Blood & Plunder

GEN CON

Sea Tournament Packet

Thursday, July 31, 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 250 points that include ships & boats. All games will be played on Sea 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.

OPTIONAL RULES:

For this tournament, cannons must be used according to the rules found in the rulebook in the Blackbeard vs. Maynard Two Player Starter Set or the "Revised Rulebook." If you don't have access to either of those sources, you can find those rules for free at: https://tinyurl.com/2p84n4xc.

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

The Gun Decks Subsection rules will *not* be used in this tournament (since they are optional and require agreement between both players).

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

Games should be played applying the current errata 1.4 (which can be found in the Downloads section of the Firelock website).

PLAYER REPSONBILITY :

Players should bring:

- All ships & models for their Force
- Rulebook
- Activation Deck
- Measuring Tape
- Appropriate Number of d10's
- Appropriate Condition Markers (Reload, Fatigue, Critical Damage 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 *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 *must* be based on 20mm bases (for balance and ship capacity).

While conversions and proxies are fine for miniatures, all ships and boats must be official Firelock products (for fairness and balance.)

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). Changing how you deploy units within your ship(s) and what speed your ship(s) start at is all allowed.

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 in their force, for instance, altered experience level, extra equipment, character placement etc.

GAME SETUP:

Game mats (4x4 or 4x6) and shoal terrain

will be provided for players. 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 players setup 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 tournament 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

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

Control the Field (Core)
Take and Hold (Core)
Encounter (Core with errata setup)
Escort (NPBtL)
Chase's End (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

CONTROL THE FIELD - SEA

Deployment Diagram: Control the Field (sea)

SETUP:
The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

DEPLOYMENT:
The Defending player picks a board edge and sets up ships so that a part of the stern of their ship(s) is within 2" of their deployment edge and 12" from the board corner as shown.

The Attacker sets up within 16" of the opposite board edge and within 16" of board corner as shown, with no part of their ship(s) within 24" of the Defender.

All ships must be deployed Windward (but not necessarily in the Wind's Eye).

GAME LENGTH:
Six turns

OBJECTIVES:
» In this scenario, players attempt to control the weather gauge. In nautical terms, if you had the weather gauge it meant you were at tactical advantage because you were upwind of your opponent.

» If the attacker's flagship is upwind of the defender's flagship at the end of turn 6, the defender gains a Strike Point.

» If the defender's flagship is upwind of the attacker's flagship at the end of any turn, the attacker gains a Strike Point.

» If at any point during the game the Attacker has caused the table to be scrolled one or more times (see "Sailing off the Table" on pg. 87), the Attacker receives 1 Strike Point.

TAKE AND HOLD - SEA
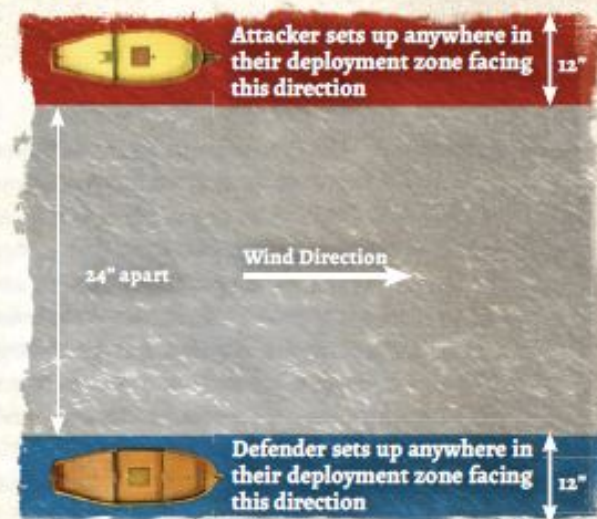
Deployment Diagram: Take and Hold (sea)

SETUP:
The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

DEPLOYMENT:
The defender sets up within 12" of a board edge facing in the wind direction. The attacker sets up the same way on the opposite board edge, at least 24" away from the defender (see diagram).

GAME LENGTH:
Six turns

OBJECTIVES:
» Attacker/Defender: A force that has its flagship captured immediately loses. In other words, the game will immediately end with the capturing force as the victor, regardless of Strike Points or any other factors.

3-4 *Escort*

The defender is trying to move an important figure to safety, and the attacker is trying to stop them!

