

Blood & Plunder



BLOOD & PLUNDER SEA TOURNAMENT

SATURDAY, MARCH 28, 2-8PM

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 even met before.

TOURNAMENT RULES:

Players should bring lists of no more than 250 points including ships and boats. All games will be played on 4x4 or 3x4 Sea boards. There will be three 100 minutes rounds of Swiss pairings. Scoring details can be found later in the packet.

Forces may be chosen from all published material;

- *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* rule-

set, found in both the Blackbeard vs. Maynard Two Player Starter Set or the "Revised Rulebook." All of the Errata 1.4 and 2026 Unit Update Errata will be in effect as well. Those documents are available from the Firelock Games website.

Units in Galleon Gun Decks subsections will receive a standard Hard Cover Shoot Save.

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 minis & ships for your Force
- Rulebook
- Activation Deck
- Measuring Tape
- Appropriate Number of die's
- Appropriate Condition Markers (Reload, Fatigue, etc)
- 2 Printed Copies of their Force (this is often missed!)

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, and players should not waste time. Players should be open and honest with force lists and special rules when asked.

PAINTING REQUIREMENTS:

All models in tournaments at Adepticon must be painted. Their official policy is a 3 color minimum with the caveat of "if you have to ask it probably doesn't qualify." Models must be painted.

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. All ships and boats must be official Firelock Games models (for balance and consistency).

Models must always accurately represent the correct unit, using the WHAT YOU SEE IS WHAT YOU GET rule. Adepticon event policies are very strict on this as well.

FORCE SELECTION:

Forces need to be approved by the Tournament Organizer (TO). You can get them preapproved (HIGHLY recommended) by submitting a Blood & Plunder Online Force Builder link through the Adepticon tournament



page at 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 must 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 (3x4 or 4x4) and terrain will be provided. Some shoal Terrain may be placed by the TO and players should not this terrain. If you have an issue with the terrain placement please speak to the TO.

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 re-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

an-other 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 and "point killed" numbers calculated and recorded. 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 sunk or captured). 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 (very unlikely).

Upon completing your game, *both players* must fill out the scoring slips with results, Strike Points, points killed and models killed 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), total points killed and total models killed in that order. The Round Reporting Sheet has a place for the players to record if they earned a win, loss or draw, number of Strike Points each player gained and given, and total points killed.

RECORDING RESULTS:

After each game, carefully record the game results on the Round Reporting Slip at the back of this Packet. Record the game result, how many Strike Points [SP] you gave and earned, and both the the number and Points value of the models you killed of your opponent's force. These numbers are important for breaking ties.

Carefully calculate how much each model is worth, including Character upgrade costs and equipment upgrades. Any upgrades that apply only to the whole unit are only counted if the whole unit is destroyed (Example: +4pts for a sidearm musket for the unit). Count the point value of any ships or boats that are captured or sunk (but not if they ended the game still contested).

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, & high SP numbers 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, the 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 \$125 Firelock Gift Card
- Second Place - \$75 Firelock Gift Card
- Third Place - \$50 Firelock Gift Card Best
- Painted Force - TBD

TOURNAMENT SCENARIOS:

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

- Control the Field (Core with Errata)
- Encounter (Core with Errata)
- Escort (NPBtL)
- A Wanted Man (RtB)
- 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

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 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 16" 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.*



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.

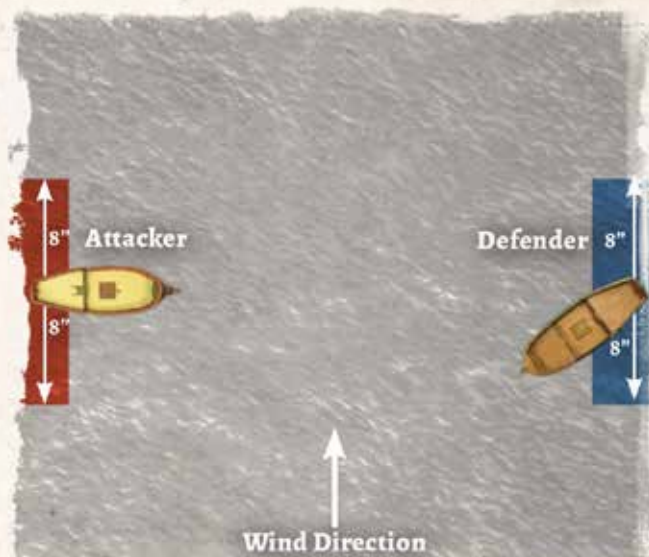
(Ships do NOT need to be placed 90° to the Wind (Abeam).)

GAME LENGTH:

Six turns

OBJECTIVES:

