

Additionally, units that charge it apply a +1 penalty to their free fight test, even if the attacking unit also charges into nearby friendly units without this special rule.

See the drilled special rule description to determine if a unit is in formation. Models can still act in any direction while in formation, but they must be in formation at the end of a move to gain the defensive stance. ^{1.1}

EARTHWORK (FORTIFICATION) FOTF

Earthworks may not catch fire due to critical damage, and may not be set alight. If a “fire” result is rolled on as critical damage in an attack on an earthwork, treat the result as “debris” instead.

EASY TO HANDLE

This ship's sail setting may be changed using a standard action instead of a dedicated action.

ELAN NPBTL

This commander may use a single command point on any other unit within its command range while the commander's unit is engaged in melee.

ELUSIVE NPBTL

This unit may add a -1 bonus to its ranged save value if all of its models are in cover (but not inside a structure).

EVADE NPBTL

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 engaged with the unit.

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.

EXPERT AMBUSHERS NPBTL

Units in a force lead by this commander may take move actions while remaining prone, but each move action is capped at 2”. These units cannot climb while prone. Additionally, all units within this commander's command range gain the hard chargers special rule.

EXPERT ARTILLERY CREW

If this unit is activated with a ♠ or ♥, it may take a free reload action with artillery that it is assigned to.

EXPERT BROADSIDE!

All artillery fired during this commander's activation may be fired simultaneously.

Additionally, if a 1 is rolled for any critical hit or lucky hit that is scored during a broadside!, it may be re-rolled.

EXPERT SAILORS NPBTL

A unit with this special rule can pass ship advanced maneuver and sail setting tests on a 4+.

EXPERTLY DRILLED

This unit has the drilled special rule.

In addition, a target of a shooting test by this unit must roll an additional d10 when taking a fatigue test from the attack if the following conditions are met.

- ◆ The shooting unit is activated with a ♠ or ♥.
- ◆ The unit is shooting muskets, in formation, as a dedicated action (using the drilled special rule).
- ◆ The shooting unit scores at least 1 hit.

EXPLODING DICE

Some special rules cause dice to explode. This means that for every natural 10 rolled, you may roll an additional die for the same test. If these additional dice do not explode (they do not cause any additional dice to be rolled).

Captain's note: The term exploding dice is not used in the official rule book, however the mechanic is used in a number of special rules. Rather than write repeat the same text multiple times, I have created a separate entry which is linked to as needed.

Note that in many other games, additional dice can continue to explode if a natural 10 is rolled. In Blood & Plunder, only the dice in the initial roll will cause additional dice to be rolled (only the 1st generation explode).

EXPLOSIVES

Explosives are considered small arms, with a few differences:

- ◆ They cannot be used for defensive attacks.
- ◆ They do not gain reload markers.
- ◆ They cannot target rigging.

All explosive weapons have a range of 5", do not need line of sight, and do not apply a range penalty. (see "making an attack with explosives," p. 58 of the **blood & plunder** rule book.)

Each type of explosive has a different effect. See the links below to see how each type works.

A model equipped with explosives must choose before the battle one of the types listed below to use for the duration of the battle. A unit may have a mix of different types of explosives.

- ◆ Grenadoes (see p. 9)
- ◆ Firepots (see p. 8)
- ◆ Stinkpots (see p. 15)

FAST RELOAD

If this unit is activated with a ♠ card, and it is not engaged in a melee combat, it may take a free reload action with small arms.^{1,2}

FEEBLE NPBTL

Each time this commander's unit ends an activation with 2 or more points of fatigue, the commander may die of old age. Roll a d10 at the end of the activation. If the result is less than the current turn number, the commander is removed as a casualty. If the commander is removed as a casualty in this way, another model in the unit replaces the commander and takes the stats of an untested commander for that faction.

FELICITOUS NPBTL

If a force that includes this commander begins a turn with no fortune points, it immediately gains one.

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.^{1,2}

FIELD GUN EMPLACEMENT (FORTIFICATION) FOTF

Artillery pieces on field carriages may begin the game within this structure and may be moved into and out of this structure as long as the structure's gun limit is not exceeded.

FIRELOCK (MUSKET)

A firelock musket is a long-barrelled, muzzle-loading, smoothbore weapon that uses a flint striking a steel place to generate a spark and ignite the powder charge.

Long range

- ◆ If the target number of a shoot test made with this weapon is 11+, but if the target falls within 24", the shoot test will succeed on a natural 10.

FIREPOTS (EXPLOSIVE)

A firepot is a type of explosive weapon that causes damage to units and can set structures on fire.

A unit throwing Firepots rolls 3 dice per model equipped with them. The target number for the shoot test is 8+.

Units hit by Firepots (any number) must roll an additional d10 when taking its Fatigue Test from the attack.

A unit hit by Firepots may take standard Ranged Saves and may benefit from Cover if present.

Additionally, if thrown at a unit in a structure (or at a structure), and at least two 10's are rolled, apply a Fire critical damage effect on that structure section.^{1,4}

(See the critical damage tables in the structures rules section for the rules on burning structures p. 68, **blood & plunder**).

FIGHTING PLATFORMS (SUBSECTION)

NPBTL

Fighting platforms are slightly elevated subsections that are typically a division of a larger section (like a ship's deck).

They have no additional rules or added benefit beyond those noted above. Fighting platforms count as a part of the parent section when determining the arc of fire for cannons that are in that parent section or affiliated gun deck.

FIGHTING TOPS (SUBSECTION) NPBTL

Fighting tops are subsection platforms in a ship's rigging. Models may use them to take advantage of the higher elevation when making ranged attacks. Fighting tops follow the rules for a subsection as described above, with the following caveats:

- ◆ They can only be accessed from the deck that contains the mast with the fighting top.
- ◆ Fighting tops do not gain critical damage markers, as is typical of subsections. They do share the critical damage effects of the rigging, not the deck section they are above.

FORE-AND-AFT RIG

When this ship attempts a tacking advanced maneuver, it may roll two d10 for the test, and use the best result. This ship cannot perform the box hauling advanced maneuver.

FOREIGN ALLIES (ARMY SCALE ONLY)

This unit may only receive command points from the commander of this unit's company.

FORTIFIED (STRUCTURE) FOTF

Units within a fortified structure section are completely protected from melee attacks. A door or hatch must be breached by a unit wishing to charge in order to attack it!

To charge a unit within a structure with the fortified rule, the charging unit must have at least one model touching a door or hatch belonging to that section and must pass a test using a dedicated action to charge. The target number for the test is the structure's fortitude rating +4.

If the test is passed, the structure takes a breach critical hit (but does not cause any casualties) and the charging unit may move a model into the structure and the unit may make a free melee attack.

If it fails, the charge fails to break through and there is no further effect.

If a unit within the structure makes a defensive attack, the defensive attack is made before the charge test is taken.

Units within a fortified structure may freely exit the structure and move from one section to another. The fortified rule no longer applies to a section that has suffered a critical result of breach made by an artillery attack or charge against that enclosed section of this structure.

FRESHLY CAREENED HULL RTB

A freshly careened hull could give a ship's master a significant advantage in "the chase" and allow an extra turn of speed that might effectively get the jump on any potential quarry.

A ship with this trait may take a single move immediately after being deployed, the ship itself being moved at its starting sail setting and speed (with usual modifiers for wind speed/direction). Additional sails, the swift trait and any sailing master abilities are not applied to this move.

Only available for size 2+ ships.

GALLEY: X NPBTL

This ship has the sweeps: x trait and may use its sweeps while at any sail setting greater than 0". When rowed while under sail, it may choose to move using its sweeps value or less but never less than its current speed under sail.

GOD'S BLESSING OR THE DEVIL'S LUCK

A force led by this commander starts the game with 4 fortune points.

GRAPESHOT

Grapeshot is a type of anti-personnel ammunition that can be purchased for cannons. It has a short range and cannot damage a ship's hull, but it can inflict horrendous damage on a ship's crew.

- ◆ Grapeshot costs 1 point for each cannon on a field carriage, or one point for every pair of cannons on a ship. Every cannon in a unit or pair on a ship must be counted and paid for when outfitting with grapeshot, and every cannon in that unit or on that ship counts as having it.
- ◆ Right before a cannon with grapeshot is fired, the controlling player has the option of using it instead of firing the gun normally (as explained under making a ranged attack with artillery, blood & plunder).
- ◆ Grapeshot allows the cannon to fire similar to a swivel gun:
- ◆ **Cannons firing grapeshot have a base target number of 4+ for shoot tests.** ^{1,2}
 - ◇ Each cannon firing grapeshot rolls its total number of dice for the shoot test simultaneously (for example, a medium cannon firing grapeshot would roll 4 d10).
 - ◇ Cannons firing grapeshot target units in the manner of small arms, not artillery. Therefore, they may only target units, units inside structures, and ship's rigging.
 - ◇ The arc of fire of a cannon firing grapeshot does not change.
 - ◇ A cannon firing grapeshot gains 4 reload markers as usual.
 - ◇ Cannons firing grapeshot cannot be used to make defensive attacks when charged.

GREAT WARRIOR NPBTL

This commander may not begin the game attached to an inexperienced unit. Any unit joined by this commander may upgrade all of the models in the unit to war captains for 1 point per model. Once per turn, war captains may apply a -1 bonus to any one test they take.

GRENADOES (EXPLOSIVE)

A grenade is a type of explosive weapon that causes damage to units.

A unit throwing grenades rolls 3 dice per model equipped with them. The target number for the shoot test is 7+, and no additional bonuses can be applied to it.

Shoot test using grenades use exploding dice.

A unit hit by grenades is not considered to be in cover when taking saves against these hits. ^{1,1}

GUERRILLA COMMANDER

Friendly units within this command range of this commander gain the skirmishers special rule.

