



Blood & Plunder

LAND TOURNAMENT PACKET

FRIDAY, MARCH 28, 2:00-8:00PM

WHAT TO EXPECT:

A *Blood and Plunder* Tournament is an event where players come together to clash in historical pirate action. A tournament provides an opportunity for players to test their skills in a competitive environment. It is also a gathering of like minded hobbyists. Players who aren't confident in their tactical acumen or even just learning the game are welcome in Blood and Plunder tournaments. It's a chance for players to play against people that they haven't had a game against, or possibly even met before.

TOURNAMENT RULES:

Players should bring lists of no more than **200 points** with no ships or boats. All games will be played on 3x3 or 3x4 Land boards. There will be three 100 minutes rounds of Swiss pairings. Scoring details can be found later in the packet.

Forces must be chosen from;

- ◆ *Blood & Plunder* core or revised rule book
- ◆ *No Peace Beyond the Line*
- ◆ *Fire on the Frontier*
- ◆ *Raise the Black*
- ◆ Commanders & Characters from *The Buccaneer's Companion Vol. 1* are also legal.

RULES, OPTIONS, & ERRATA:

This event will be using the current version of the Blood & Plunder ruleset, found in both the Blackbeard vs. Maynard Two Player Starter Set or the "Revised Rulebook," with all of Errata 1.4 applied. Errata available from the Firelock Games website.

Shaken units may roll for Fight Saves, succeeding on 9+, per the optional rule on pg.188 of *No Peace Beyond the Line*.

No Optional Rules can be chosen for any scenarios (from the *Raise the Black* book).

PLAYER RESPONSIBILITY :

Players should bring:

- ◆ All models for their Force
- ◆ Rulebook
- ◆ Activation Deck
- ◆ Measuring Tape
- ◆ Appropriate Number of d10's
- ◆ Appropriate Condition Markers (Reload, Fatigue, etc)
- ◆ 2 Printed Copies of their Force

SPORTSMANSHIP:

When playing in a competitive environment it is possible to forget that the purpose of playing games is to have fun. Players are expected to be considerate and respectful to their opponent and the other participants during the tournament. Activations should be played in a timely manner, players should not waste time. Players should be open and honest with force lists and special rules when asked.

PAINTING REQUIREMENTS:

There is no strict *requirement* for models to be painted for the tournament but it is highly *encouraged*. Rumor has it painted models roll higher numbers on dice. Adepticon has an overall expectation that minis should be painted for tournaments.

CONVERSIONS AND PROXIES:

Conversion and proxies, including miniatures from other manufacturers, are all accepted for models, as long as they are a reasonably close in scale and generally fit into the pirate universe (no space marines or goblins). All miniatures should be based on 20mm bases .

FORCE SELECTION:

Forces need to be approved by the TO. You can get them preapproved (HIGHLY recommended) by submitting a Blood & Plunder Online Force Builder link through the Adepticon tournament event page on BloodandPigment.com. If you do NOT submit your force for preapproval before the event, you should arrive at least 20 minutes before the start of the tournament so your force can be checked over and any adjustments made if necessary.

In either case, each player should submit a physical copy of the force list at the beginning of the event. These lists will be fixed for the event. No adjustments should be made to forces between rounds (moving cannons, Character placement etc).

At the start of each tournament round, players should exchange their physical force lists for review. Players are expected to inform their opponent of any Force or Unit options they have taken, for instance, altered experience level, extra equipment, character placement etc.

GAME SETUP:

Game mats (3x3 or 3x3) and terrain will be provided. Terrain will be placed by the Tournament Organizer (TO) and should not be moved by the players. If you have an issue with the terrain placement please speak to the TO. Before the game begins, players should discuss the various terrain elements on the board and agree on what will provide Cover, Hard Cover, or no Cover, and what will count as access points in structures etc.

Before the players setup their forces they will need to roll to determine which player will be the Attacker and which player will be the Defender. Deployments for each round is defined in the scenario rules.



ROUND TIME LIMITS

Games will be played in 100 minute rounds. This is a tight schedule so players should endeavor to play quickly & efficiently!

