

📖 2025 ORGANIZED PLAY KIT 📖



# SUMMER *of* PLUNDER

GLOBAL MINIATURES CAMPAIGN





# PLAYER'S GUIDE TO SUMMER OF PLUNDER

## WHAT IS THE SUMMER OF PLUNDER?

**T**he **SUMMER OF PLUNDER** Organized Play Kit is designed to help game stores, clubs, and event organizers host engaging and competitive experiences during the 9-week community event. This kit provides all of the essential materials, including organized play guidelines, scenario and game suggestions, prize support, and exclusive miniatures. The Organized Play Kit offers your local community opportunities to foster regular play, rewards participation, and helps immerse players in the Golden Age of Piracy.

## PLAYER'S GUIDE

**SUMMER OF PLUNDER** is a worldwide community event for players of *Blood & Plunder*, *Oak & Iron*, and *Port Royal* by Firelock Games. Players compete for their chosen nation from June 1 to August 5, 2025, share stories and photos, win prizes, and promote these games. The campaign features changing weekly objectives, online interactions, light roleplaying, paint nights, local events, photo contests, and a competitive element where pirate and colonial forces unite to dominate the New World in an interactive online campaign.

## HOW TO PARTICIPATE

Participating is easy at any level! Play your favorite pirate games this summer, submit your game details and photos via the campaign entry form at [BloodandPigment.com](https://bloodandpigment.com), and choose a location on the Campaign Map. Your games and your Commander's diplomacy will shape the Caribbean's fate in the 2025 **SUMMER OF PLUNDER**!

You can find all the details and campaign rules for the **SUMMER OF PLUNDER** event using the QR code below.



<https://bloodandpigment.com/summer-of-plunder-hq>

## CHOOSING TEAMS

Your games earn campaign points for both you and your chosen Nation. While the **SUMMER OF PLUNDER** is a pirate campaign, you can fight for any represented faction in Firelock Games' titles, including Spain, England, France, the Netherlands, Native Americans, or Pirates. Each Nation has a Commander who coordinates efforts, encourages player interactions, and distributes prizes!

## MAP & CONQUEST

The campaign's competitive element is tracked on a dynamic online map weekly. Each Nation starts with four Locations across the New World. Logged games can be used to vote for the territories to defend or attack. Weekly results determine conquests and losses, with updates published on Blood & Pigment.

## COMMUNICATION & UPDATES

Campaign updates will be posted on Blood & Pigment, with player coordination happening on the 2025 **SUMMER OF PLUNDER** Campaign Discord server. Join via the **SUMMER OF PLUNDER** HQ page on Blood & Pigment or the QR code below. The server offers dedicated spaces for teams to strategize, interact, and banter.

Weekly Blood & Pigment updates will cover the campaign map, national standings, objectives, player highlights, top photos, and prize winners. While Discord isn't required, it enhances the experience with real-time interaction!

Join the **SUMMER OF PLUNDER** Discord server using the QR code!