GUN DECKS (SUBSECTION) NPBTL

Gun decks are subsections that lie immediately below the main decks of a ship that hold the ship's cannons.

The use of gun decks is optional. Before a battle begins, all players decide if artillery on ships will be crewed normally (all models are represented on the decks of the ship), or if gun decks must be occupied by the appropriate number of models in order to crew the artillery there. All players must play by the rules as agreed upon.

If gun decks are not being used, simply ignore them. If they are being used, apply the following additional rules:

- ◆ Gun decks are enclosed spaces without much outside access. If a unit (or part of a unit) is in a gun deck, the models inside:
 - ◇ May not attempt advanced maneuvers or changing the sail setting of the ship.
 - ◇ May not make any ranged attacks with small arms to targets outside of the ship.
 - ◇ Receive a -2 bonus to saves from ranged attacks made by small arms originating from outside the ship.
- ◆ If a gun deck is hit by cannons and receives a rigging critical damage result, it counts as a leak for the parent section instead.

HARD CHARGERS

When charging, this unit receives a -1 bonus to the fight test for the free fight action.

HEAT STROKE

If this model's unit becomes shaken, roll a d10. If the result is 6+, this commander is removed as a casualty.

HEAVILY BUILT NPBTL

When this ship's hull is successfully damaged by an artillery attack, the first point of damage from that attack is ignored. If a lucky hit is scored by a hit but is then ignored, it is still rolled for and applied normally.

HEAVY MATCHLOCK (MUSKET)

These large heavy muskets are very accurate at longer ranges but are quite cumbersome.

Superior range

- ◆ Will always hit on a natural 10 when the target is within 32".

Match cords

- ◆ The glowing match chord makes this unit easier to spot at night. This unit can be spotted at 24" during night battles.

- ◆ Standard action: Extinguish match chords to avoid the increased spotting distance. Unit may not fire their muskets until the match is relit.
- ◆ Dedicated action: Relight match chords.

Heavy

- ◆ A model may not make a ranged attack with this weapon if it moved or participated in a melee combat earlier in the same activation.

HEAVY MELEE WEAPON

Heavy melee weapons include more intimidating arms such as large war clubs, broadswords, and two-handed axes. They hit hard, but leave the wielder vulnerable.

A model armed with a heavy melee weapon receives a +1 penalty to its melee saves. However, whenever that model hits with a fight test, it bestows a +1 penalty to the melee save of the model taking the hit.

HIDDEN NPBTL

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.

HIGH STANDING

Due to physical limitations, inexperience, or arrogance, this commander does not move quickly or participate in acts of subterfuge.

When a commander with high standing is attached to a unit with elusive, quick, scout, skirmisher, or hidden, that unit loses those special rules as long as the commander remains attached.

HORSE

A model with a horse is considered to start the game mounted. A horse and its rider are considered to be one model and are not targeted separately.

The bonuses

- ♦ Mounted units may take a free move action during their activation.
- ♦ If a mounted unit becomes shaken in a melee combat and flees, enemy units in the melee that are not mounted may not pursue the fleeing mounted unit unless it moves through rough terrain at some point as it flees. (See step 5 of initiating melee combat, blood & plunder, p. 49.)
- ♦ Mounted units may use move actions while engaged in melee combat to voluntarily leave the melee. Treat this exactly like a shaken unit fleeing melee combat, with the limitations in pursuing the unit as noted above. All models in the unit must be mounted to receive the bonuses listed above.

The penalties

- ♦ Mounted units have an additional -1" to move actions in rough terrain. [This does not apply to charge actions.](#)^{1,3}
- ♦ Mounted units may not enter structures.
- ♦ Mounted units may not climb terrain.
- ♦ Mounted units cannot shoot with muskets of any type.
- ♦ Mounted units cannot deploy using the lay in wait scenario special rule.

A unit may dismount anytime by taking a dismount action to replace the mounted model with the appropriate model on foot.

If an appropriate model on foot is not available, the model may not dismount. Once a unit has dismounted, it must remain that way for the rest of the battle.^{1,2}

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"). RTB

IMPROVED RIG RTB

This includes the various improvements to the strength and rigidity of the rigging (for example additional stays, the bobstay, shape of the tops/spreaders for the upper shrouds).

A ship with this trait gains +1 to its top speed characteristic. (Note this is top speed, not its actual sail setting values, making it mainly useful with a sailing master, or in an increased wind etc.)

Only ships that do not have the Fore-and-Aft or Lateen Trait can have an improved rig.

IMPULSIVE NPBTL

All friendly units within this commander's command range that are activated by a ♠ or ♥ card and are able to shoot or charge an enemy unit within 8" must do so.

If the charge would require a throw grapples action, it may be attempted once as a free action. If successful, the unit must declare the charge action. If unsuccessful, the unit may continue to act as normal.

INDOMITABLE NPBTL

If this unit begins an activation with any amount of fatigue, it immediately removes a point of fatigue. If it was shaken, and this would leave it with 2 points of fatigue or less, it is no longer shaken and may take actions normally.

INSPIRING

All friendly units within the command range of this commander may re-roll any failed rally test results when the commander's unit is active.

LEAD BY EXAMPLE

If the unit that includes this commander causes an opposing unit to be removed from the game (either as casualties or by routing), all units in this commander's force may remove a point of fatigue.

LEGENDARY GUNNER NPBTL

This commander's force may re-roll all initial shoot tests with artillery that fail to hit. Additionally, when rolling for lucky and critical hits, two dice are rolled instead of one. The controlling player may choose one and apply the result.

LIGHTLY BUILT NPBTL

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.

LOCAL KNOWLEDGE NPBTL

All units in this commander's force gain the [scouts](#) special rule.

LOW PROFILE

Apply a +4 penalty to a shoot test made with artillery attempting to hit the hull of this non-rigging structure section.

This penalty is not applied to the additional dice, only the initial hit.

LUCKY

Any time this commander's force uses a fortune point for a re-roll, the fortune point is not spent if the result of the re-roll is not better than the original roll.

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.

MATCHLOCK (MUSKET)

A matchlock musket uses a slow burning match to ignite the power charge.

Long range

- ◆ If the target number of a shoot test made with this weapon is 11+, but if the target falls within 24", the shoot test will succeed on a natural 10.

Match cords

- ◆ Glowing match cords give away the unit's position at night. Units can double the viewing to distance (24" instead of 12") to units armed with matchlocks if the scenario takes place at night.
- ◆ A unit may extinguish their match cords with a standard action to avoid this, but the weapons cannot be fired until they are relit. It requires the unit to take a dedicated action to relight them.

MISFORTUNE AT SEA

A force that this model is commanding may not spend fortune points to re-roll failed checks to run aground, attempt repairs, change sail settings, or perform advanced maneuvers.

MOBILE NPBTL

All units in this commander's command range gain the quick special rule.

MOTIVATED

Once per turn, when this commander uses a command point to give a unit an action, this commander's unit may take a point of fatigue to give that unit an additional action.

This may be two Standard actions or one legal Dedicated action with the normal -1 bonus to the associated Test from the additional action.^{1,4}

MULTILINGUAL (ARMY SCALE ONLY)

Allied units of other nationalities in this force do not gain the foreign allies special rule.

MUSKET

Muskets are the standard black powder firearm of European standing armies and come in several types (described below). All muskets are somewhat unwieldy weapons, but accurate at a distance. A mounted model may not fire muskets (of any type); they must dismount to do so.

There are several types of muskets:

- ◆ Buccaneer gun (See p. 5)
- ◆ Firelock (See p. 8)
- ◆ Heavy Matchlock (See p. 10)
- ◆ Matchlock (See p. 12)

NIGHT RAIDER NPBTL

Instead of using the faction special rule to deploy half of this force's units with lay in wait, the force may attack at night (see p. 144 of the **blood & plunder** rule book). The units in this commander's force with the hidden special rule may use its effects when being targeted from 8" away or more instead of 12" if the battle takes place at night.

PADDLES NPBTL

A unit does not need to be assigned to the sweeps in order to move this boat with oars. It may always move at its sweeps value -1" as long as there are enough models on the boat to satisfy the requirements.

If a unit is assigned to the sweeps, the boat may move its full sweeps value.

PIKES, LANCES, AND BAYONETS (WEAPON)

These long weapons give their wielder an opportunity to strike first and are effective on offense or defence.

On offense

- ♦ All attackers with pikes, lances, or bayonets bestow a +1 penalty to the defending unit's melee saves when charging.

On defence

- ♦ All these weapons may be used to make a defensive attack when a unit wielding them is charged, so long as the defending unit with pikes, lances, or bayonets is not mounted.
- ♦ The unit making a defensive attack with a pike, lance, or bayonet uses their fight skill instead of shoot skill for the test, and the defensive attack is made after the attacker is in base-to-base contact, but before they roll their fight test from the charge. [The defenders gain fatigue points as usual when making a defensive attack in this manner.](#)^{1,1}

Drawbacks

- ♦ Wielders of these long weapons have the offensive and defensive benefits listed above against all other melee weapons, but the longer weapon takes precedence when they face each other.

Pikes

- ♦ These are longer than lances, which are in turn longer than bayonets. As such, if two units armed with pikes, lances, or bayonets are charging each other, the longer weapon has the appropriate benefit, and the other does not.

Plug bayonets

- ♦ A unit with plug bayonets may fix them to or remove them from their muskets as a free action. Plug bayonets may only be used as a melee weapon when they are fixed to a musket. However, fixing bayonets gives that unit 1 additional reload marker, and the muskets cannot be fired as long as bayonets are fixed. Use a marker to indicate that a unit has bayonets fixed.