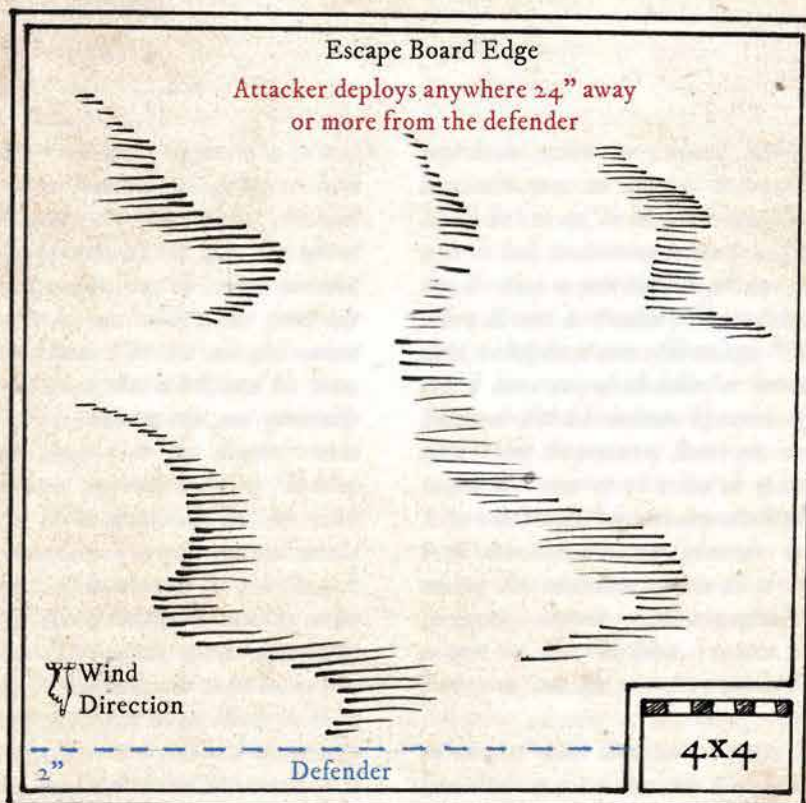
- » None. Use the standard rules for Strike Points, and inflict the most harm to your foe!





ESCORT

◇ SEA



SETUP:

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

SCENARIO RULES:

The defender's Force includes the Captured Merchant Character for free (which represents the captured enemy officer). Fielding this model follows all the rules for Characters as explained on p. 155.

In this scenario, the Captured Merchant cannot be removed as a casualty from a Ranged Attack unless there are no other models left in the unit to remove as casualties.

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 a Strike Point at the end of any Turn if the Captured Merchant is attached to an attacker's unit.
- » Attacker gains a Strike Point after Turn 6 if the attacker does not have any ships within 12" of the ship containing the Captured Merchant.
- » Attacker and Defender both lose immediately if the Captured Merchant is removed as a casualty.



A WANTED MAN



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 Attacker's Board Edge

SCENARIO RULES:

If a Commander is removed as a casualty, each unit in that Commander's Force takes one point of Fatigue.

If the Defender's Commander is removed as a casualty, replace that model with an Objective Token. Units in the Attacker's Force in base contact with the Objective Token may spend a Standard action to claim this Objective Token.

The Defender's Commander automatically passes any Strike Tests they may be forced to take.

DEPLOYMENT:

The Defender sets up within 6" of their board edge.

The Attacker sets up anywhere at least 24" away from the Defender, and cannot deploy windward.

OPTIONAL RULES:

Leaders of Men: Both players may include any commander legal for their Force at zero cost.

Hiding on the Coastline: Add 3 shoals to board and the Defender's board edge is impassable.

Leave Him to Me: Any unit containing a commander gains *Hard Chargers* Special Rule when charging another unit containing a commander.

GAME LENGTH:

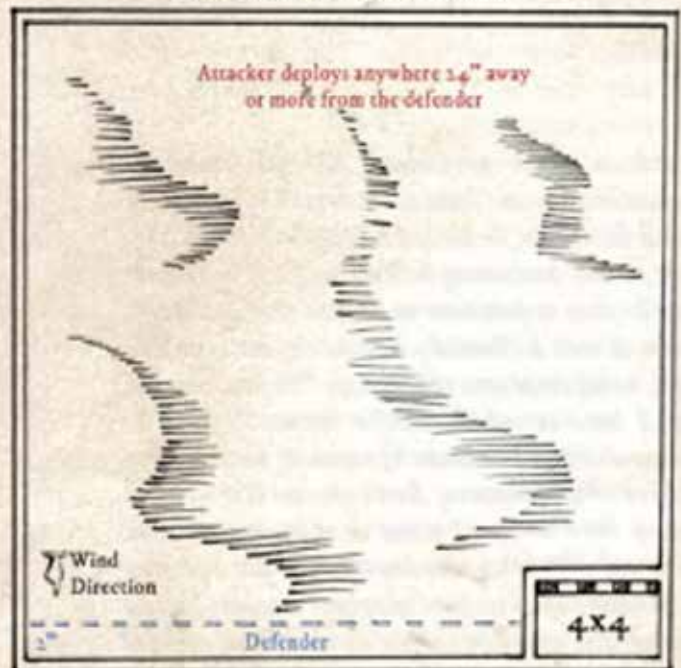
Six Turns

OBJECTIVES:

» Defender automatically loses if the Attacker controls the Objective Token.

» Attacker gains a Strike Point if their Commander is removed as a casualty.

CHASE'S END



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 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.



Blood & Plunder

ROUND REPORTING SLIPS

ROUND 3

NAME: _____

OPPONENT: _____

SCENARIO: _____ TABLE: _____ W/L: _____

SP EARNED: _____ SP GIVEN: _____ POINTS KILLED: _____ MODELS KILLED: _____

ROUND 2

NAME: _____

OPPONENT: _____

SCENARIO: _____ TABLE: _____ W/L: _____

SP EARNED: _____ SP GIVEN: _____ POINTS KILLED: _____ MODELS KILLED: _____

ROUND 1

NAME: _____

OPPONENT: _____

SCENARIO: _____ TABLE: _____ W/L: _____

SP EARNED: _____ SP GIVEN: _____ POINTS KILLED: _____ MODELS KILLED: _____