THE DIGNITARY

All of the Escort scenarios use a special model referred to as the Dignitary. The Dignitary is a non-combatant model that must be attached to a non-mounted unit in the defender's Force at the start of a game. The Dignitary gains the Experience Level, Skills, and Special Rules of the unit, but not the weapons.

The Dignitary cannot make a Ranged Attack or participate in a Melee Combat, but may be removed as a casualty from a Ranged Attack or from Melee combat.

◊ SEA
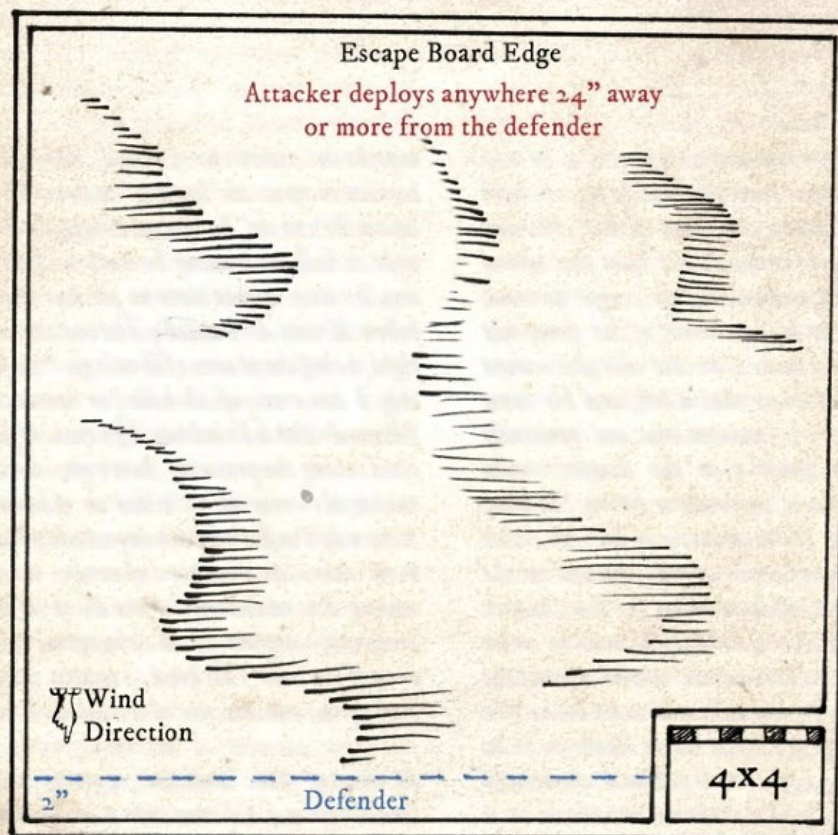
Escape Board Edge
Attacker deploys anywhere 24" away
or more from the defender

Wind Direction

2"   Defender

4x4

SETUP:
The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

SCENARIO RULES:
If the attacker scrolls the map in a way that causes the defender's escape edge to move farther away from the defender's Force, any board edge immediately becomes an escape edge for the defender.

DEPLOYMENT:
The defending Force picks a board edge, and sets up ships so a part of the ship is within 2" of their deployment edge. The defending Force's ships must begin sailing to Windward.

The attacker sets up anywhere else at least 24" away from the defender.

GAME LENGTH:
Six Turns

OBJECTIVES:
» Defender gains 2 Strike Points at the end of any turn if the Dignitary has been removed as a casualty.

» Attacker gains a Strike Point at the end of Turn 6 if the Dignitary has not been removed as a casualty.

» Attacker automatically loses if the Dignitary moves off the escape edge of the board.

CHASE'S END
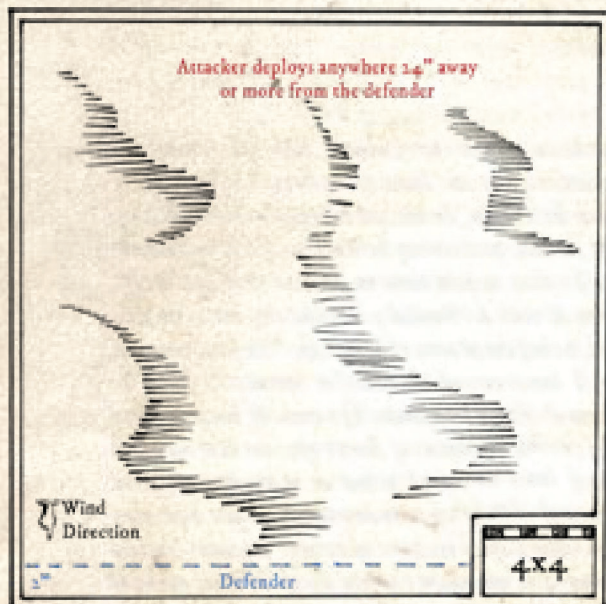
Attacker deploys anywhere 24" away or more from the defender

Wind Direction

Defender

4×4

SETUP:

The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

The wind starts from the board edge opposite the Defender's board edge.