Socket bayonets

- ♦ A unit with Socket Bayonets may fix them to their Muskets as a free action. Add a bayonet marker to the unit to indicate this state. Socket Bayonets may only be used as a Melee Weapon when they are fixed to the Musket. However, while fixed, the weapons they are fixed to lose the Long Range and Very Long Range traits. The unit may spend an action to remove the bayonet marker.

Example 1

A unit with lances charges a unit with bayonets. Since the lances are longer, the charging unit will inflict a +1 penalty to the defending unit's melee saves, but the defending unit will not be allowed a defensive attack with the bayonets. If two units with the same type

of these weapons face each other, then all the abilities mentioned above are cancelled for both units.

Example 2

A unit armed with lances charges a unit that is also armed with lances. The attacking unit does not inflict a penalty on the defending unit's melee saves, and the defending unit does not have the option of making a defensive attack. Due to their great length, a unit armed with pikes loses all the abilities described above. It has any models that are in area terrain that provides cover or inside a structure. In that case, the models with pikes are considered to have standard melee weapons instead.

PINKED STERN NPBTL

Raking shots against this ship's stern do not apply the -1 penalty to the ship's current fortitude value.

PISTOL

Pistols are compact but inaccurate shortrange black powder weapons and are useful in close-quarters combat.

All shoot tests receive an additional +2 penalty when making a ranged attack with a pistol unless the target is within 4", in which case the penalty is an additional +1.

[If a unit has any models armed with pistols that have no reload markers, those models may use their pistols](#)^{1,3} as a melee weapon, a unit armed with pistols that have no reload markers may declare that them as melee weapons either during a charge or when engaged in a melee combat.

If used as melee weapons, the pistols gain 2 reload markers, and after rolling a fight test the attacker may re-roll all of the failed attack rolls [for those models that used their pistols in this fashion](#) ^{1,3} (using their fight skill, not their shoot skill).

Using pistols in this way counts as taking a shoot action.

- ♦ [Brace of pistols](#) (See p. 5)

POISONED ARROWS NPBTL

A unit that is hit with a ranged attack made with bows using poisoned arrows must re-roll a single successful fatigue test die.

POOR LEADERSHIP NPBTL

Whenever this commander gives a command point to a unit, that unit must take a resolve test.

If the test is failed, the unit may not take the action and the command point is wasted.

POORLY EQUIPPED

If this unit is activated by a ♣, it gains one additional reload marker to small arms if it gains any during that activation.^{1,2}

QUICK

If this unit is activated with a ♠ card, and it is not engaged in a melee combat, it may at any point during the activation take a free move action.

RAIN OF ARROWS NPBTL

This unit may spend two actions when making a shoot test with bows. If it does so, the unit may re-roll any dice that fail to score hits. The player must declare this before rolling the shoot test.

REINFORCED BULKHEADS NPBTL

Units in this ship count as being in hard cover.

REINFORCED PLATFORM (FORTIFICATION) FOTF

This structure may mount heavy cannons.

RESILIENT NPBTL

This commander's force may apply a -1 bonus to strike tests.

RUTHLESS

This unit receives a -1 bonus to shoot tests with small arms (but not explosives), and to fight tests against units with more fatigue than this unit.

If a unit with ruthless makes a ranged attack into a structure section with two enemy units, the ruthless bonus is determined for both units using the enemy unit in the section with the greater amount of fatigue.

This is also the case if a ruthless unit is engaged in melee combat with multiple enemy units.

SAILING MASTER NPBTL

Once per turn, a unit that includes this model may take a free action to attempt an advanced maneuver that will temporarily increase or decrease the ship's speed.

If the test is successful, the ship may increase or decrease its speed by 1" the next time it moves only. This increase is allowed even if it would exceed the ship's top speed, and if it does, a lucky hit is applied to the rigging as a result.

A ship may only benefit from the effects of this rule once per turn and while moving under Sails (not Sweeps).^{1,4}

SAILORS

A unit with this special rule can pass ship advanced maneuver and sail setting tests on a 5+.

SAVVY NPBTL

This unit ignores the effects of slow reload and the sound of thunder special rules.

SCOUTS

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

SHALLOW DRAFT NPBTL

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 2 dice for the test and keep one result of your choice.

SHIP: LA VOLANTE (JEAN PINEL) NPBTL

If this force includes a brigantine with no more than 6 cannons, its windward value becomes 0", its top speed becomes 5^{1,1} and it adds 1" to each sail setting above 0" when sailing large.

SHIP'S BOAT NPBTL

A boat with this trait allows a large unit to be carried in several boats with the same trait. To do this all boats must have the ship's boat trait.

None of the boats may be loaded at less than half capacity. All the boats carrying the same unit must stay cohesive.

SHIP'S WHEEL RTB

Apply a -1 bonus to sailing tests when attempting advanced maneuvers.

Only size 3 and greater ships can use a ship's wheel.

SIEGE EXPERT

Any unit in this force with the artillery crew or expert artillery crew special rules also gains the field gun special rule.

Additionally, when an artillery piece that is fired during this commander's activation scores a critical or lucky hit, it may re-roll the initial result.

SIMPLE RIG

This ship's sail setting may be changed using a standard action instead of a dedicated action.

Additionally, an opponent must 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.

SKIRMISHERS

When this unit is activated with a ♠ or a ♥ card

- ♦ If the 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.
- ♦ If the unit charges an enemy unit, it may take a free move action back to its original position after the charge fight action is resolved. In this case, the enemy unit cannot pursue the skirmishers unit, and the active unit may not perform any further Charge Actions during this activation.^{1.4}

SLOW RELOAD NPBTL

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

SPRY NPBTL

If this unit has a no fatigue, it adds a -1 bonus to its fight saves.

SQUARE SAILS NPBTL

When performing the tacking advanced maneuver, this ship rolls 2 dice for the test and keeps the lowest result.

STANDARD MELEE WEAPON

This weapon type represents one-handed melee weapons such as swords, clubs, and boarding axes. There are no special rules for these weapons; they simply allow models to participate in melee combat effectively.

STAYSAILS

When moving under sail to windward, this ship is never reduced to its lowest sail setting value that is greater than 0^{1.1} (unless it is in the wind's eye). Use of staysails is optional.

STINKPOTS

A unit throwing an explosive stinkpot does not roll any dice. Rather than targeting enemy units, stinkpots are used to target any point on the table or structure section within 5" of the activated unit.

When thrown in an Attack action in combination with any other small arms, the stinkpot smoke marker must be placed overlapping the targeted unit.

If more than one stinkpot is thrown in a single Attack, all stink pot markers must be placed touching (or overlapping) each other (or all in the same section if thrown inside a structure).^{1.4}

A stinkpot weapon may not be thrown at the same location or in the same structure section as an existing stinkpot smoke marker placed during a previous action. In any event, there is no additional consequence to any unit from being within multiple stinkpot areas of effect.^{1.4}

The target point becomes the center of a 3" diameter column of smoke. Place an appropriate marker at the location (poly-fil or some cotton works great!). The smoke provides cover to any models that are in or behind it.

The smoke from a stinkpot is quite noxious. Any unit that enters a stinkpot cloud, or begins an activation in a cloud, must make a resolve test with a d10. A failed test causes the unit to gain a point of fatigue. Units in a stinkpot cloud may not make any ranged attacks until they move out of the cloud.

The smoke column is removed from the table at the end of the next activation of the unit that originally threw it. If that unit is removed from the battlefield before that point, the cloud is removed immediately.

STRICT NPBTL

During this commander's activation, any friendly unit rolling a test may gain one point of fatigue to apply a -1 bonus to that test. This may not be done if the unit is shaken or would become shaken.^{1.1}

STREAMLINED HULL RTB

Shipwrights were forever experimenting with ship design, or the "lines" as they were often called. Changes were introduced, adopted, and rejected in the ratios between length, depth, and breadth of the vessel, the shape of the hull below the water line (its angle of entry at the bow, its run off aft toward the rudder), and the height and angle of the upper works at bow and stern; all designed to improve hydrodynamic performance below the waterline and reduce drag above. In particular, a well-designed hull would be able to point better toward the wind when on a bowline and keep her speed through the water.

Whilst at her highest sail setting, a ship with this trait may decrease her windward penalty by 1" (to a minimum of 0") in one of her three activations per turn, but permanently increases its draft value by 1. This may not be used in the same activation as the sailing master ability if the crew has it.

Only available for size 2+ ship.

SUBORDINATE (ARMY SCALE ONLY) ^{NPBTL}

When playing an army scale game, this commander may not be an army's general, but may give command points to units as if it were the general.

SUBSECTIONS ^{NPBTL}

- ◆ Fighting platform (See p. 8)
- ◆ Fighting tops (See p. 8)
- ◆ Gun decks (See p. 10)

SUPERIOR COVER (FORTIFICATION) ^{FOTF}

Units within all enclosed sections of this structure always save on a 3+. Prone units receive their usual -2 bonus to this save but saves will still fail on a natural result of 1.

When making ranged attacks from within the enclosed sections of this structure, a unit may never attack or make a defensive attack with more than 4 models at a time.

Only units armed with shooting weapons may make a defensive attack from within an enclosed structure section with this rule.

To make an attack with explosives against a unit within an enclosed structure with superior cover, the model throwing the explosive must be in base contact with the structure in order to do so. If the explosive attack is successful, the units within the structure section save on a result of 9+.

The superior cover rule no longer applies to a section that has suffered a critical result of breach made by an artillery attack or charge against that enclosed section of this structure.

SUPERIOR INTELLIGENCE ^{NPBTL}

Once per game, the player controlling this commander's force may discard all the activation cards in their hand and replace them with the same number without spending a fortune point.

SUPPORT: X ^{NPBTL}

Only one of these units may be included in the force for each unit of type (x) also included in the force.

