

Blood & Plunder

Britcon 2024

A historical tournament set in the golden age of piracy. Open to players of all abilities, from the greenest landlubber to the saltiest seadog.

Bloodthirsty pirates, desperate militiamen, and fierce natives will fight for control of the Caribbean, waging deadly battles in jungles, towns and on the high seas.

Date

Saturday and Sunday
10th - 11th August 2024

Venue

Nottingham Trent University Campus
Nottingham, UK

Tournament Rules

You should bring both a:

- 200 point Sea list
- 150 point Land list

Lists can be different factions, but should be from the same nationality.

E.g bring a Spanish Militia list for land battles & a Spanish Corsair list for sea.

Each game will either be on a 200 point Sea game (on a 4x4 or 4x6 scrolling sea table), or a 150 point land game (3x3ft land table).

Players will play at least 2 games of each type. If you have a preference for either land or sea games please state it when submitting your lists and we will seek to accommodate.

Forces must be chosen from;
Blood & Plunder rule book
No Peace Beyond the Line
Fire on the Frontier
Raise the Black

Submitting lists

Lists should be submitted by 28th July to bobemersonpoppy@gmail.com

The Blood and Plunder Force Builder is recommended, but not required. Please use the print to PDF or "Share: Email to a friend" option.

Player Responsibilities

Players should bring:

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

Tournament Schedule

Times may vary on the day, 2 hours have been allocated for each game.

Saturday

- 09:30 - 10:00 Set Up & Registration
- 10:00 - 12:00 Round 1
- 12:00 - 13:00 Lunch Break
- 13:00 - 15:00 Round 2
- 15:00 - 17:00 Round 3
- 16:00 - 17:00 Clean up

Sunday

- 09:30 - 10:00 Set Up & Registration
- 10:00 - 12:00 Round 4
- 12:00 - 13:00 Lunch Break
- 13:00 - 15:00 Round 5
- 15:30 - 16:30 Clean up & Awards

Rules

For this tournament, cannons must be used according to the updated artillery rules.

Games should be played using the most recent errata available on 22nd July, which can be found in the Downloads section of the Firelock website.

WYSIWG

While conversions and proxies are fine, models should be easy at a glance to determine the type of threat they pose.

For example: Units with muskets should have muskets on the models in the unit, but it is fine if matchlock musket armed models are used for a unit with flintlocks, buccaneer guns or heavy matchlocks.

All infantry models will be treated as if they are on 20mm round bases.

We strongly encourage using official Firelock Games ships and boats for fairness balance, but will welcome other ship models so long as they are not modeled for advantage and use the rules most appropriate to their design, using the following guidelines:

- Have same number of deck sections which are clearly delineated.
- Have same number of masts which are located in the relevant deck sections.
- Side skids for turning are clearly marked
- The maximum number of cannons/swivels carried per deck section is the same as that in the rules.

Sportsmanship

While this event has a semi-competitive setup we all prefer enjoyable games over victory at all costs, especially since we wish to encourage new players to pick up this fantastic game.

Activations should be played in a timely manner. Players should be open and honest with force lists and special rules when asked.

Prizes may be awarded for good sportsmanship.

Painting Requirements

We strongly encourage bringing a fully painted force for the event.

Prizes may be awarded for an excellently painted force.

Ending Games

The games last for the standard 6 turns, or until a Strike Test is failed, or until 2 hours have passed.

The player with the least strike points at the end of the game will be the winner, if there is a tie in Strike Points then the games is a draw.

Please record your number of strike points at the end of each game as this will be use to determine ties

Tournament Scenarios

Scenarios will be used from the core rulebook.

- Breakthrough
- Raid
- Control the Field
- Take and Hold
- Encounter