SCENARIO RULES:

At the beginning of the battle, each unit must make a Fatigue Test with two d10's. This roll is after and in addition to any Resolve Test from the *Terror* Special Rule, but may only result in a maximum of 2 Fatigue per unit.

DEPLOYMENT:

The Defender picks a board edge and sets up within 6" of that edge.

The Attacker sets up anywhere at least at least 20" away from the Defender.

OPTIONAL RULES:

Very Tired: Any unit that Pushes receives two Fatigue instead of one. If this would make the unit Shaken, it may not Push.

Morning Meeting: Use the Dawn Limited Visibility Scenario Rule.

To the Death: Use the No Quarter! Rule (the game is played without Strike Tests).
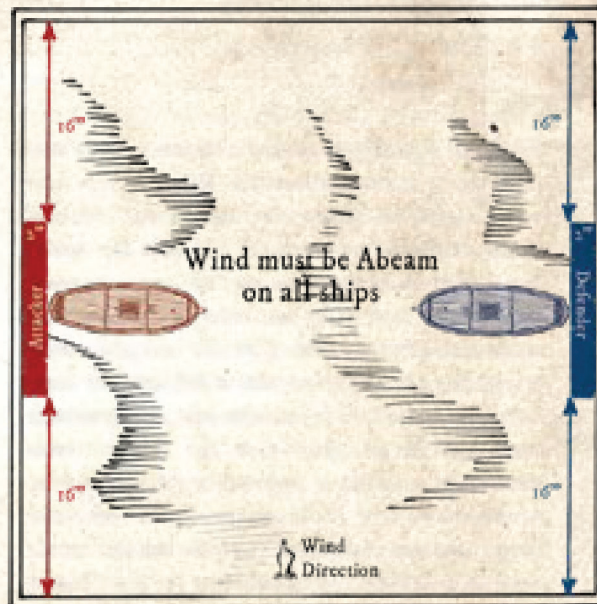
GAME LENGTH:
Six Turns

OBJECTIVES:

» Attacker and Defender gain a Strike Point at the end of turn 3 and later if half (rounded down) of their units have two or more points of Fatigue.

» Attacker and Defender gain a Strike Point for each Character and Commander in their force that has been removed as a casualty.

LISTLESS

Wind must be Abeam on all ships

Attacker

Defender

16"

Wind Direction

SETUP:

The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

The wind starts from a short board edge, if playing with a short board edge, or any board edge if not playing with a short board edge.

SCENARIO RULES:

The Wind Gauge starts at -3".

At the start of each turn, before activation cards are drawn, roll a d10. On a 7+ there is a Gust (wind speed +1 for this turn only).

DEPLOYMENT:

The Defender picks a board edge and sets up at least 16" away from each corner. Ships are placed so a part of the ship is within 2" of the deployment edge.

The Attacker does the same on the opposite board edge.

All ships must be 90 degrees to the wind (Abeam) when placed.

OPTIONAL RULES:

Sailor's Whistle: Remove one Fatigue from all units with the *Sailors* or *Expert Sailors* Special Rules whenever there is a Gust or +1 to wind speed.

Tide Over: Choose a random board edge before drawing the first activation cards. This is the Tide Edge. Each time a ship would drift, instead of drifting the ship moves 1" directly towards the Tide Edge.