SURPRISAL AT SEA ^{NPBTL}

This special rule can only be used if this commander is in a scenario at sea with a force that contains no ships of size 2 or larger, and there are islands or shorelines on the table that are not within 15" of where an opposing ship can be deployed.

The ships in this force may deploy in ambush. Ships that are deployed in ambush are placed anywhere within 3" of an island or coast after all opposing ships and units have been deployed **but cannot be placed closer than 15" to a scenario objective.** ^{1.1}

SWEEPS: X

May move up to x" under oars while sails are set at speed 0" and the sweeps are crewed (assigned to sweeps).

A ship being rowed is less affected by the wind and may move in any direction (including backwards), but still executes turns as described below under Turning.

While moving under Sweeps, if a size 2+ ship starts its move to windward or in the wind's eye and moves more than 2", the unit assigned to the Sweeps will gain 1 point of Fatigue after the move is completed.

If this would cause the unit to become Shaken, the ship may only move up to 2" per activation.

No Advanced Maneuvers can be attempted when moving under oars. ^{1.4}

SWIFT ^{NPBTL}

If this ship is sailing large and has a unit assigned to the sheets and braces ^{1.1}, it has the option of adding an additional 1" to each of its moves. This additional movement cannot exceed the ship's top speed and will suffer the usual consequences for doing so (as described on p.84 of the **blood & plunder** rule book).

SWORDSMEN

Models that take fight actions against this unit using standard melee weapons apply a +1 penalty to the fight test, **even if the attacking unit is also engaged with nearby friendly units that don't have this special rule.** ^{1.1}

TACK (ADVANCED MANEUVER)

Tacking advanced maneuver allows a ship that begins an activation within 45° of the wind to attempt a forward turn into the wind. A ship that tacks must use all available movement or 3" to turn, whichever is less. The ship may not exceed its turn value.

If an attempt to tack fails, the ship is immediately in the wind's eye and drifts. Also roll and apply a lucky hit to the ship's rigging.

TACTICIAN ^{NPBTL}

When a player draws their hand of cards at the beginning of their turn, they may place a point of fatigue on the commander's unit to discard and redraw a single card in their hand.

This cannot be done if the commander has been removed as a casualty, or if the commander's unit has 2 or more points of fatigue already.

TERROR

At the beginning of a battle, each enemy unit must take a resolve test on one 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.^{1,3}

Each Force may only be affected by this Special Rule once.^{1,4}

TIMID

If a friendly unit within 5" of this unit takes any casualties, this unit must roll a fatigue test on a single d10.

THE SOUND OF THUNDER NPBTL

When hit by a ranged attack with any weapon other than bows, this unit rolls an additional d10 for its fatigue test.

THROWN WEAPON

This unit carries weapons (like axes or javelins) that can be thrown at the enemy during a charge. They cannot be used to make an effective ranged attack and cannot be used for a defensive attack.

A unit armed with thrown weapons may re-roll all the failed attack rolls for the fight test made during a charge.

TOPSAIL

This ship may perform the box haul advanced maneuver.

TORCHES

Torches increase a unit's chances to set structures on fire but make the unit very easy to spot at night.

- ♦ Any unit that is not mounted may take torches for 3 points.
- ♦ Carrying torches does not affect the movement or combat ability of the unit in any way.
- ♦ A unit with torches receives a -2 bonus to the start fire action.

A unit with torches (and anything within 6" of that unit) is visible from any distance in a scenario that takes place at night (taking normal line of sight rules into account, or course).

A unit with lit torches may not take them on a ship or into any other structure unless they intend to set it on fire (it is too dangerous).

Units with torches always count as having them (down to the last model in a unit) unless the unit wishes to extinguish them. A unit can extinguish its torches during its activation without spending an action, but the torch bonus is lost for the rest of the battle.

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.^{1,4}

UNORTHODOX FORCE

A force lead by this commander may select a non-typical unit as a core unit as detailed in the specific commander's description.

UNSTABLE

When this boat is hit by a cannon and after casualties are removed, roll a d10 for each surviving model inside of it. On a result of 1 or 2, the model is removed as a casualty.

Roll the fatigue test for affected units after all casualties have been removed.

UNWAVERING NPBTL

If this unit begins an activation shaken, it immediately removes a point of fatigue. If this would leave it with 2 points of fatigue or fewer, it is no longer shaken and may take actions normally.

VANGUARD

This unit may take a free move action on the first turn of a game, at the beginning of the start phase before cards are drawn. If multiple forces have this rule, the attacker moves their units with vanguard first.

VAST EXPERIENCE NPBTL

When this unit is activated, it may re-roll a single die on any test taken during its activation, including any actions taken by a different unit using a command point from a commander attached to this unit.

VENDETTA: X

When fighting against a force of the listed nationality, this force may re-roll one failed die in any rally test.

VERY INSPIRING

All friendly units within the command range of this commander may re-roll any failed rally test.

WAR CRY NPBTL

When this unit takes a free fight action from a charge, any units it charged and scored hits on must roll an additional d10 for the fatigue test.

WEAPON

Weapons are used to make ranged (shoot) and melee (fight) attacks.

- ◆ Blunderbuss (see p. 5)
- ◆ Bow (see p. 5)
- ◆ Brace of pistols (See p. 5)
- ◆ Buccaneer gun (See p. 5)
- ◆ Carbine (see p. 6)
- ◆ Explosives (see p. 8)
- ◆ Firelock (See p. 8)
- ◆ Firepots (see p. 8)
- ◆ Grenadoes (see p. 9)
- ◆ Heavy matchlock (See p. 10)
- ◆ Heavy melee weapon (see p. 10)
- ◆ Matchlock (See p. 12)
- ◆ Musket (see p. 12)
- ◆ Pike, Lance, and Bayonet (see p. 12)
- ◆ Pistol (see p. 13)
- ◆ Standard melee weapon (see p. 15)
- ◆ Stinkpots (see p. 15)
- ◆ Thrown weapon (see p. 17)

WEAR (ADVANCED MANUEVER)

A wearing advanced maneuver allows a ship to add +1 to its turn value when turning away from the wind. You cannot turn farther than your ship's current speed. If the attempt at wearing fails, the ship may still turn its normal turn value.

If a ship is within 45° of the wind at the end of a wearing maneuver (whether or not it was successful), roll and apply a lucky hit to the ship's rigging.

WELL-EQUIPPED

If this commander is attached to a unit with the poorly equipped special rule, the poorly equipped rule is negated.

WHIPSTAFF

A ship equipped with a whipstaff does not suffer the usual turning penalty for having no units in the rearmost deck.

EVENTS TABLES

Players can agree to use a single event table before starting play. Alternatively use the table below to select which event table to use every time an event card is drawn.

1-3	♦ Use the original events table
4-7	♦ Use the new events table
8-10	♦ Use the new land events or sea events table as appropriate to the scenario being played. ♦ If playing an amphibious scenario roll 1d10. Use land events table on 1-5, sea events table on 5-10

ORIGINAL EVENTS TABLE

1	MISFORTUNE AND WIND CHANGE ♦ A random unit, determined amongst all forces, either gains 2 fatigue or gains 3 reload markers on its main weapons (or artillery if crewing a gun). The choice is up to the player who controls the unit. ♦ A unit that cannot take reload markers (such as units armed with bows or a brace of pistols) must take 2 fatigue points. ♦ Roll once on the wind table
2	CONFUSION ♦ The player who drew the event card does not replace it with another card from their deck.
3	STUBBORN ♦ The player who drew this event card picks a unit within their force and removes 1 fatigue point from it.
4	UNRULY ♦ The commander of the player who drew the event card immediately loses a command point for this turn only.
5-6	WEATHER CHANGE AND WIND CHANGE ♦ Roll once on the weather table. ♦ Roll once on the wind table.
7	LUCKY ♦ The player who drew the event card picks a unit in the force at random. That unit can take any action as a free action this turn.
8	INSPIRING COMMAND ♦ The commander of the player who drew the event card immediately gains a command point for the remainder of this turn only.
9	EXHAUSTED ♦ The player who drew the event card picks a unit in their force at random. That unit immediately gains a point of fatigue.
10	TWIST OF FATE AND WIND CHANGE ♦ All players discard their hands into their discard pile, then remove any number of discarded cards of the player's choice (including all played event cards) from the game. Players then shuffle their discard piles into their decks and redraw their hands. ♦ Roll once on the wind table.

UNIVERSAL EVENTS TABLE

1	ILL OMENS ABOUND AND WIND CHANGE <ul style="list-style-type: none">◆ For the remainder of this turn all players must roll 1d10 before using a fortune point to reroll any test.◆ If they roll 6+ they may continue. If they roll 1-5, they cannot use the fortune point to reroll (they fortune point was not spent).◆ Roll once on the wind table.
2	PANICKED <ul style="list-style-type: none">◆ The player who drew this event card randomly picks a unit in their force that has the most fatigue. That unit gets 1 additional fatigue (and my become shaken or rout as a result). This event is ignored if there are no units in the force that have fatigue.
3	BATTLE FORGED <ul style="list-style-type: none">◆ The player who drew the event card picks a unit in their force. That unit increases its experience level for this turn only.
4	DISSENSION <ul style="list-style-type: none">◆ The commander of the player who drew this event has half its command range (rounded down) for the rest of the turn.
5-6	WEATHER CHANGE AND WIND CHANGE <ul style="list-style-type: none">◆ Roll once on the weather table.◆ Roll once on the wind table.
7	BLESSED <ul style="list-style-type: none">◆ The player who drew the event card gains 1 fortune point if they currently have none.
8	UNBREAKABLE <ul style="list-style-type: none">◆ The player who drew the event card picks a unit in their force. For the rest of the turn that unit cannot become shaken and will not rout no matter how many fatigue points it has. At the beginning of the next turn if the unit has more than 3 fatigue it will be reduced to 2 instead.
9	MISFIRE <ul style="list-style-type: none">◆ For the duration of this turn the player who drew the event card must roll immediately before making any ranged attack with artillery. Roll 1d10 for each artillery piece. If a 1 is rolled that piece misfires. If cannot be used in the ranged attack and immediately counts as a spiked gun. Once 1 gun misfires the event has ended and nor more rolled must be made to see if a gun misfires for the turn.
10	BRAVADO AND WIND CHANGE <ul style="list-style-type: none">◆ For the duration of the turn all players have the option of playing a cade down activation card from the top of their deck (unseen) instead of their hand. After cards are set by before they are revealed the players may discard their played cards and swap them with the card from the top of their deck. Cards are then revealed as normal. Cards cannot be swapped in their manner by a player that passes. If an event card is played from the top of the deck, no event occurs. Instead that card becomes whatever suit and value the player desires.◆ Roll once on the wind table.