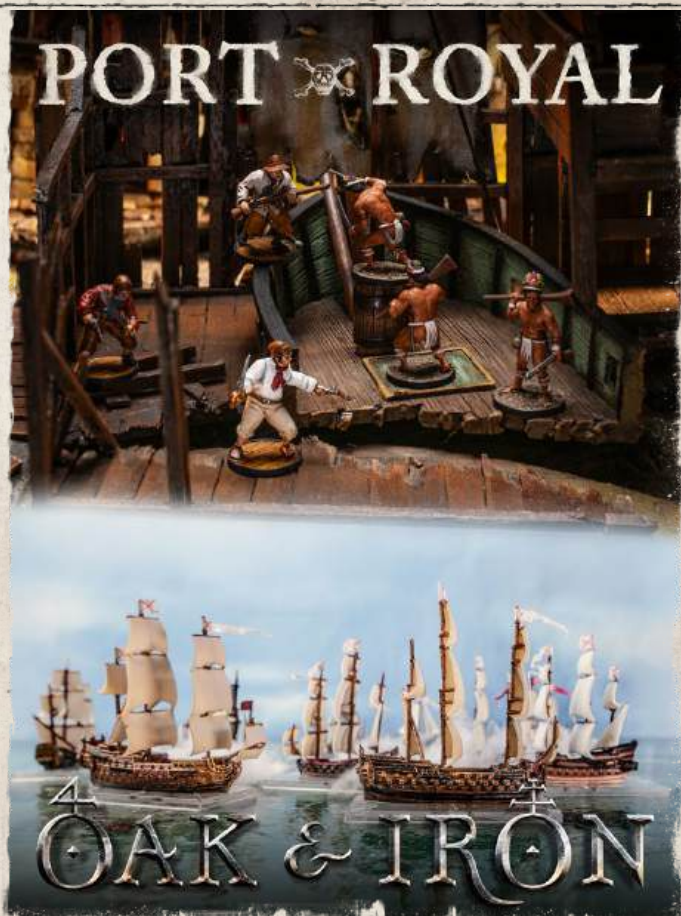


<https://discord.gg/MSyz9dmmVY>

## WEEKLY OBJECTIVES

Each week there is a different game objective for each game that will help them score more campaign points while exploring their game system and sharing in a common experience with other players. Find the full list of objectives for *Blood & Plunder*, *Oak & Iron*, and *Port Royal* on the Blood & Pigment website.





## PRIZES

Beyond the booty in this organized play kit, over \$3,000 in prizes will be awarded throughout the campaign, including a legendary *Blood & Plunder* 6th Rate Frigate model. Visit Blood & Pigment for the full prize lineup, sponsors, and ways to win.



## EVENTS AND TOURNAMENTS

This kit includes scenarios tied to the included minis and items, perfect for hosting **SUMMER OF PLUNDER** events at your local game store or meetup. Even after the 2025 campaign, these scenarios remain great for casual play.

Interested in running a tournament or major organized play event for *Blood & Plunder*, *Oak & Iron*, or *Port Royal*? Firelock Games can support your event! Find tournament guidelines on the Firelock website via the QR code.



<https://bit.ly/4jrCetm>

## CONTENTS OF OP KIT

- » 8 Fortune Tokens (4 premium tokens)
- » 4x Ship's Wheel Models
- » 4x Sailing Master Models
- » 4x Pirate Musician Models
- » 4x Hostage Models
- » Deck of alternate unit stat cards
- » Exclusive *Oak & Iron* Commander Cards
- » This booklet includes:
  - › 3 *Blood & Plunder* Scenarios
  - › 1 *Oak & Iron* Scenario
  - › 1 *Port Royal* Scenario

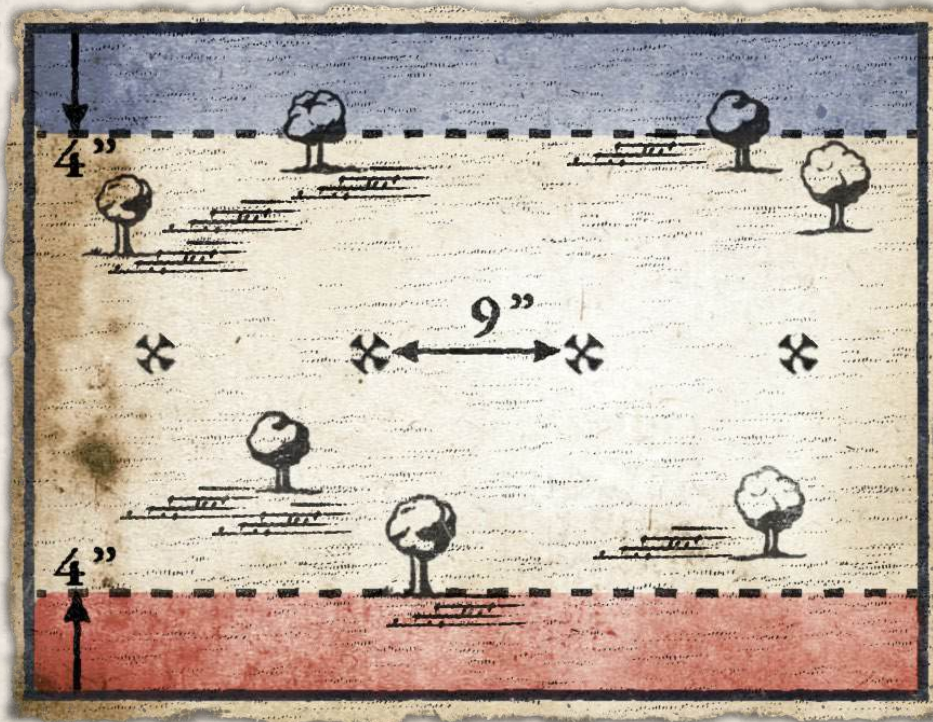
## ONLINE CAMPAIGN MAP



<https://timberandsail.com/maps/campaign-map.html>



## SCENARIO I MEN OF FORTUNE



**N**ot content to accept the hand dealt to them, bold buccaneers and pirates often took desperate measures to make their own fortune, attempting to change or escape the decrees of Lady Fortune. In this 2 player scenario, players must boldly advance and seize control of the field, gaining extra Fortune game tokens in the process. This scenario uses 4 of the Fortune Tokens provided in this Organized Play Kit. This scenario fits well with the Campaign Objectives for June 10-16."

