

BLOOD AND WORT! WORT! WORT!

It is summer, 1685. A group of buccaneers is traveling along the coast of modern day Isla de la Juventud and moves inland to take on water and secure a hidden cache of supplies, only to find out they are not alone. A militant, alien race has discovered what we would call Earth, and stumbled across our group of buccaneers while also stopping for repairs due to a beat-up starship.

The Sanghelli, or Elites as we would later call them in the year 2525, are a proud warrior race that relish in combat and are constantly seeking to prove themselves in combat. While they have a technological advantage over our buccaneers, they are few in number, but have chosen to fight as opposed to tactfully withdrawing.

This is a fan-made set of rules that introduces the Elites from the *Halo: Combat Evolved* video game into *Blood & Plunder*. Included you will find stats for various levels of Elite models, a new list of special rules, and recommendations for models. The Elites will be comprised of 1-4 models packed with various special rules and unique weapons.

NOTE: This packet is purely for fun and not intended for tournament or competitive play.



General Gameplay Rules

- All Units in this Force consist of a single model each.
- If this force only contains only 1 model, that model is always considered the Force's Commander.
- Models only Retreat when they reach 7 Fatigue.
- This Force may not take Ships of any size.
- This Force may only contain up to 4 models for games up to 200 points.
- All Units in this force gain the *Grawwhhh!* and *Waanuuggghhh* special rules.

◆ ELITE RECON SQUAD (1685-2552)

FORCE SPECIAL RULES

- This Force adds +4 when determining the Attacker in a scenario.
- All units gain the *Cunning* and *Evade* Special Rules
- If this force is led by an Elite Zealot, one Elite Major or Stealth Elite Major may be taken as a core unit.

Force Option: If the force contains no other Elite Minor units, Stealth Elite Minors are treated as Core Units **provided** the force is led by either a Stealth Elite Major, or an Elite Zealot equipped with Active Camouflage (instead of *Wort Wort Wort!*)

CORE UNITS

- ◆ Elite Minor

SUPPORT UNITS

- ◆ Special Ops Elite
- ◆ Stealth Elite Minors

COMMAND OPTIONS

Elite Zealot, Elite Major, or Elite Minor

COMMANDERS

All Commanders function as independent units as well as Commanders.

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ELITE MAJOR

Elite Majors form the backbone of the Covenant Command structure at the ground level. Decades of battles have hardened these warriors into independent tacticians capable of leading small squads effectively. Their distinctive scarlet armor makes them easy to identify to friend and foe alike.

EXPERIENCE LEVEL: Veteran

COMMAND RANGE: 12"

COMMAND POINTS: 1

MAIN WEAPONS: Plasma Rifle, Plasma Grenades

EQUIPMENT: Energy Shields

FIGHT: 4/4

SHOOT: 5/5

RESOLVE: 5

SPECIAL RULES: *Hit Points (4), Might, Wort Wort Wort!*

OPTIONS:

- May exchange Plasma Rifle for a Needler for 5pts.

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STEALTH ELITE MAJOR

Stealth Elite majors favor cunning and surprise over flashy tactics. They often lead small strike forces meant to antagonize and disrupt the enemy, or silently hold positions that merely appear to be unguarded. Their Active Camouflage makes them all but invisible to the naked eye, but at the cost of weaker energy shields.

EXPERIENCE LEVEL: Veteran

COMMAND RANGE: 12"

COMMAND POINTS: 1

MAIN WEAPONS: Plasma Rifle, Plasma Grenades

EQUIPMENT: Stealth Energy Shields, Active Camouflage

FIGHT: 4/5

SHOOT: 5/5

RESOLVE: 4

SPECIAL RULES: *Hit Points (4), Might, Skirmishers*

OPTIONS:

- May exchange Plasma Rifle for a Needler for 5pts.
- May exchange the Plasma Rifle for an Energy Sword for 25pts.

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ELITE ZEALOT

The Elite Zealot represents the pinnacle of warrior ethos and battlefield command. The golden armor shows over a century of combat experience, and the warrior wearing the armor is considered one of the fiercest across the stars. They wield their signature Energy Swords with precision and skill unequaled by any human foe.

EXPERIENCE LEVEL: Veteran

COMMAND RANGE: 16"

COMMAND POINTS: 3

MAIN WEAPONS: Energy Sword, Plasma Grenades

EQUIPMENT: Energy Shields

FIGHT: 3/4

SHOOT: -/4

RESOLVE: 3

SPECIAL RULES: *Might, Wort Wort Wort!, Hit Points (6), Indomitable, War Cry, Unique*



UNITS

Units may only consist of one model.



ELITE MINOR

The Elite Minor is the entry level rank for all Elites. While they are fit to command lesser species, they always answer to Majors and Zealots while in the field. Elite Minors seek to prove themselves in combat, and fight with overwhelming aggression at a range or in melee.