LAND EVENTS TABLE

1	DAMNABLE GUN AND WIND CHANGE <ul style="list-style-type: none"> ◆ Roll 1d10 for each unit in all forces that have matchlock weapons, firelock weapons, or are assigned to artillery. On an 8+ a match has gone out of a barrel has become fouled. One model in that unit cannot fire any Matchlock/firelock weapons that turn. In the case of artillery, one gun cannot be fired that turn. (Artillery takes priority over small arms). The affected unit may fire normally on the next turn. ◆ Roll once on the wind table.
2	VEXATIOUS FLORA <ul style="list-style-type: none"> ◆ The player who drew this event card picks a unit in their force that is in or closest to an area of “natural” terrain, such as vegetation or a pond. If no natural terrain is available, the unit is selected at random from units that are not in a structure. The unit finds itself in a patch of thorny or stinging plants. The unit must make a fatigue test with 1d10. Additionally, this unit suffered a -1” move penalty for the rest of the turn.
3	HELPFUL LOCALS <ul style="list-style-type: none"> ◆ A local shouts a warning to help the force of the player who drew the event card. That player picks one of their enemy’s units that has hidden or elusive. Neither of those special rules will benefit that unit for the rest of the turn.
4	ANGRY LOCALS <ul style="list-style-type: none"> ◆ One unit is picked from all Forces at random, but only amongst units that are 4” or closer to an unoccupied Structure or area of terrain that would supply Cover. If no units fit these criteria, this event is ignored. A group of 3-7 (d5 +2) angry locals fire a variety of black powder weapons out of the Structure or terrain at the chosen unit and then run away. Each “local” in this Ranged Attack hits on a roll of 9+, with Saves attempted and Fatigue determined for the targeted unit as normal.
5-6	WEATHER CHANGE AND WIND CHANGE <ul style="list-style-type: none"> ◆ Roll once on the weather table. ◆ Roll once on the wind table.
7	COMMANDERS VIEW <ul style="list-style-type: none"> ◆ The Commander of the player who drew the Event card may perform the Cheat Death ability without being a possible casualty or spending a Fortune Point. If this option is chosen, it must be done immediately after this Event is determined, not later in the Turn.
8	VEXATIOUS FAUNA <ul style="list-style-type: none"> ◆ The player who drew this Event card picks the unit in their Force that is in or closest to an area of “natural” terrain (like an area of vegetation or a pond, for example). If no natural terrain is available, the unit is selected at random from any unit in their Force that is not in a Structure. The unit is harassed or threatened by some type of animal (like a swarm of stinging insects, a hidden predator, or even irate livestock). The unit must take a Fatigue Test with 1d10 and move 3” away from the area of nearby “natural” terrain, but not toward an enemy unit. If the unit is not near such terrain, move it 3” in any direction not towards an enemy unit.
9	FRIENDLY FIRE <ul style="list-style-type: none"> ◆ One unit is picked amongst all units in all Forces at random. That unit must be armed with firearms of some type. If not, pick again. A weapon discharges by accident, and a friendly model is hit. Resolve one hit against the unit. The unit may attempt a Ranged Save at 9+, and must take a Fatigue Test as normal.
10	LINGERING SMOKE AND WIND CHANGE <ul style="list-style-type: none"> ◆ If the Wind Speed is +2 or more, or there are less than 3 Reload markers amongst all units on the battlefield, this Event has no effect and may be ignored. Smoke from the black powder weapons is lingering on the battlefield and hindering visibility. All units currently with Reload markers in all Forces have a +1 penalty to Ranged Attacks this Turn. All the smoke dissipates at the beginning of the next Turn. ◆ Roll once on the wind table.

SEA EVENTS TABLE

1	DAMNABLE GUN AND WIND CHANGE <ul style="list-style-type: none"> ◆ Roll a d10 for each unit in all Forces that has Matchlock weapons, Firelock weapons, or are assigned to Artillery. On a 8+, a match has gone out or a barrel has become fouled. One model in that unit cannot fire any weapons of the aforementioned type that Turn. In the case of Artillery, one Artillery piece cannot be fired that Turn. (Artillery takes priority over Small Arms). The affected unit may fire normally on the next Turn. ◆ Roll once on the wind table.
2	FREAK ACCIDENT <ul style="list-style-type: none"> ◆ The player who drew this Event picks a Ship (not boat) in their Force at random. That Ship immediately takes a Lucky Hit to its Hull.
3	ROUGH SEAS <ul style="list-style-type: none"> ◆ For this Turn and the rest of the game, all Ranged Attacks with Cannon that originate from a Ship have a +1 penalty to the Initial Hit (or Initial Shot if playing with alternate Artillery Rules).
4	SALTY DOGS <ul style="list-style-type: none"> ◆ The player that drew this Event picks a unit in their Force. That unit has a -1 bonus to all Repair, Advanced Maneuver, and Sail Setting actions this Turn.
5-	WEATHER CHANGE AND WIND CHANGE
6	<ul style="list-style-type: none"> ◆ Roll once on the weather table. ◆ Roll once on the wind table.
7	FRIENDLY RIVALRY <ul style="list-style-type: none"> ◆ The player who drew this Event picks a unit in their Force. That unit gains the Sailors Special Rule for the rest of the Turn
8	UNSECURED RIGGING <ul style="list-style-type: none"> ◆ The player who drew this Event picks a Ship (not boat) in their Force at random. That Ship immediately takes a Lucky Hit to its Rigging.
9	SUBMERGED HAZARD <ul style="list-style-type: none"> ◆ Choose one Ship (or boat) at random from all Forces in the game. That Ship has stumbled across an uncharted Shoal. The player that controls the affected Ship places a Shoal marker (of at least 4" by 12") under the Bow of the Ship in any orientation that they would like, so long as the center of the marker is under the Bow of the ship. The player then rolls to see if the ship has Run Aground as normal.
10	TIDAL CURRENT AND WIND CHANGE <ul style="list-style-type: none"> ◆ If the battle takes place at sea, pick a board edge at random. If the battle is an amphibious engagement, then randomly pick the edge with the land mass or the opposite Deep-Water side. The tide is changing, and a current is moving across the board from the direction of the chosen table edge. Whenever a Ship (or boat) moves against the current, subtract 1" from the movement. (Moving "against the current" is determined just like a ship moving Windward but use the current direction instead of the Wind Direction). ◆ Roll once on the wind table.

WEATHER AND WIND TABLES

WIND

1	♦ No change in wind
2	♦ Wind direction shifts one table edge clockwise
3	♦ Wind direction shifts one table edge counter clockwise
4	♦ No change in wind
5	♦ Wind speed +1
6	♦ Wind speed -1
7	♦ Lull (Wind speed -1 for this turn only)
8	♦ Gust (Wind speed +1 for this turn only)
9	♦ Player that drew the event picks a wind event on this table
10	♦ Opponent picks a wind event on this table

WEATHER

1-4	♦ -1 on the weather effect chart
5-6	♦ No change
7-10	♦ +1 on the weather effects chart

TROPICAL / SUBTROPICAL

-3	SWELTERING ♦ Units using small arms have a +1 penalty to any ranged attack attempted at a range greater than 20". ♦ Any unit that moves more than 4" per activation (instead of the normal 8) gains a fatigue point. ♦ All models that participate in a melee combat (and survive) gain +1 fatigue (on top of any other fatigue) as a result of melee combat.
-2	HOT ♦ Units using small arms have a +1 penalty to any ranged attack attempted at a range greater than 20". ♦ Any unit that moves more than 4" per activation (instead of the normal 8) gains a fatigue point.
-1	BLINDING SUN ♦ Units using small arms have a +1 penalty to any ranged attack attempted at a range greater than 20".
0	FAIR ♦ No effects on gameplay.
+1	LIGHT RAIN ♦ Limited visibility of 28" ♦ Any unit that takes a shoot action that is not inside a structure with a roof gains an additional reload marker if that weapon can gain reload markers.
+2	HEAVY RAIN ♦ Limited visibility of 20" ♦ All move actions have an additional -1" penalty. ♦ Any unit that takes a shoot action that is not inside a structure with a roof gains an additional reload marker if that weapon can gain reload markers.
+3	TORRENTIAL DOWNPOUR ♦ Limited visibility of 20" ♦ All move actions have an additional -1" penalty. ♦ Ranged attacks are impossible in a torrential downpour.