### SETUP

Set up a 3'x4' or 3'x3' land table with plenty of natural area terrain. Place 4 of the Fortune Token coins from the Organized Play Kit along the centerline of the board, equal distances from the players' board edges as shown (about 9" apart on a 4' wide board, and 7" apart on a 3' wide board) It is suggested to place the "premium fortune coins" nearer the center, and the smaller coins on the sides.

### SCENARIO RULES

Players begin the game with 2 less Fortune Token than usual.

At the beginning of each turn, each player may claim up to 1 Fortune Token from the table and add it to their personal supply if they started the round with at least one unit in base contact with that Token and no enemy units started the round within 4" of the Token.

### DEPLOYMENT

Starting with the Defender, players deploy within 4" of their respective board edges.

### GAME LENGTH

6 Turns

### OBJECTIVE

» Players gain 1 Strike Point if they have no unspent Fortune Tokens in their personal supply at the end of a round.

### SUGGESTED FORCES

Land armies of approximately 100-200 points are suggested.

### EVENT PRIZES

Players should keep the Fortune Tokens they capture during the game.



## SCENARIO II THE FICKLE SEA

**S**ea rovers spent years mastering the ways of the sea, yet it remained unpredictable and uncontrollable. In this 2-6 player scenario, shifting winds keep crews on high alert as conditions change rapidly. Players should review the Ship Advanced Maneuvers rules before starting. This scenario features the Ship's Wheel and Sailing Master models from the Organized Play Kit.

### SETUP

Use a sea board of 4'x4' with 2-4 players or a 4'x6' with 4-6 players. The whole board is considered Deep Water and any additional water terrain is added at the discretion of the players. This scenario starts with the Wind Speed set to +1.

Before players deploy their forces, each player may choose to either add a Ship's Wheel upgrade to one ship, OR add the Sailing Master Character as an additional model to a unit in their force (the Sailing Master should be added to a unit without a Character already attached if possible and it may possibly break the limit of 1 Character per 50pts in a players force). If neither of these options are legal for a player's Force, that Force's Commander gains the *Tough* Special Rule.

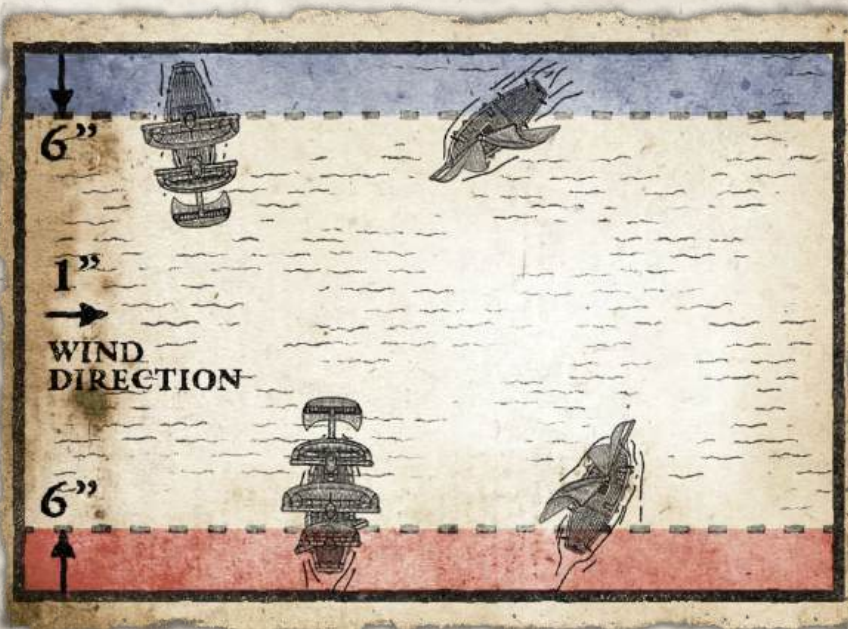
### SCENARIO RULES

If playing with 4 or 6 players, players should divide into teams of Attackers and Defenders, dictated by their Attacker rolls before the beginning of the game. Players may use a standard activation system or a Multiplayer Variant found in the *No Peace Beyond the Line* expansion.