A visible timer will be present and announcements will be made when there is 1 hour remaining, 30 minutes remaining, and 10 minutes remaining. At 10 minutes remaining the TO will call "Final Turn", from which point the players should finish the game turn they are currently playing and not start another turn. At the end of the allotted time, the TO will call "Final Activation". The players will then finish the unit's activation for which they currently have an activation card played for and then tally the scores.

The final turn should be scored "as it lies" and then Strike Point totals calculated. A standard Blood & Plunder game lasts for 6 turns, or until a Strike Test is failed. If players have reason to end a game earlier than this, the TO should be made aware as no further actions can be taken once players have agreed to end the game early.

If there is a tie in Strike Points, each player adds up the total point cost of all their models removed as casualties (including ships and cannons if captures). The player who lost the fewest total points worth is then declared the winner. If there is still a tie, the player with the fewest lost models is the winner. If there is still a tie, the game is considered a Draw.

Upon completing your game, fill out your score sheet with results and Strike Points and submit it to the TO as quickly as possible to allow the next Round to begin on time.

ROUND PAIRINGS:

First round pairings will be randomly matched or assigned at the discretion of the TO.

After the first round, the TO pairs players based on their Tournament Point (TP) scores. Players will always play other players with similar TP scores. After round one, and continuing for all rounds, players with higher TPs should be paired off against one another, while players with lower TPs will be paired off against one another. In the event of multiple ties, pairings will attempt to be made by similar Differential scores and then SP scores.

Once all players have been paired up, the Tournament Organizer assigns a table to each group of players. This may be random.

TOURNAMENT POINTS [TP]:

A player who wins the Scenario is awarded 3 TP, while a player who loses is awarded 0 TP. In the unlikely event of a draw both players will receive 1 TP. Tournament Points are used to determine the winner of the Tournament (and final standings) with ties broken by Strike Point Differential and total Strike Points (SP), in that order. The Round Reporting Sheet has a place for the players to record if they earned a win, loss or draw, as well as the number of Strike Points each player gained.

STRIKE POINTS [SP]:

The players will also report the total number of SP that they gained during the game.

STRIKE POINT DIFFERENTIAL:

The TO will note the Difference [DIFF] between the players' SP at the end of the game when the Round Reporting Sheets have been collected. The player with the lower SP score receives a Differential equal to the negative value of that difference, while the player with the higher SP score receives Differential equal to the positive value of that Difference. [Example: Jonathon beats Mike with 3 Strike Points to 1. Jonathon gains 1 SP and a DIFF of -2 while Mike gets 3 SP and a DIFF of 2.] For the sake of clarity, negative numbers of DIFF are good, and high numbers of SP are bad.

ODD NUMBER OF PLAYERS:

If there is an odd number of players in the tournament, efforts will be made to provide a Ringer (volunteer to play at the bottom table) to play against the odd man out. If no Ringer is available, that player will receive a Bye of a Win (3 T), with 0 SP a DIFF of -2. No player can receive more than one Bye per event.

If necessary a bye will be assigned randomly during the first round. In all subsequent rounds, the player with the fewest Tournament Points (TP) is assigned the bye. In the case of ties, those players Differentials (DIFF) are compared, followed by Strike Points (SP) (if a tie persists). If a player has already received a bye during this tourna-

ment then the next lowest scored player who has not already received a bye is assigned the bye.

FORFEITING GAMES:

Where a game is forfeited the forfeiting player earns 0 TP/+5 DIFF/10 SP for the round. Their opponent will receive 3 TP/-3 DIFF/0 SP.

PRIZES:

Prizes for 1st, 2nd, and 3rd places will be awarded, as well as a prize for the Best Painted Force.

First Place - Medal and \$100 Firelock Gift Card

Second Place - \$50 Firelock Gift Card

Third Place - \$25 Firelock Gift Card

Best Painted Force - TBD

TOURNAMENT SCENARIOS:

The three tournament rounds will use scenarios from the following 5 scenarios:

Take and Hold (Core)

Breakthrough (Core)

Encounter (Core)

Rescue (NPBtL)

A Wanted Man (RtB)

The Scenario will be announced after pairings for each round.

TOURNAMENT SCHEDULE:

2:00 - All players registered

2:15 - Begin first round

3:55 - End first round

4:10 - Begin Second Round

5:50 - End second round

6:05 - Begin third round

7:45 - End third round

7:55 Prizes awarded