TEMPERATE CLIMATE

-3	DENSE FOG ♦ The Wind Speed decreases by 1. Additionally, the battlefield is covered in Dense Fog. See p. 145 of the Blood & Plunder Rule book for rules on Fog.
-2	HEAVY FOG ♦ The Wind Speed decreases by 1. Additionally, the battlefield is covered in Heavy Fog. See p. 145 of the Blood & Plunder Rule book for rules on Fog.
-1	LIGHT FOG ♦ The Wind Speed decreases by 1. Additionally, the battlefield is covered in Light Fog. See p. 145 of the Blood & Plunder Rule book for rules on Fog.
0	FAIR ♦ No effect on gameplay.
+1	LIGHT RAIN ♦ Limited visibility of 28" ♦ Any unit that takes a Shoot action that is not inside a Structure with a roof gains an additional Reload marker (if the weapon can gain Reload markers).
+2	THUNDERSTORM ♦ Limited visibility of 20" ♦ All Move actions have an additional -1" penalty ♦ Any unit that takes a Shoot action that is not inside a structure with a roof gains 2 additional R reload markers (if the weapon can gain Reload markers). ♦ Wind Speed increases by 1 and Wind Direction changes, even if it already has done so because of this Event.
+3	SQUALL ♦ Limited visibility of 16" ♦ All Move actions have an additional -1" penalty ♦ Any unit that takes a Shoot action that is not inside a Structure with a roof gains 2 additional Reload markers (if the weapon can gain Reload markers). ♦ Wind Speed is at +3 for as long as the Squall is in effect. ♦ Wind Direction changes at the beginning of every Turn as long as the Squall in in effect.

COLD WEATHER

-3	BLIZZARD <ul style="list-style-type: none">◆ Limited visibility of 8"◆ Any areas on the board that are not inside a Structure with a roof are considered rough terrain. If it is already rough terrain (unless it is water), it gains an additional -1" movement penalty.◆ Roll a d10. On a 6+ the wind will Gust in addition any other wind effects that might occur. See p. 129 of the Blood & Plunder rule book for rules on Gust.
-2	HEAVY SNOW <ul style="list-style-type: none">◆ Limited visibility of 12"◆ Any areas on the board that are not inside a Structure with a roof are considered rough terrain. If it is already rough terrain (unless it is water), it gains an additional -1" movement penalty.
-1	LIGHT SNOW <ul style="list-style-type: none">◆ Limited visibility of 16"
0	FAIR <ul style="list-style-type: none">◆ No effect on gameplay.
+1	SLEET <ul style="list-style-type: none">◆ Limited visibility of 28"◆ Units using Small Arms have a +1 penalty to any Ranged Attack attempted at a range of greater than 20".
+2	FREEZING RAIN <ul style="list-style-type: none">◆ Limited visibility of 28"◆ Any unit that takes a Shoot action that is not inside a Structure with a roof gains an additional Reload marker (if the weapon can gain Reload markers).◆ Any areas on the board that are not inside a Structure with a roof are considered rough terrain. If it is already rough terrain (unless it is water or snow), it gains an additional -1" movement penalty.
+3	ICE STORM <ul style="list-style-type: none">◆ Limited visibility of 20"◆ Any unit that takes a Shoot action that is not inside a Structure with a roof gains an additional Reload marker (if the weapon can gain Reload markers).◆ Any areas on the board that are not inside a Structure with a roof are considered rough terrain. If it is already rough terrain (unless it is water or snow), it gains an additional -1" movement penalty.◆ Any unit that takes a Shoot, Fight, Repair, Throw Grapples, or Sailing Test that is not inside a Structure with a roof receives a +1 penalty to the Test.

CRITICAL DAMAGE TABLES

BUILDING CRITICAL DAMAGE

0-1	NO EFFECT
2-7	DEBRIS <ul style="list-style-type: none"> One model in the struck section is immediately removed without a save. If there are no models in the struck section, treat this as no effect.
8-9	FIRE <ul style="list-style-type: none"> The section targeted by the attack catches fire. Place a fire marker on the section. Any unit that enters or begins an activation in a burning building section must make a resolve test with 1d10. A failed test causes the unit to gain a point of fatigue. Units in a burning section may not make ranged attacks. A successful repair action made by a unit upon a burning section extinguishes removes the marker. At the end of the turn, roll 1d10. On a 7+, the fire spreads. A section that is not burning but is adjacent to a section with a fire marker on it is chosen at random, and a fire marker is placed on it. A fire will not spread from a section if that fire marker was placed there late in the turn, and the structure owner didn't have any units left to activate to try to put out the fire. A structure may not have more than one fire marker on each section. If a section were to gain a second fire marker, the structure is destroyed (see total collapse below).
10+	TOTAL COLLAPSE <ul style="list-style-type: none"> The entire building falls apart and becomes an area of impassable terrain that blocks lines of sight. All models within the building are removed as casualties.

FORTIFICATION CRITICAL DAMAGE

0-1	NO EFFECT
2-5	DEBRIS <ul style="list-style-type: none"> One model in the struck section is immediately removed without a save. If there are no models in the struck section, treat this as no effect.
6-8	GUN <ul style="list-style-type: none"> An artillery piece is chosen and removed from the targeted section (chosen by the player controlling the fortification). It must be a gun withing the attackers arc of fire and must be facing the attacker if possible (if not select a different gun). If no gun can be removed remove a model in the lone of fire (no save allowed). If there are no models to remove treat as no effect.
9	FIRE <ul style="list-style-type: none"> The section targeted by the attack catches fire. Place a fire marker on the section. Any unit that enters or begins an activation in a burning building section must make a resolve test with 1d10. A failed test causes one of fatigue. Units in a burning section may not make ranged attacks. A successful repair action made by a unit upon a burning section removes the marker. At the end of the turn, roll 1d10. On a 7+, the fire spreads. A section that is not burning but is adjacent to a section with a fire marker on it is chosen at random, and a fire marker is placed on it. A fire will not spread from a section if that fire marker was placed there late in the turn, and the structure owner didn't have any units left to activate to try to put out the fire. A structure may not have more than one fire marker on each section. If a section were to gain a second fire marker, the structure is destroyed (see total collapse below).
10+	BREACH <ul style="list-style-type: none"> Place a breach marker anywhere along the section targeted by the artillery. This area of scattered rubble provides hard cover and a -1" move penalty. Allows access to the area of section directly behind the breach. Any units in the section when the breach is made take 1d5 hits (saves allowed).

SHIP HULL CRITICAL BAMAGE

0-1	NO EFFECT
2-3	RIGGING CRITICAL HIT <ul style="list-style-type: none"> Roll one on the ship rigging critical damage table. Apply any effect to the mast on the targeted deck. If the deck section does not contain a mast, the hull takes an additional point of damage instead.
4-5	LEAK <ul style="list-style-type: none"> The deck targeted by the attack suffers a major leak. Place a leak marker on the deck, or an adjacent deck if the targeted deck already has one. Leak markers do not have any effect on units. A successful repair action made by a unit on the leaking deck removes the marker. At the end of the turn roll 1d10 only if no attempt was made to repair the leak that turn. On a 7+ the ship takes on water. The ship owner chooses a deck that is not already leaking and places a new leak marker on that deck. A ship will not take on water if that leak marker was placed there late in the turn and the owner didn't have any units left to activate to try and fix the leak.
6-7	GUN <ul style="list-style-type: none"> An artillery piece is chosen and removed from the targeted deck (chosen by the player controlling the ship). It must be a gun within the attackers arc of fire and must be facing the attacker if possible (if not select a different gun). If no gun can be removed the hull receives an additional point of damage instead.
8	STEERAGE <ul style="list-style-type: none"> A ship's steering is damaged. Add a steerage damage marker. If the steerage has 1 damage marker, the ship's turn value is reduced by half (round down). If the steerage has 2 damage markers, the ship no longer moves under sail normally. Instead, it will drift 3" or at its current sail setting (whichever is less). If the ship already has two steerage damage markers. No more markers can be added, instead the hull takes an additional point of damage. One steerage damage marker can be removed with a successful repair action (+7)
9	FIRE <ul style="list-style-type: none"> The deck targeted by the attack catches fire. Place a fire marker on the deck, or an adjacent deck if the targeted deck is already on fire. Any unit that begins or moves into a burning deck must make a resolve check, and if failed gains 1 fatigue. Units on a burning deck cannot make ranged attacks. At the end of the turn roll 1d10. On a 7+ the fire spreads. The ship owner chooses a deck that is not already on fire and places a fire marker in that deck. A fire will not spread if the marker was added late in the turn and the ship owner did not have any units left to activate and try to put out the fire. A ship may not have more than 1 fire marker on each deck. If a deck were to gain a second fire marker because all decks are burning the ship is destroyed. A fire can spread to another ship that is fouled or grappled with the burning ship, but only when the original ship has fire markers on all decks.
10+	CATASTROPHIC DAMAGE <ul style="list-style-type: none"> The ship shudders and threatens to fall apart. The ship owner gains a strike point. The ship gains a leak marker, and then apply a second critical damage by rolling on this table. If the second roll is a 10 then the powder magazine explodes, remove the ship and all units on board as casualties. Any structure that is touching the ship when it explodes (such as a grappled or fouled ship) will catch fire on a roll of 8+ on 1d10. If so apply a fire marker to that ship (see Fire above)

SHIP RIGGING CRITICAL DAMAGE

0	NO EFFECT
1-6	SAIL & SPAR DAMAGE <ul style="list-style-type: none">◆ The ship’s sails or spars have taken significant damage. Place a sail & spar damage marker on the ship. The ship’s current speed is reduced by 1” for each damage marker. A ship cannot take more sails & spar damage than its maximum sail setting speed.◆ One marker may be removed with a successful repair action (7+)
7-9	SHEETS & SHROUDS <ul style="list-style-type: none">◆ Some of the ships control or support lines have been severed. Place a sheets & shrouds damage marker on the ship. Apply a +1 penalty to all advanced maneuvers and change sail setting tests for each marker.◆ One marker may be removed with a successful repair action (7+)
10+	MAST DESTROYED <ul style="list-style-type: none">◆ One of the masts is shattered and falls into the water, impeding movement until the lines are cut away.◆ Place a mast destroyed marker on the deck containing the targeted mast. As long as that marker is there, the ship is immobilized and can only drift (unless anchored or run aground).◆ The mast destroyed marker can be removed with a successful repair action (7+).◆ When the marker is removed the ship loses its highest sail setting but is no longer immobilized. This effect is cumulative if multiple masts are lost. If the ship loses its last mast it is immobilised.

