

Blood & Plunder

QUICK REFERENCE SHEET

TURN SEQUENCE (PG. 38)

1. Start Phase

- Draw Activation cards (equal to # of units in force). Resolve Events as they are drawn.

2. Action Phase

- Perform Initiative Step – All players choose and reveal Activation Cards simultaneously to determine Initiative. Player with the highest suited card goes first (♠ > ♥ > ♦ > ♣). Highest card # breaks ties. If still tied players roll off.
- Perform Activation Step:
 - Player that won Initiative chooses a unit and activates it.
 - That player takes Actions with Activated unit.
 - Player that lost Initiative chooses a unit and activates it.
 - That player takes Actions with Activated unit.
- Repeat Initiative Step, followed by Activation Step, until both players have activated all of their units.

3. End Phase

- Move ships if they have residual movement.
- Check for spread of Critical Damage
- Check to see if either player fulfilled the scenario's victory conditions.
- Check for Strike Points and Strike Tests.
- Discard any cards left in hand, if applicable

ACTIONS PER CARD SUIT (PG. 39)

	INEXPERIENCED	TRAINED	VETERAN
♠	1	1	2
♥	1	2	2
♦	2	2	3
♣	2	3	3

TYPES OF ACTIONS (PG. 40-42)

Standard Actions

- Move
- Charge
- Go Prone/Stand
- Shoot (Ranged Attack)
- Reload
- Rally (if unit is not Shaken)
- Throw Grapples (Ships only)

Dedicated Actions

- Fight (Melee combat)
- Dismount
- Spike Artillery
- Start Fire
- Rally (if unit is Shaken)
- Repair
- Change Sail Settings (Ships only)
- Advanced Maneuvers (Ships only)

Assignments

- Crew Artillery
- Crew Sweeps

THE EFFECTS OF FATIGUE (PG. 46)

- » 1 Fatigue point has no effect on a unit.
- » 2 or more Fatigue points causes the unit to lose one action when it activates.
- » 3 Fatigue points causes the unit to immediately become Shaken.
- » 7 Fatigue points or twice the number of Fatigue as models in the unit will cause the unit to immediately Rout (all models in the unit are removed from the game).

STRIKE TEST (PG. 133,134)

At the end of any game turn, if a player has 2 or more Strike Points than an enemy player, they must perform a Strike Test. The target number is the Resolve of the commander in the force taking the Strike Test. If a force's commander has been removed as a casualty, that force automatically fails their Strike Test.

A Strike point is gained for:

- Every 25% of a force's models removed as casualties (rounded down)
- Catastrophic Critical Damage
- A Ship becomes immobilized
- A Ship has been destroyed or captured
- Enemy completes a Scenario objective
- Deck on Flagship is occupied by enemy unit
- The Fortitude of the Rigging or Hull on the Flagship is halved (rounded down)

CRITICAL DAMAGE (PG. 68-70)

Ship Hull

- 10: Catastrophic Damage
- 9: Fire
- 8: Steerage
- 6-7: Gun
- 4-5: Leak
- 2-3: Roll on Ship Rigging Critical Damage
- 1: No Effect

Ship Rigging

- 10: Mast Destroyed
- 7-9: Sheets & Shrouds
- 1-6: Sails & Spar Damage

Boat

- 10: Destroyed
- 6-9: Rigging Destroyed
- 2-5: Leak
- 1: No Effect

Building

- 10: Total Collapse
- 8-9: Fire
- 2-7: Debris
- 1: No Effect

Fortification

- 10: Breach
- 9: Fire
- 6-8: Gun Destroyed
- 2-5: Debris
- 1: No Effect

RUNNING AGROUND CHART (PG. 87)

1-14 No effect.

15+ The ship has Run Aground hard. It takes D5 Hull damage and becomes immobilized.

FORTITUDE AND INTEGRITY OF COMMON BUILDINGS (PG. 74)

Type	Fortitude	Integrity
Shanty	2	2
Wooden Building	2	3
Large Wooden Building	3	3
Stone Building	3	3
Large Stone Building	3	4
Very Large Building (Any Type)	4	4

COLLISION CHART (PG. 88)

1-5 Hulls collide

6-9 Rigging collides

10 Rigging collides and ships are fouled.



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ARTILLERY TYPES (PG. 77)

	Minimum Crew	Move Penalty on field carriage	Points per single gun on a Structure	Points per single gun on a field carriage	Points per pair of guns (on Ships only)
Swivel Gun	2	-1"	4	8	n/a
Light Cannon	2	-1"	5	10	7
Medium Cannon	3	-2"	7	14	10
Heavy Cannon	4	immobile	9	18	13

The Point values listed include Artillery when building a force. (See Creating a Force. p. 94)

	Base target number	Initial dice rolled to attack	Damage dice rolled if Initial Hit	Reload markers gained after firing
Swivel Gun	6	3	0	2
Light Cannon	4	1*	2	4
Medium Cannon	4	1*	3	4
Heavy Cannon	4	1*	4	4

*The rolls to determine the initial hits are separate from the dice rolled to score further hits against a target. This means that a reroll for the Shoot Test (like spending a Fortune Point) could reroll the initial Shoot Test results or the additional hit results, but not both.

STANDARD 4" RANGE PENALTIES (SMALL ARMS, SWIVELS, AND GRAPESHOT)

Range	0" to <4"	4" to <8"	8" to <12"	12" to <16"	16" to <20"	20" to <24"	24" to <28"	28" to <32"
Penalty	+0	+1	+2	+3	+4	+5	+6	+7

8" RANGE PENALTIES (ROUNDSHOT AND CHAINSHOT) (PG. 77)

Range	0" to <8"	8" to <16"	16" to <24"	24" to <32"	32" to <40"	40" to <48"	48" to <56"
Penalty	+0	+1	+2	+3	+4	+5	+6

EVENT TABLE (PG. 128)

D10 ROLL	RESULT
1	MISFORTUNE AND WIND CHANGE
2	CONFUSION
3	STUBBORN
4	UNRULY
5-6	WEATHER CHANGE AND WIND CHANGE
7	LUCKY
8	INSPIRING COMMAND
9	EXHAUSTED
10	TWIST OF FATE AND WIND CHANGE

WIND DIRECTION CHART (PG. 133)

ROLL	1-2	3-4	5-6	7-8	9	10
Wind Direction	North	East	South	West	Defender's choice	Attacker's choice

SHIP MOVEMENT (PG. 82-84)