At the beginning of each game round, before players draw their activation cards, roll 1d10 on the Wind Table and immediately apply the results. Teams should alternate which Team rolls this die (since some results allow a choice), starting with the Defenders.

After a size 2+ ship moves, any unit assigned to the Sweeps must take a Fatigue Test with a single d10 (Sweeps let you get around all the wind variation in this scenario and we can't have that!).

Additionally, while the Wind Speed is +1 or more, apply a +1 penalty to all Grapple Tests.



This scenario fits well with the Campaign Objectives for July 1-7 or July 22-28.

### DEPLOYMENT

Starting with a Defending player and alternating with Attackers, players deploy their entire Force with part of their ship(s) within 6" of their respective board edges. All ships must be deployed more than 24" away from opposing ships.

### GAME LENGTH

6 Turns

### OBJECTIVES

- » If a player has at least one Critical Hit marker applied to their Rigging at the end of a round, they gain 1 Strike Point.
- » If playing with more than 2 players, it is suggested to use the No Quarter scenario rule and ignore Strike Tests, playing until one fleet strikes their colors, or until the end of the 6th turn.

### SUGGESTED FORCES

Sea forces of 150-250 points per player are recommended. In 4- or 6-player games, force sizes may vary as long as each team has equal total points (e.g. one team with three 150-point forces vs. another team with two 225-point forces, both totaling 450).

It's advised to assign a unit to Sheets & Braces or keep a unit unassigned to react quickly to wind changes and perform advanced maneuvers.

### EVENT PRIZES

Each player should receive 1 Ship's Wheel and 1 Sailing Master model at the end of the game.

### SAILING MASTER CHARACTER

Unit Restrictions: Only units with the Sailors or *Expert Sailors* Special Rule

Command Range: 4"

Command Points: 1 (may only give a Change Sail Setting or Advanced Maneuver extra action),

Special Rules: *Sailing Master*, *Expert Sailors*

### SHIP'S WHEEL UPGRADE

Size 3 or greater ship only.

Apply a -1 bonus to Sailing Tests when attempting Advanced Maneuvers.

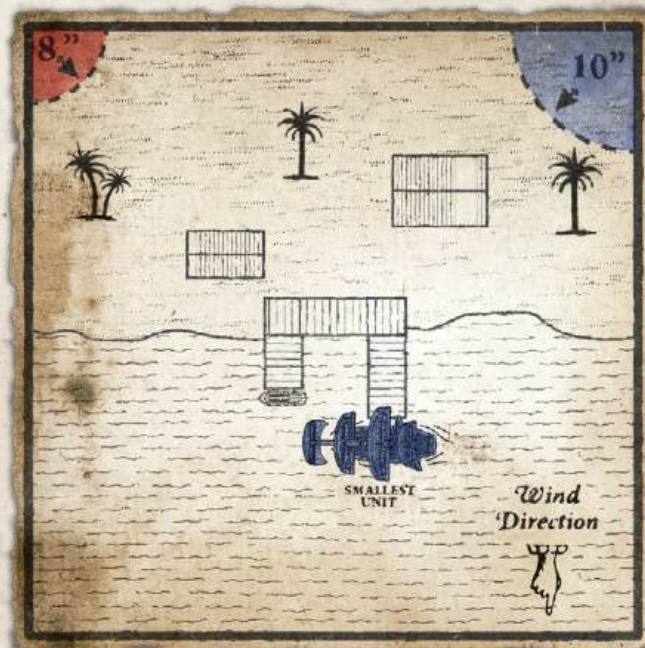


## SCENARIO III ESCAPE BY SEA

A band of buccaneers has landed and seized an important prisoner and is now attempting to escape by sea. But the enemy is hot on their heels! In this two player amphibious scenario, the Defender is attempting to move from land to the sea and escape off the full sea edge of the board while the attacker is attempting to stop them and take back the hostage.

This game uses the Musician and Hostage minis from this Organized Play Kit.

This scenario works well with the Campaign Objectives for July 15-21.



### SETUP

Use a 4'x4' amphibious table with 50% of the board featuring land and 50% of the board featuring water. Add a dock near the board center and add one boat and one size 2+ ship to the board, set to Sail Setting 0" and grappled to the dock. The ship may be facing any direction except towards land.