BOAT CRITICAL DAMAGE

0-1	NO EFFECT
2-5	LEAK <ul style="list-style-type: none">◆ The boat suffers a major leak. Place a leak marker on the boat.◆ Leak markers do not have any negative effects on units.◆ A successful repair action (7+) made by a unit on a leaking boat repairs the leak and remove the marker.◆ At the end of the turn roll 1d10 only if no attempt was made to repair the leak that turn. On a 7+ the boat takes on water and sinks. A boat will not take on water if the leak marker was added late in the turn and the boat owner did not have any units left to activate and try to fix the leak.◆ If the boat has a leak marker and it is forced to take another leak marker for any reason it immediately sinks.◆ If the boat sinks remove the boat and all units in it as casualties.
6-9	RIGGING DESTROYED <ul style="list-style-type: none">◆ The boats rigging is ripped away. The boat may not move under sail for the rest of the battle.◆ If the boat does not have rigging or it has already been lost, this result does an additional point of damage to the hull instead.
10+	DESTROYED <ul style="list-style-type: none">◆ The boat suffers catastrophic damage. It falls apart and sinks to the bottom of the sea. Remove the boat and all units in it as casualties.

BLOOD & PLUNDER

QUICK REFERENCE SHEET

SMALL ARMS RANGE MODIFIER B&P 53

Range	<4	<8	<12	<16	<20	<24	<28	<32
Muskets, Carbines & Bows	+0	+1	+2	+3	+4	+5	+6	+7
Pistols & Blunderbuss	+1	+3	+4	+5	+6	+7	+8	+9

M10 / BG10 / HM10 is the maximum range Muskets, Buccaneer Guns, and Heavy Muskets will hit on a natural 10.

ACTIONS PER CARD B&P 39

Suit / Order	♠ 4	♥ 3	♦ 2	♣ 1
Inexperienced	1	1	2	2
Trained	1	2	2	3
Veteran	2	2	3	3

TURN SEQUENCE B&P 38

Start phase <ul style="list-style-type: none">◆ Draw Activation cards (equal to # of units in force).◆ Resolve Event cards and then draw replacements if allowed.
Action phase <ul style="list-style-type: none">◆ Initiative Step – Play Activation Cards to determine initiative.<ul style="list-style-type: none">◇ Player with the highest suited card goes first.◇ Highest card # breaks ties (If still tied roll 1d10 to decide).◆ Activation Step:<ul style="list-style-type: none">◇ Player that won initiative activates a unit.◇ Player that lost initiative activates a unit.◆ Repeat initiative and activation steps above until all units have been activated (Player with fewer units may pass before revealing card in the initiative step).
End phase <ul style="list-style-type: none">◆ Move ships if they have residual movement.◆ Check for spread of Critical Damage.◆ Check the scenario's victory conditions.◆ Check for Strike Points and Strike Tests.◆ Discard any cards left in hand, if applicable.

FATIGUE B&P 46

1	No effect
2+	Lose 1 action. Units reduced to 0 actions may take a standard rally action.
3+	Unit becomes shaken, must go prone or make a free move action away from the enemy that caused the fatigue. Unit must take additional free move action every time an additional point of fatigue is gained.
7	Or fatigue is double the number of models in the unit. Unit routs, remaining models are removed from battle.

THINGS TO REMEMBER

◆ Units not in cover make saving throws with a +1 penalty. ^{1,4}
◆ Optional Shaken units save against melee hits on 9+
◆ Hard cover gives a -1 save bonus to shoot and melee saves if all the models in the unit are in the hard cover.
◆ Rough terrain / structures cause a -1" movement penalty.
◆ All structure sections / decks are treated as 4" wide.
◆ Adjacent structure sections / decks are 0" from each other.

ACTIONS B&P 40 / NPBT 184

Standard actions	Dedicated actions
◆ Move (4")	◆ Climb (4")
◆ Charge (4")	◆ Fight (Melee attack)
◆ Go prone / Stand	◆ Dismount
◆ Shoot (Ranged attack)	◆ Spike artillery (7+)
◆ Reload	◆ Start fire (10+)
◆ Rally	◆ Repair (7+)
◆ Throw grapples (5+)	◆ Adv. maneuver & Chg. Sail
Assignments (standard action)	Assignments (dedicated action)
◆ Abandon artillery	◆ Crew artillery
◆ Abandon sweeps	◆ Crew sweeps
◆ Abandon sheets & braces	◆ Crew sheets & braces

Dedicated actions must be the first and only action taken on the activation.

Assignment & Dedicated actions do not trigger suit activated special rules.

Units may take a maximum of 3 actions per activation.

Free actions do not count towards this limit.

ALLOWED ACTIONS B&P 40 / NPBT 184

Engaged	Crew sheets & braces
◆ Fight	Min models = ship size x2
◆ Rally	◆ Advanced maneuver
Prone	◆ Change sail setting
◆ Rally	◆ Go prone / stand
◆ Stand	◆ Rally
Shaken	◆ Reload ¹
◆ Rally as a dedicated action	◆ Shoot (with ½ models) ¹
Crew artillery	Crew sweeps
See artillery for min. crew	Min models = ship size x2
◆ Go prone / Stand	◆ Go prone / Stand
◆ Rally	◆ Rally
◆ Reload	◆ Reload ¹
◆ Shoot	◆ Shoot (with ½ models) ¹

¹ Units assigned to crew sheets & braces or sweeps may shoot or reload if they have double the minimum models required for their crew assignment.

STRIKE TEST B&P 133

Gain pts per scenario rules and 1pt for each condition below.
◆ For every 25% of starting model count lost.
◆ Each catastrophic critical damage.
◆ Deck of flagship occupied by at least one enemy unit.
◆ At least one ship immobilized, destroyed, or captured.
◆ Rigging or hull fortitude of flagship halved (round down).
Strike test
◆ If player has 2 more strike points than opponent, they must make a strike test using the resolve of the commander's unit.
◆ If the commander has been removed as a casualty, then the strike test is automatically failed.

BLOOD & PLUNDER

QUICK REFERENCE SHEET

ARTILLERY RANGE MODIFIER UPDATED ARTILLERY RULES

Range	<4	<8	<12	<16	<20	<24	<28	<32	<36	<40
Swivels & Grape	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Round & Chain	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4

Round shot has unlimited range. Add +1 to the target number for every additional 8" and always hits on a natural 10.

ARTILLERY TYPES

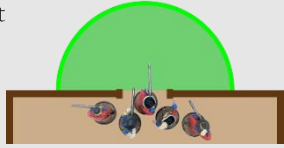

	Base shoot	Natural 10 always hits?	Initial dice	Damage dice	Reload markers	Minimum crew ¹	Move penalty
Swivel gun	6	No	3	-	2	2	-1"
Light	4	Yes	1	2	4	2	-1"
Medium	4	Yes	1	3	4	3	-2"
Heavy	4	Yes	1	4	4	4	Immobile

¹ Minimum crew requirement to reload. Only 1 model per gun is required to shoot.

CANNON SHOT TYPE

Shot type	Range	Special rules
Round (default)	Unlimited	♦ When targeting rigging, reduce hits by half (round down).
Chain (Must be purchased)	40"	♦ When targeting non-rigging structures, reduce hits by half (round down). ♦ Target gains +2 rigging fortitude if not at the highest sail setting.
Grape (Must be purchased)	40"	♦ Target units as per small arms; roll initial and damage dice together as a single attack. ♦ When targeting rigging, reduce hits by half (round down).

ARC-OF-FIRE B&P 67 & B&P 91

Cannon	On ship: Width of deck	Carridge or Building: 45°
Units & Swivels in a building or fortification ♦ 180° from the opening / swivel mount ♦ All models in the section who can shoot may do so (trace line of sight from the opening).		
		
Swivels on a ship ♦ Draw clear line of sight from the gun to target. Line may not cross deck of firing ship (may cross ship side rails). ♦ Range is measure from closest point of firing deck as normal.		
		

ARTILLERY ATTACKS (SWIVEL & GRAPE)

- ♦ May only target rigging, units, and units in a structure.
- ♦ Roll initial and damage dice together to cause hits.
- ♦ Swivel guns may make defensive attacks.

LUCKY AND CRITICAL HITS

Lucky hit

- ♦ At least 1 natural 10 on damage roll.
- ♦ Roll on the appropriate critical damage table with -1 to dice roll. Maximum of 1 lucky hit roll per shoot test.

Critical hit

- ♦ Hits / (Fortitude x2) after damage applied = No. of critical hits.
Example: 4 hits vs Fortitude 2 would cause 1 critical hit.
- ♦ For each critical hit roll on the location critical damage table.

ARTILLERY ATTACKS (ROUND & CHAIN)

Initial hit
♦ Select target, check line-of-sight, arc-of-fire, and range. ♦ Select cannon(s) to fire and choose ammunition. ♦ Roll for initial hit = base shoot + range modifier. ♦ Add reload markers (4 for cannon, 2 for swivel guns)
Damage, target is a structure (including a ship)
♦ Roll damage dice. ♦ Target number = target fortitude + range modifier.
Targeting units in the open or normal cover
♦ Unit takes 1 automatic hit with no save allowed.

