

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
♦ Draw Activation cards (equal to # of units in force).
♦ Resolve Event cards and then draw replacements if allowed.
Action phase
♦ Initiative Step – Play Activation Cards to determine initiative.
♦ Player with the highest suited card goes first.
♦ Highest card # breaks ties (If still tied roll 1d10 to decide).
♦ Activation Step:
♦ 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
♦ 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.

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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

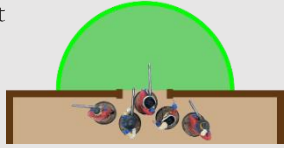

	Base shoot	Natural 10 always hits?	Initial dice	Damage dice	Reload markers	Minimum crew ¹	Move penalty
Swivel gun	6	No	3	-	2	2	-1"
Light	4	Yes	1	2	4	2	-1"
Medium	4	Yes	1	3	4	3	-2"
Heavy	4	Yes	1	4	4	4	Immobile

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.

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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

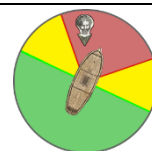
- ◆ Must start activation within 45° of the wind.
- ◆ The ship must use all available movement or 3" (whichever is lower) to turn towards and continue through the wind.
- ◆ The ship may make addition advanced maneuvers on following activations to continue to tack in the same direction until the ship 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).

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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 NP&TL

- ◆ 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.