

Blood & Plunder

2026 UNITS UPDATE

2026 marks the 10 year anniversary of **Blood & Plunder**! Over the last decade, **Blood & Plunder** has proven to be among the most balanced miniatures games currently in production. This has resulted in a vibrant tournament scene that continues to grow every year.

No game is perfect however. That being so, we have taken some time to review many of the game's units and made some balance adjustments. These are detailed in this document below. Our hope is that these changes will make for a more balanced and enjoyable game for everyone.

ENGAGES

Remove the *Timid* special rule from this unit.

VETERAN FREEBOOTERS

Reduce this unit's points cost to 7.

LES ENFANTS PERDUS

Reduce this unit's points cost to 5.

KAPERS

This unit gains the following upgrade options:

- » Unit may add Sidearm Pistol for 2pts (not per model).
 - » Unit may add Brace of Pistols for 1pt per model.
 - » May exchange Firelock Musket for Brace of Pistols at no cost.
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ENTER PLOEG

This unit gains the following upgrade options:

- » Unit may add Firelock Muskets for 1 pt per model.
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PIRATES

This unit gains the following upgrade options:

- » Unit may add Buccaneer Guns for 2pts per model or may exchange Brace of Pistols Buccaneer Guns for 1 point per model. In either case, the unit also gains the Ball & Shot special rule.
 - » 1 out of 8 models may add Grenadoes for 4 points per model or may add Firepots or Stinkpots for 2 points per model.
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The following units may be used in these additional factions

VIZCAINOS

CORE

- » Corsairs
- » Armada de Barlovento
- » Juan Corso's Corsairs

SUPPORT

- » Guarda Costas
 - » Los Corsarios de Pardal
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ABLE SEAMEN

CORE

- » Pirate Hunters
- » Royal Navy
- » Kidd's Privateers

SUPPORT

- » Buccaneers
 - » Morgan's Buccaneers
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MARINS BASQUE

CORE

- » French Royal Navy
- » French Canadian Privateers
- » Flibustiers De Graf

SUPPORT

- » Buccaneers
 - » Canadian Militia
 - » Flibustiers Nau
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