

# Blood & Plunder

## TOURNAMENT RULES

### 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 ORGANIZER

The Tournament Organizer, or TO, is the person who is running the event. He or she does not play in the event, but instead orchestrates each round and answers rules questions.

The TO is the sole authority at the Blood and Plunder Tournament. A TO is expected to be fair and equitable in their adjudication of debates and rules questions. Regardless of the outcome, a TO's decision is final. Players are encouraged to work out simple rules disputes among themselves because the round clock does not stop while waiting for the TO to answer questions.

### PLAYER RESPONSIBILITY

Players are responsible for providing:

- Force Models
- Rulebook
- An Activation deck
- Measuring tape
- An appropriate amount of D10s
- Appropriate Markers for game conditions (e.g. fatigue, reload).
- A minimum of 2 copies of each force list they are using

### 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. Although you will stand a much better chance of winning any painting competition if your submitted models have been painted.



## CONVERSIONS AND PROXIES

Conversions are a way for players to add an additional level of individuality to their models, this can be as simple as a head swap or as complex as a complete repose of a model using parts from various miniatures and sculpting from scratch.

Players may also have models which have been manufactured by another miniatures company.

Provided that any conversions or proxies are armed correctly and are easily identifiable they are legal for use in a Blood and Plunder tournament.

## FORCE SELECTION

At the start of the day, each player should submit the force list(s) which they are using for the tournament to the TO. Any forces should be selected from a single nationality and faction, these lists will be fixed for the event.

At the start of each round, players will announce which faction they are taking to their opponent.

Players are expected to inform their opponent of any options they have taken in their force, for instance, altered experience level.

## GAME SET-UP

During a round all players will play the same scenario. The scenarios being used for the tournament will be pre determined by the TO and all players will be informed of the schedule.

Terrain will be placed in advance by the TO and must 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.

Deployment type for each round is defined in the scenario above.

## ROUND TIME LIMIT

Each round will be played as defined in the Schedule above.

Each game will have a 10 minute setup period during which players go through the Game Setup with their opponent, including discussing terrain classification. The round timer will be started once all players are at their assigned tables. Players completing the Game Setup before the allotted 10 minutes are encouraged to commence their games before the round timer is started if they wish to.

Timer announcements will be made when there is 1 hour remaining and again when there are thirty minutes remaining.

When there are 10 minutes of the Round remaining, the TO will call "Final Turn", from which point the players should finish the 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. The final turn should be scored "as it lies" and then strike point totals calculated.

A standard Blood and 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.

Please ensure your score sheets are submitted to the TO as quickly as possible to allow the next Round to begin on time

## ROUND PAIRINGS

First round pairings are randomly assigned. The TO may take steps to ensure that two players who play each other often are not paired against one another in the first round.

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.



## SCORING

At the end of each Round, a victor is determined as per the rulebook (p. 134)

### TOURNAMENT POINTS [TP]

A player who wins the Scenario is awarded 3 TP, while a player who loses is awarded 0 TP. In the 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 Differential and Strike Points (SP).

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. These are used to break ties under certain conditions.

### STRIKE POINT DIFFERENTIAL [DIFF]

The TO will note the Difference 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.

## ODD NUMBERS AND BYES

When a tournament has an odd number of players, and there is no one available to fill in as a ringer, the TO must then establish byes for the tournament. No player should receive more than one Bye round in an event, after all everyone has come to play games.

A ringer is a volunteer who steps in to assist the TO by playing on the bottom table during the tournament to prevent there being an odd number of players. Their scores will not be counted with regards to tournament standings, although the scores of the players facing the ringer will.

It is always preferable to have someone fill in as a ringer and should this option should be used wherever possible. The bye is a secondary option.

## ASSIGNING A BYE

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.

When a player receives a bye, the player will earn  $3 \text{ TP} - 2 \text{ DIFF} / 0 \text{ SP}$

## FORFEITING GAMES

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

## PRIZES

To be determined by the Tournament Organiser



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## 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

### ROUND 4

Opponent name: \_\_\_\_\_

Scenario: \_\_\_\_\_

Strike points gained			
Strike points opponent gained			
Result	W	D	L



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## 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: \_\_\_\_\_



# TOURNAMENT

START TIME:       :       END TIME:       :

**FORMAT:**      ☐ Land only      ☐ Sea only      ☐ Mixed scenario

**POINTS LIMIT:** \_\_\_\_\_

(Entry fee, and mention of anything players get included with their ticket e.g. lunch.  
Details on how to make payment for the tournament.)

This tournament is 4 round, fixed list event set at 100pts for each round.

[illegible]