

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

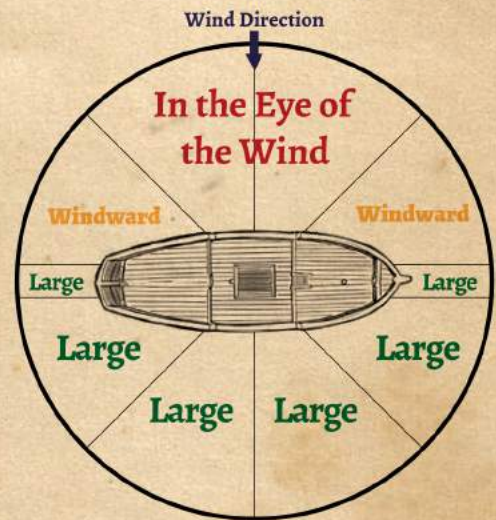
WIND DIRECTION CHART (P. 133)

| 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 |
|---|---|---|

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 |