The wind starts blowing from the land towards the sea.

After rolling for the Attacker and Defender, the Attacker should add the Musician model to their Commander's Unit as an additional model. The Defender should attach the Hostage Character to their Commander's unit. This may break the normal rules that limit the number of Characters to 1 per 50pts in a force.

### SCENARIO RULES

Reduce any movements taken by the ship by 1" if the Boat is grappled to the Ship.

The Hostage may not be ransomed (see character rules below) until the 6th turn of the game.

### DEPLOYMENT

The Defender deploys within 10" of their board corner, as shown. They may deploy their smallest unit on the ship in the center of the board (this may not be the Commander's unit). The Attacker deploys within 8" of the board corner, as shown.

### GAME LENGTH

6 Turns

### OBJECTIVES

- » If the Defender moves the Hostage off the full sea board edge, they immediately win the game.
- » If the Attacker controls the Hostage at the end of any turn, the Defender gains 1 Strike Point.
- » The Defender gains 1 Strike Point if the Attacker controls the ship.

### SUGGESTED FORCES

Land Forces of 100-200 points are suggested for each player. Forces may not include any ships or boats beyond what is included in setup (which are not counted as part of any players' force).

### EVENT PRIZES

Each player should receive 1 Hostage and 1 Musician Character model at the end of the game.

### HOSTAGE CHARACTER (HOSTAGE/ADVISOR)

Special Rules: *High Standing*

Extra Abilities: Units making a Ranged attack against the unit that contains this model must take a Fatigue test with a single d10 before performing the attack. An enemy unit may not attempt this Ranged attack if it already has 2 Fatigue.

The opposing Commander may spend a free action and give one of their Fortune Tokens to the player controlling this Character to remove it from the board. This Ransom may only take place if both the Hostage and the opposing Commander are not involved in any melee combat, and are within 12" and on the same landmass or ship, or are on ships that are grappled together.

### MUSICIAN CHARACTER (FIGHTING MAN)

Unit Restrictions: Command unit only, but does not count toward one Character per unit limit. Main Weapon: Standard Melee Weapons (cannot be upgraded)

Special Rules: *Inspiring*

Extra Abilities: At the start of the battle, the opposing force is affected by the *Terror* Special Rule, unless that force also has a Musician.



## SCENARIO

# ESCAPE FROM NASSAU

**W**hen the King's Pardon arrived in the Bahamas, roughly half the pirates in the region accepted it, leaving the island divided. Charles Vane, refusing to submit, gathers a fleet and prepares to stand in defiance.

Gaining confidence, Vane returns to Nassau in early July of 1718, intimidating the town and fort into submission. He holds Nassau for two weeks until Governor Woodes Rogers arrives on July 22nd with seven warships. Engaging in deceptive negotiations, Vane stalls for time. At night he sends a fire ship into the heart of Rogers' fleet and escapes out the other end of the harbor where Rogers' larger ships cannot follow due to the shallow water.

This is a "What If?" Scenario—what if Vane had chosen to fight instead of fleeing?

### SETUP & DEPLOYMENT

- » Use the Deployment Zones provided
- » Cards for "Advantages & Conditions" are not drawn.
- » To reflect the shallow and dangerous harbor of Nassau, place 1 Rock and 2 Shoals in the terrain pool to be deployed as per the normal rules..
- » All English Ships must start at a sail setting of Anchored rather than Battle Sail used in a normal game.
- » The Pirates receive a free Brigantine with the Fireship upgrade card.

### SUGGESTED FORCES

- » 2 Players 50-100 pts each.Players
- » 4-6 Players 50pt squadrons each.

### VICTORY CONDITIONS

- » The game is over at the end of Turn 10 or when one side strikes their colors.
- » The English gain 2 Strike Points if Charles Vane's flagship escapes off the long edge of the English Deployment Zone.
- » The English gain 1 Strike Point if Woodes Rogers is Captured or Killed during the game.
- » The Pirates gain 2 Strike Point if Charles Vane's flagship is Captured or Out of Action.
- » Any Pirate ship that escapes the board maintains its current state for Strike Points. English ships that leave the table are considered Out of Action. Ships may not return to the battlefield
- » All other standard rules for Strike Points apply





# QUAKE 1692

SCENARIO BY ERICH FROM THE THIEVES' HARBOR BLOG

Jamaica, lying on the boundary of the Caribbean and the Gonâve micro tectonic plates, has been subject to earthquakes throughout history. The largest and most damaging of these quakes featured the complete loss of the Western portion of Port Royal and immense loss of life – estimated on the order of 2000 during the Earthquake and another 3000 died in the aftermath due to injuries, disease, and rival crews. The quake came in three parts, each more intense than the last, and featured extremely destructive conditions, such as liquefied sand or waves that lifted ships above buildings.

