

Blood & Plunder QUICK REFERENCE SHEET

TURN SEQUENCE (P. 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 – Play Activation Cards 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 (P. 39)

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

TYPES OF ACTIONS (P. 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/Abandon Artillery
- Crew/Abandon Sweeps

CHECKING DISTANCE TO TARGET. (P. 75)

Measure the distance between the firing unit and the target unit (see Measuring Distances p.31).
Unless otherwise noted, all Shoot Tests receive a +1 penalty for every 4" between the target unit and the shooting unit.

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"	32" to <36"	36" to <40"
Modifier	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

ARTILLERY STATS CHART (P. 77)

GUN TYPE	MINIMUM CREW	D10 ROLLED PER GUN	SHOOT TEST BASE NUMBER	RELOAD MARKERS GAINED AFTER FIRING	ARC OF FIRE ON SHIP	ARC OF FIRE ON FIELD CARRIAGE OR FORTIFICATION	MOVE PENALTY ON FIELD CARRIAGE	POINTS PER GUN (ON A STRUCTURE)*	POINTS PER GUN (ON A FIELD CARRIAGE)
Swivel Gun	2	3 vs. Units & Rigging only	6	2	360°	360°	-1"	2	4
Light Cannon	2	1 (+2)**	0	4	Width of deck	45° pivot	-1"	5	10
Medium Cannon	3	1 (+3)**	0	4	Width of deck	45° pivot	-2"	7	14
Heavy Cannon	4	1 (+4)**	0	4	Width of deck	45° pivot	immobile	9	18

* Cannons on ships are purchased in pairs.

** If a Cannon (not a Swivel) scores an initial hit, it rolls (+x) additional dice to attempt to score more hits.

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

THE EFFECTS OF FATIGUE (P. 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 (P. 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)



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EVENT TABLE (P. 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 RESULT (P. 129)

D10 ROLL	WIND RESULT
1	No change in Wind
2	Wind direction shifts one table edge clockwise
3	Wind direction shifts one table edge counterclockwise
4	No change in Wind
5	Wind speed +1
6	Wind speed -1
7	Lull (Wind speed -1 for this turn only)
8	Gust (Wind speed +1 for this turn only)
9	Player that drew event picks a Wind event on this table
10	Opponent picks a Wind event on this table

WEATHER TABLE (P. 129,130)

D10 ROLL	WEATHER RESULT
1-4	-1 on the Weather Effects Chart
5-6	No Change
7-10	+1 on the Weather Effects Chart

-3	SWELTERING
2	HOT
-1	BLINDING SUN
0*	FAIR
+1	LIGHT RAIN
+2	HEAVY RAIN
+3	TORRENTIAL DOWNPOUR

*Scenarios start at 0 unless otherwise noted

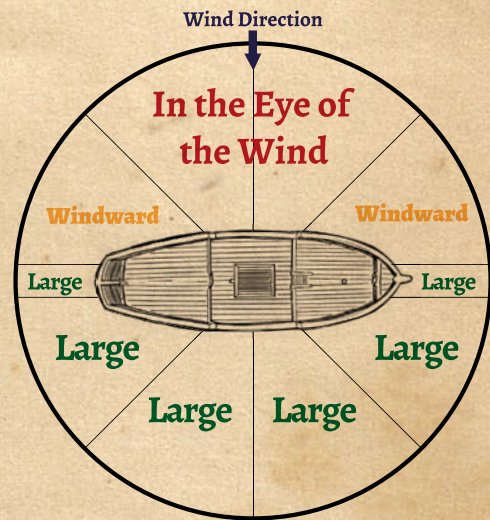
WIND DIRECTION CHART (P. 133)

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

CRITICAL DAMAGE (P. 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
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SHIP MOVEMENT (P. 82-84)



RUNNING AGROUND CHART (P. 87)

1-14	No effect.
15+	The ship has Run Aground hard. It takes D5 Hull damage and becomes immobilized.

COLLISION CHART (P. 88)

1-5	Hulls collide
6-9	Rigging collides
10	Rigging Collides and ships are fouled.

FORTITUDE AND INTEGRITY OF COMMON BUILDINGS (P. 76)

Type	Fortitude	Integrity
Shanty	1	1
Wooden Building	1	2
Large Wooden Building	2	2
Stone Building	2	2
Large Stone Building	2	3
Very Large Building (Any Type)	3	3