Merciless Sun: Before activating a unit, if that unit has 0 or 1 Fatigue, perform a Fatigue Test with one d10.
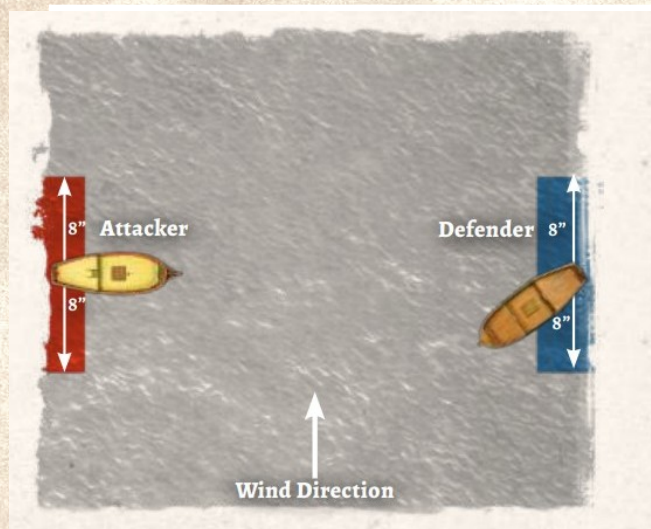
GAME LENGTH:
Six Turns

OBJECTIVES:

» Attacker and Defender gain a Strike Point at the end of turn 3 or later if they do not have an Unshaken unit on their flagship assigned to the Sweeps or Sheets and Shrouds.

ENCOUNTER - SEA

Deployment Diagram: Encounter (Sea)

SETUP:
The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

DEPLOYMENT:
The defending force picks a board edge and sets up within 8" of the center of their board edge. Ships must be placed so that their rudders are touching the board edge.

The attacker does the same on the opposite board edge.

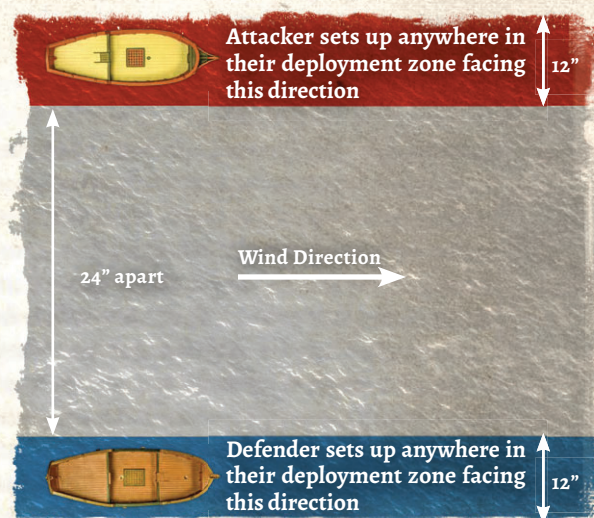Ships do NOT need to be placed 90° to the wind (abeam).

GAME LENGTH:
Six turns

OBJECTIVES:
None. Use the standard rules for Strike Points, and inflict the most harm on your foe!

TAKE AND HOLD - SEA

Deployment Diagram: Take and Hold (sea)

SETUP:
The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

DEPLOYMENT:
The defender sets up within 12" of a board edge facing in the wind direction. The attacker sets up the same way on the opposite board edge, at least 24" away from the defender (see diagram).

GAME LENGTH:
Six turns

OBJECTIVES:
» Attacker/Defender: A force that has its flagship captured immediately loses. In other words, the game will immediately end with the capturing force as the victor, regardless of Strike Points or any other factors.

Blood & Plunder

FORCE ROSTER

Name:_____

Faction: _____

Nationality:_____

Commander:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

Unit:_____ Qty:_____ Exp:_____ Upg/Chr:_____ Pts: _____

_____

Ship:_____ L. Cannon:_____ M. Cannon:_____ H. Cannon:_____

Swivels:_____   Pts: _____

Ship:_____ L. Cannon:_____ M. Cannon:_____ H. Cannon:_____

Swivels:_____   Pts: _____

Boat:_____ Swivels:_____ Pts: _____

Boat:_____ Swivels:_____ Pts: _____

Boat:_____ Swivels:_____ Pts: _____

Boat:_____ Swivels:_____ Pts: _____

Boat:_____ Swivels:_____ Pts: _____

Boat:_____ Swivels:_____ Pts: _____

_____

Total Pts:_____

Blood & Plunder

ROUND RECORDING SHEET

Name: _____

Faction: _____

Nationality: _____

ROUND 1

Opponent name: _____

Scenario: _____

Strike points gained			
Strike points opponent gained			
Result	**W**	**D**	**L**

ROUND 2

Opponent name: _____

Scenario: _____

Strike points gained			
Strike points opponent gained			
Result	**W**	**D**	**L**

ROUND 3

Opponent name: _____

Scenario: _____

Strike points gained			
Strike points opponent gained			
Result	**W**	**D**	**L**