EXPERIENCE LEVEL: Trained

MAIN WEAPONS: Plasma Rifle

EQUIPMENT: Energy Shields

FIGHT: 5/5

SHOOT: 5/5

RESOLVE: 5

SPECIAL RULES: *Hit Points (4), Might, Wort! Wort! Wort!*

OPTIONS:

- May exchange Plasma Rifle for a Needler for 5pts.
- May add the *Active Camouflage* Special Rule for 5pts.



SPECIAL OPS ELITE

Distinguished from other ranks with their dark violet armor, Spec Ops Elites represent some of the best trained ground troops available to the Covenant. Where the Stealth Elites rely on cloak-and-dagger tactics, Spec ops Elites are more overt and rely on firepower and mettle to accomplish their goals. Veterans of countless wars and many successful missions, these warriors are not to be taken lightly.

EXPERIENCE LEVEL: Trained

MAIN WEAPONS: Plasma Rifle

EQUIPMENT: Stealth Energy Shields

FIGHT: 4/5

SHOOT: 4/5

RESOLVE: 4

SPECIAL RULES: *Elusive, Might, Hit Points (4), Tough, Wort! Wort! Wort!*

OPTIONS:

- May exchange Plasma Rifle for a Needler for 5pts.



STEALTH ELITE MINOR

Stealth Elite Minors are the backbone of the Covenant's Special Warfare Group. They act as assassins and surgical strike teams, relying on their Active Camouflage to keep them nearly invisible until the last possible moment.

EXPERIENCE LEVEL: Trained

MAIN WEAPONS: Plasma Rifle

EQUIPMENT: Stealth Energy Shields, Active Camouflage

FIGHT: 5/5

SHOOT: 5/5

RESOLVE: 5

SPECIAL RULES: *Elusive, Might, Hit Points (4), Skirmishers*

OPTIONS:

- May exchange Plasma Rifle for a Needler for 5pts.



SPECIAL RULES



GRAWWHHH!!: If this model is reduced to 1 hit point from a ranged Attack, it may make a 5" Charge or Move towards the attacking unit. The unit may take Defensive actions as usual.

HIT POINTS (X): This unit has X Hit Points and may roll one Save per Hit taken, regardless of model count. It is removed when reduced to 0 HP. When testing Fatigue, roll 1d10 for being hit plus 1d10 per damage taken.

MIGHT: This unit rolls an additional d10 when making a Fight Test.

UNIQUE: Only 1 of these models may be taken in any Force.

WAAAUUGGGHHH!!: On removal of this model, all friendly models within 8" must take a Resolve test.

- Those that fail retreat 3" directly from the killer unit, as if Shaken, even if engaged.
- Enemy units disengaged by this retreat may consolidate 1".

WORT! WORT! WORT!: The first time an enemy model moves within 24" and line of sight of a model with this rule (or this unit moves within 24" of an enemy model), all friendly units may make a free 4" move toward that model. This effect occurs only once per game.



WEAPONS & EQUIPMENT

ACTIVE CAMOUFLAGE: Models cannot draw Line of Sight to this unit or target it from a distance greater than 18”.

ENERGY SHIELDS: This unit is always in Cover and cannot benefit from Hard Cover. A unit equipped with Energy Shields may reroll 1 failed Save per attack. This unit ignores the +1 Save penalty for ranged attacks originating from higher elevation (pg. 54).

ENERGY SWORD: A unit armed with an Energy Sword gains the *Swordsmen* and *Brawlers* Special Rules. Each success counts as two hits and enemies suffer +2 to Fight Save tests (10s always succeed) when defending against this weapon. This weapon can make defensive attacks.

NEEDLER: This weapon suffers a +1 range penalty for every 6” (instead of

every 4”) and rolls 3 dice for Ranged attacks. Shoot Tests with this weapon always succeed on a natural 10, regardless of range. Additionally, the Needler does not receive Reload markers after shooting and can be used as a Standard Melee Weapon. A unit equipped with a Needler gains the *Ball & Shot* Special Rule.

PLASMA GRENADES: Plasma Grenades are explosives and follow all standard rules for explosives (See “Making an Attack with Explosives,” p. 58 of the Blood & Plunder rule book.). Model throwing Plasma Grenades rolls 3 dice during a Shoot Test. The target number for the Shoot Test is 7+, and no additional bonuses can be applied to it. When this unit rolls any natural 10’s for a Shoot Test using Plasma Grenades, an additional d10 may be rolled for each natural 10, to attempt to score additional hits. Natural 10s rolled with the bonus dice do not

trigger any additional dice. Save attempts will only succeed on a 9+ against hits from a Plasma Grenade.