*Quake 1692* plunges Port Royal players into this chaos, battling for survival—and loot! This scenario is ideal as the opening game of a new campaign, setting the stage for your crews' struggles and ambitions.

## SETUP

- » Each player should prepare a standard 30 Pieces of Eight list.
- » Setup a 2'x2' or larger if playing with more than 2 players and should feature a dense and lively cityscape.

## OBJECTIVE

- » Amid the apocalyptic quake, players must locate their scattered crew while grabbing Bonus Plunder. This loot, will aid them in the days (games) following the quake –but comes at the risk to life and limb.

## DEPLOYMENT

Standard deployment is not used. Instead:

- » Each player deploys their Captain/Leader within 4" of opposite board edges, marked as North and South.
- » The remaining crew members are scattered 1d10" from the board center (roll a d10; the triangle's top indicates direction, and the number determines the distance in inches). Models may be placed in buildings, on terrain, etc.
- » In each board quarter, scatter a Plunder Token 1d5" from the quarter's center (4 total).

## SCENARIO RULES

- » The game lasts 6 turns, but crews cannot withdraw and do not roll Strike Tests—they must survive.
- » Use the Quake 1692 Events Table instead of the standard event table.
- » At the end of Rounds 1, 3, and 5, roll once, twice, and three times, respectively, to simulate the quake's escalating destruction.
- » Gameplay proceeds as normal, but only the Captain/Leader begins as an active model.
- » Other crew members are Inactive until a friendly model interacts with them within 1", at which point they activate normally.
- » Opponents cannot attack or interact with Inactive crew members.

## POST-GAME ADJUSTMENTS

When rolling for injuries, characters killed through Event Table related tragedies, instead suffer a -2/-20 penalty for Crew/Officers respectively.

Rescued characters gain +1 experience; if the entire crew survives, the Captain gains +2 additional experience.

Given the circumstances, the crew is willing to accept certain lapses in plunder in appreciation for their lives. During the DIVIDE SHARES step, pay the Captain and Officers first and then the Crew, to the best of your ability. Skip the MUTINY step, even if some of the Company was unable to be paid.

## QUAKE 1692 EVENTS TABLE

### D10 ROLL RESULT

1	<b>Tidal Wave:</b> An intense wave crashes, randomly, onto either the east/west board edge. All models within 8" of the board edge must immediately make an Experience Test, if failed they are pushed 4" away from the board edge. If they crash into terrain, they must make a single Fatigue test. This region is now flooded and considered rough terrain until the end of the turn.
2	<b>Aftershocks:</b> All models must make an Experience Test, should they fail they are knocked prone.
3	<b>Distraction:</b> Screams from the disaster shake even the most resolute. A random active member of each crew must make a Resolve Test.
4	<b>Falling Debris:</b> A random Character among all forces immediately suffers a 2-success Ranged Attack with a Damage bonus of -1.
5	<b>Shifting Fortunes:</b> Scatter a corpse 6" from a random character. If looted using an Interact Action, the character gains a ring worth 1d5 Pieces of Eight.
6	<b>Panic:</b> Scatter 5 Civilians (or 19mm tokens) 1d10" from the center of the board. These civilians block line of sight and movement and automatically fail all tests. If they die, replace them with a lootable corpse akin to Shifting Fortunes. If a player kills a Civilian, they gain -2 Fortune Points next turn. This effect stacks.
7	<b>A Brief Respite:</b> All active characters on the table may remove a point of fatigue.
8	<b>Misplaced Munitions:</b> Scatter a Plunder Token 1d10" from the center of the table. If looted through an action, immediately gain a peculiar equipment described on pg. 77 of the Core rulebook.
9	<b>Debris Cloud:</b> For the next turn, treat all range bands as one further when making ranged attacks. Melee attacks are at +1 penalty.
10	<b>Liquefaction:</b> A random building or structure sinks into the liquified earth. Roll a d10. On a 5+, the building and all models and tokens are lost beneath the sands and removed from the table. Otherwise, the terrain piece is destroyed and is now considered rough terrain for movement. All models within suffer a 4-success Melee attack with a Damage bonus of -1.