Blood & Plunder   ADEPTICON

Tournament Packet

Friday, March 24, 5:00-10:00pm

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 SCHEDULE:

5:00 - All players registered
5:10 - Begin first round
6:40 - End first round
6:50 - Begin Second Round
8:20 - End second round
8:30 - Begin third round
10:00 - End third round
10:10 Prizes awarded

TOURNAMENT RULES:

Players should bring lists of no more than 200 points that include ships & boats. All games will be played on Sea boards. There will be three 90 minutes rounds of Swiss pairings. Scoring details can be found later in the packet.

Forces must be chosen from;

- *Blood & Plunder* rule book
- *No Peace Beyond the Line*
- *Fire on the Frontier*
- *Raise the Black*
- Commanders & Characters from *The Buccaneer's Companion Vol. 1* are also legal.

OPTIONAL RULES:

For this tournament, cannons must be used according to the rules found in the rulebook in the Blackbeard vs. Maynard Two Player Starter Set. You can find those rules at :https://tinyurl.com/2p84n4xc.

Shaken units may roll for Fight Saves, succeeding on 9+, per the optional rule on pg.188 of *No Peace Beyond the Line*.

Games should be played applying all current errata (which can be found in the Downloads section of the Firelock website).

PLAYER REPSONBILITY :

Players should bring:

- Force models
- Rulebook
- Activation Deck
- Measuring Tape
- Appropriate Number of d10's
- Appropriate Condition Markers (Reload, Fatigue etc)
- 2 Printed Copies of Their Force

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. Rumor has it painted models roll higher numbers on dice through...

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. All miniatures must be based on 20mm bases.

While conversions and proxies are fine for miniatures, all ships and boats must be official Firelock products (for fairness and balance.)

FORCE SELECTION:

At the start of the event, each player should submit the force list which they are using for the tournament to the TO. These lists will be fixed for the event. Players are encouraged to preregister for the event at TimberandSail.com/events.

At the start of each round, players should announce which faction they are taking to their opponent and be able to present their printed force list on request. Players are expected to inform their opponent of any options they have taken in their force, for instance, altered experience level, extra equipment, character placement etc.

GAME SETUP:

Game mats (4x4 or 4x6) and shoal terrain will be provided for players. Shoal terrain will be placed by the TO and should not be moved 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 rules

ROUND TIME LIMITS

Games will be played in 90 minute rounds. This is a tight schedule so players should endeavor to play quickly & efficiently!

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.

If there is a tie in Strike Points, each player adds up the total point cost of all their models removed as casualties. The player who lost the fewest total points worth of models is then declared the winner. If there is *still* a tie, the game is considered a draw.

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.

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), in that order. 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.

STRIKE POINT DIFFERENTIAL:

The TO will note the Difference [DIFF] 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. [Example: Jonathon beats Mike with 3 Strike Points to 1. Jonathon gains 1 SP and a DIFF of -2 while Mike gets 3 SP and a DIFF of 2.] For the sake of clarity, negative numbers of DIFF are good, high numbers of SP are bad.

ODD NUMBER OF PLAYERS:

If there is an odd number of players in the tournament, efforts will be made to provide a Ringer (volunteer to play at the bottom table) to play against the odd man out. If no Ringer is available, that player will receive a Bye of a Win (3 T), with a DIFF of -2. No player can receive more than one Bye per event.

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 TP/-2DIFF/0SP.

FORFEITING GAMES:

Where a game is forfeited the forfeiting player earns 0 TP/+5 DIFF/10 SP for the round. Their opponent will receive 3 TP/-5 DIFF/0 SP.

PRIZES:

Prizes for 1st, 2nd, and 3rd places will be awarded, as well as a prize for the Best Painted Force.

First Place - Medal and $100 Firelock Gift Card
Second Place - $50 Firelock Gift Card
Third Place - $25 Firelock Gift Card
Best Painted Force - TBD

TOURNAMENT SCENARIOS:

Scenarios will be used from the core rulebook in this sequence:

Round 1: Breakthrough
Round 2: Control the Field
Round 3: Take and Hold

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ROUND RECORDING SHEET

Name: _____

Faction: _____

Nationality: _____

ROUND 1

Opponent name: _____

Scenario: _____ *Breakthrough* _____

Strike points gained			
Strike points opponent gained			
Result	**W**	**D**	**L**

ROUND 2

Opponent name: _____

Scenario: _____ *Control the Field* _____

Strike points gained			
Strike points opponent gained			
Result	**W**	**D**	**L**

ROUND 3

Opponent name: _____

Scenario: _____ *Take & Hold* _____

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: _____

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:_____