EXPLOSIVES B&P 58

Shoot (ranged attack)

- ♦ Range: 5" distance and 5" elevation (can lob over structures).
- ♦ Do not require line-of-sight or apply range penalty.
- ♦ Does not generate (or limited by) reload markers.
- ♦ Throw alongside other small arms, but not defensive attacks.

Misfire chance (dependent on actions spent on shoot attack)

- ♦ 2 actions – None. 1 action – 1-2 on 1d10, targets thrower.

BLOOD & PLUNDER

SHIP & BOAT QUICK REFERENCE SHEET

SHIP MOVEMENT B&P 82

- Each ship must activate 3 times each turn.
- ◆ First activation of the controlling player.
- ◆ Last activation of the controlling player.
- ◆ Any other activation of the controlling player.

MOVING UNDER SAIL B&P 82

- ◆ Sail setting + Wind – Rigging damage = Speed

BASIC MANEUVERS B&P 85

Unit action not required.
(activated unit may make other activations as normal)

MOVE FORWARD

Move forward at full current speed.

TURNING

- ◆ Turn up to the ships turn value (cannot exceed current speed).
- ◆ Can only turn once per activation, before or after forward movement (cannot move-turn-move or turn-move-turn).
- ◆ Ships with no models on stern deck subtract 1 from the ship's turn value (except when drifting).

ADVANCED MANEUVERS B&P 86

Unit must take an advanced maneuver action.

◆ Unit special rule	None	Sailors	Expert sailors
◆ Target number	7+	5+	4+

BOX HAULING B&P 86

- ◆ Ship must start the activation within 45° of the wind.
- ◆ The ship moves backwards at current sail setting or 3" (whichever is lower).
- ◆ Move may include turn.
- ◆ If test failed, ship is in the winds eye and drifts. Apply lucky hit to rigging.

TACKING B&P 86

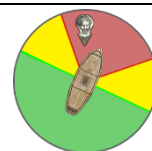
- ◆ Must start activation within 45° of the wind.
- ◆ The ship must use all available movement or 3" (whichever is lower) to turn towards and continue through the wind.
- ◆ The ship may make addition advanced maneuvers on following activations to continue to tack in the same direction until the ship is no longer within 45° of the wind.
- ◆ If test failed, the ship is in the winds eye and drifts. Apply a lucky hit to rigging.

WEARING B&P 86

- ◆ Adds +1 to turn value when turning away from the wind.
- ◆ The ship cannot turn farther than its current speed setting.
- ◆ A ship when is closer than 45° to the wind at the end of the maneuver must apply lucky hit to rigging.
- ◆ If test is failed the ship can still turn as normal (no +1)

POINTS OF SAIL B&P 83

- ◆ Large: (Green) 180° arc to the rear.
- ◆ Windward: (Yellow) 45° arcs either side.
- ◆ In the wind's eye: (Red) 90° arc to the front.



CHANGE SAIL SETTING B&P 42

- ◆ Action cannot be taken if an enemy unit is on the ship.
- ◆ Change the sail level up or down by one step.
- ◆ Test required to complete, target number the same as advanced maneuver, (See table to the right).

MOVING UNDER SWEEPS B&P 84

- ◆ Must be at sail setting 0.
- ◆ Unshaken unit in the middlemost deck assigned to sweeps.
- ◆ Ship / boat moves 3 times as normal, up to the value below.
- ◆ Ship / boat may move and turn backwards and forwards.
- ◆ Size 2+ ship moving to windward on in the winds eye causes 1 fatigue to unit manning sweeps.

2 models for every ship deck	Move full sweep value
1 model for every ship deck	Move half sweep value

EXCEEDING TOP SPEED & MOVING BACKWARDS B&P 84

- ◆ Take 1 lucky hit to the rigging for every 1" over ship top speed.
- ◆ The ship model never moves more than its top speed.
- ◆ When moving backwards a ship will never move more than 3"

DRIFTING B&P 84

- ◆ Turn bow away from wind, moving at wind speed +1 (min 1")
- ◆ Bow pointing towards the wind, the ship moves backwards.
- ◆ Bow pointing away from the wind, the ship moves forwards.
- ◆ Drifting occurs at the same times as normal ship movement, with any let over drift movement applied as residual movement.
- ◆ If multiple ships are grappled or entangled, the controlling player decides which bow to use for determining drift direction.

UNIT LIMITS ON DECKS B&P 65

- ◆ Maximum of 2 units on each deck.
- ◆ Each deck can contain as many models as can be fitted on the deck without overlapping bases (fitting around cannons).
- ◆ Treat decks as structure sections for movement and melee.
- ◆ Maximum of 2 units can charge into a deck.

RUNNING AGROUND B&P 87

- ◆ Roll 1d10 and add the ships draft value.
 - 1-14 No effect
 - 15+ Run aground. 1d5 hull damage and stuck aground.

To free an aground ship

- ◆ Units must take actions to reduce sail setting to 0"
- ◆ Make a repair action. If successful freed ship immediately moves 3" backwards (turns are allowed).

BLOOD & PLUNDER

SHIP & BOAT QUICK REFERENCE SHEET

ASSIGNMENTS B&P 42

Crew artillery

- ◆ May crew one or more artillery pieces as long as they are cohesive or within the same section / deck.
- ◆ Artillery can only be fired or reloaded by the assigned unit.

Crew Sweeps

- ◆ See moving under sweeps on reverse page.

Crew sheets and braces NPBT

- ◆ The unit may attempt one advanced maneuver as a free action every time the ship / boat moves or may attempt to change sail setting once, before or after any movement as a free action.^{1,4}

TARGETING SHIPS B&P 90

Targeting hull

- ◆ Normal structure rules apply (cannon only).
- ◆ Target a specific deck.
- ◆ Measure closest to closest for range.
- ◆ Add fortitude of ship hull as shoot test penalty.
- ◆ Chain shot causes half damage to the hull.
- ◆ Units on deck take 1 hit for each hit to hull. Most ships hulls provide hard cover to units.

Targeting rigging

- ◆ Cannons targeting rigging have min range of 10".
- ◆ Measure to corresponding hull section not mast.
- ◆ Add fortitude of ship rigging as shoot test penalty.
- ◆ Round shot causes half damage to the rigging.
- ◆ Units in rigging take 1 hit for each hit to rigging.
- ◆ Every 2pts of damage to rigging causes 1 hit to units on deck.
- ◆ Swivels and small arms can target rigging, causing 1 damage for every 2 hits. Lucky hits required 2 natural 10s.
- ◆ Units in rigging do not take hits from rigging damage.

Targeting units on ship

- ◆ Target units with small arms / swivels as normal.
- ◆ Ship hulls usually provide hard cover for units.

COLLISIONS B&P 87

Ship

- ◆ Ship's hull contacting another. Active player rolls 1d10.
 - 1-7 No effect (except for possible damage).
 - 8-10 Ships are fouled.
- ◆ If the active ship's bow caused the collision each ship takes damage equal to the other ship's size -1. If caused critical hits are applied to the ship section involved in the collision.
- ◆ A ship causing a collision due to drifting causes no damage.
- ◆ If not fouled, struck ship is moved 3" directly away.
- ◆ Fouled ships drift as a single structure.

Terrain

- ◆ A ship colliding with terrain takes damage equal to its size. If the ship stern or bow collides then the ship has run aground (see running aground above).
If the side collides then roll 1d10, on a 6+ it has run aground.
- ◆ A ship drifting or moving away collides with terrain then no damage is done, and it does not run aground.

THROWING GRAPPLES B&P 88

- ◆ Ship must be within 3" of the target.
- ◆ Unit takes standard action, roll 1d10, succeed on 5+

Target is ship

- ◆ Smaller ship moves directly towards larger.
- ◆ If ships the same size, the active ship moves.
If the above is not possible the other ship moves.

Target is object

- ◆ Ship moves towards fixed object.
- ◆ Floating / smaller object moves towards ship.

Movement when grappled

- ◆ Grappled ships count as a single structure and drift.
- ◆ Select one ship when determining drift direction.
See drifting section overleaf for details.
- ◆ Ships grapples to fixed objects do not move.

Releasing grapples

- ◆ Unit on ship that threw grapples spends an action.
- ◆ Unit on target ship spends an action to cut grapples.
Only possible if there are no enemy models on the ship.
- ◆ Active ship moves 3" directly away.

BOARDING ACTIONS B&P 90

- ◆ Ships must be touching and fouled or grappled.
- ◆ Unit may charge opposing deck that is within 1"
- ◆ Follow all rules for melee in structure.
- ◆ Most ship hulls provide hard cover during melee. (-1 save bonus)
- ◆ If all opposing units on a ship are removed, the ship is captured.

BOATS

Targeting boats

- ◆ Do not have a separate rigging location, only hull.
- ◆ Hull does not provide hard cover to units inside.

Light rigging

- ◆ No negative effects from exceeding top speed or failing advanced maneuver test.

Grapples

- ◆ If the target is a ship or boat, or stationary object, the thrower moves directly towards the target.
- ◆ If the target is a floating object, it is pulled towards the boat.
- ◆ Boats grappled to ships do not cause drift.
- ◆ Boats grappled to boats cause drift as normal.

Collisions in boats

- ◆ **Boat to Ship:** A boat colliding with a ship has no effect.
- ◆ **Ship to Boat:** If a ship collides with a boat, the boat takes double damage as would normally happen with a ship-to-ship collision.
The ship completes its full move, then the boat is then pushed 3" directly away from the ship.^{1,4}
Units on the boat must roll a 5+ save for every model to avoid being thrown overboard (removed as casualty). The ship is unaffected.
- ◆ **Boat to Boat:** Resolve as if it was a ship vs ship collision.
- ◆ **Boat to stationary object:** Boat colliding with stationary objects take damage the same way as ships colliding with terrain.