PLASMA RIFLE: This weapon tolls 2 dice when making Ranged attacks, does not receive Reload Markers after shooting, and suffers a +1 range penalty for every 6” (instead of every 4”) and rolls 3 dice for Ranged attacks. Shoot Tests with this weapon always succeed on a natural 10, regardless of range. Additionally, a Plasma Rifle can be used as a Standard Melee Weapon.

STEALTH ENERGY SHIELDS: This unit gains the *Hidden* rule, is treated as if it is always in Cover, and cannot benefit from Hard Cover. This unit ignores the +1 Save penalty for ranged attacks originating from higher elevation (pg 54).



SUPPLY CACHE SCENARIO

SCENARIO RULES:

After setting up the board, players alternate placing 8 objective tokens on the board, starting with the Defender. Tokens must be played at least 9" from other tokens and from players' deployment zones. If playing a lower point game or if players desire a faster game, fewer Cache Markers may be placed and at different distances from each other.

While in base contact with a Cache Marker, a unit (not in Melee combat) may use a Standard Action to search the Cache. Roll a d10 and consult the table below:

- ◆ 1-7: The Cache is spoiled and unusable. Remove the Marker.
- ◆ 8-10: The Cache is intact, and can now be possessed.

Once an intact Cache Marker is revealed, remove all other Cache Markers from the board.

Possessing a Cache Marker:

Once an intact Cache Marker is revealed, the unit that revealed it is in possession of the Cache Marker. This follows all the rules for possessing a Prize as found in *No Peace Beyond the Line*:

The Prize should be represented with an appropriate marker. The unit that possess the Prize gains the High Standing Special Rule until it no longer possess it. The Prize moves with the unit, and the unit may spend one action to transfer possession of the Prize to another unit within 1". A friendly unit within 1" may also spend an action to take possession of the Prize. The Prize is dropped when the unit Goes Prone or becomes Shaken. When the Prize has been dropped, any non-Shaken unit not involved in a Melee combat may take an action to possess the Prize. A Prize that is dropped in a Ship or Fortification counts as being in the possession of the Force that currently controls that particular structure. If there are units in a Ship or Fortification, no Force controls it.

SETUP:

The entire board is land terrain, but no specific terrain setup is required aside from the placement of Cache Markers.

DEPLOYMENT:

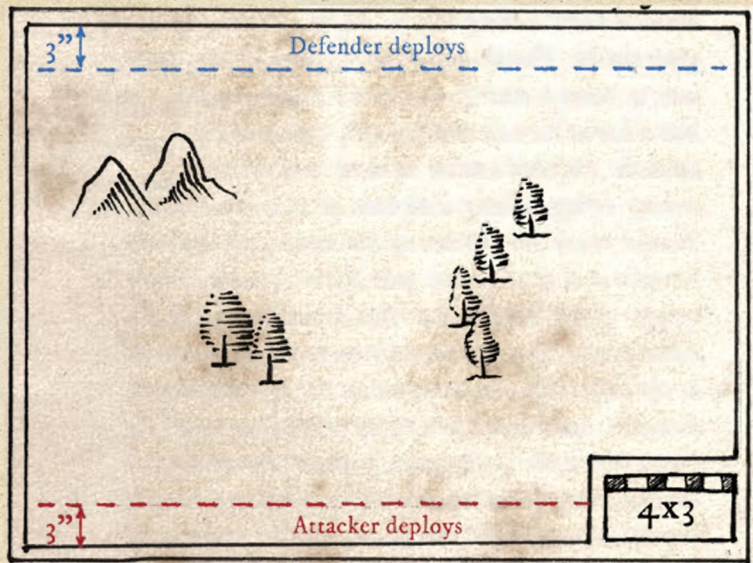
The Defending player deploys within 3" of their chosen board edge. The Attacker deploys within 3" of the opposite board edge as shown.

GAME LENGTH:

Six Turns

OBJECTIVES:

- ◆ Attacker gains a Strike Point at the end of Turn 3 and later if a defending unit possesses the Prize.
- ◆ Defender gains a Strike Point at the end of Turn 3 and later if an attacking unit possess the Prize.
- ◆ Attacker and Defender both lose immediately if the Prize is lost (if it was left in a burning building, for example).
- ◆ If the Prize is deliberately destroyed by a player, that player immediately loses.



SUGGESTED FORCES

Attacker

BRETHREN OF THE COAST	100PTS
• 6 Freebooters	36pts
• Untested English Buccaneer Commander	0pts
• 6 Flibustiers	36pts
• 7 Sea Dogs	28pts

Defender

ELITE RECON SQUAD	100PTS
• Elite Major (Commander)	30pts
• Elite Minor	20pts
• Elite Minor	20pts
• Stealth Elite Minor	30pts

