



Newbury & Reading Wargames Society

Colours 2017

Letter of Marque

Blood & Plunder Tournament



Letter of Marque

To Captain _____ Esq. Greetings.

Whereas the Royal Queen of England and all her Sovereigns hath by her Royal Decree command her respective Admiralties in the Oceans to publish and make War against our most despicable enemy Spain and all her possessions.

We Hereby grant thee beloved Captain and all who serve under your command, your ships and loyal crews to Attack, take captive, Destroy and otherwise Plunder any and all vessels sailing under Spanish Ensigns for a period of thyme which will please her Royal Majesty or until England has defeated Spain should War occur.

By her Royal Decree

A handwritten signature in cursive script that reads "Elizabeth". Below the signature is a red wax seal, which is partially broken and has some red residue on the surface.

Elizabeth Queen and majesty of
England and all her Domains

The following tournament pack details the format and structure for the *Letter of Marque Blood & Plunder* Tournament taking place on

Saturday the 16th September at Colours 2017

Tournament Setup

The tournament is limited to a maximum of 12 players.

It will consist of 3 rounds, the draw for each round will be pre-determined beforehand.

Each Player will play one Land Battle, One Sea Battle and One Amphibious Battle, with the order of the games dependent upon the draw.

All tables will have a fixed scenario.

Each Player will be required to submit **two** force lists of a maximum of 200 points, one for use on land and one for use on sea. In the amphibious battle the list used will be determined by the scenario set up rules.

All lists are to conform to the Chapter 9 – Creating a Force of the Rulebook. Lists can be from any official Firelock Games publication (Rulebook/PDF) as long as they have been published for at least 4 weeks prior to the Tournament date.

The makeup of the two lists can be different, with the only stipulation that the Force Commander **MUST** be the same in each list.

Example Lists

Faction – English Buccaneers

Land (199)

Commander – **Robert Searle (25)**
Core Units – 6x Sea Dogs (24)
4x Sea Dogs (16)
8x Forlorn Hope (56)
7x Freebooters (42)
Support Units - 12x English Militia (36)

Sea (200)

Commander - **Robert Searle (25)**
Core Units - 8x Sea Dogs (32)
8x Sea Dogs (32)
5x Freebooters (30)
5x Freebooters (30)
Ship - Sloop (14)
Cannon - 6x Light Cannon (30)
Swivel - 2x Swivel Guns (4)
Longboats - 1x Longboat (3)

For those without access to a ship please contact the tournament organiser as a small number are available for hire (*Sailing licence and proof of insurance are required*).

Player Responsibilities

All figures must be painted to a reasonable standard, bare or models with just primer are not allowed.

Proxy models and conversions are allowed as long as the model is armed appropriately, so that it is easily recognisable and cannot to be confused as anything else.

Players are responsible for providing

- Crew/Ship models
- Rulebook & Official Stat cards
- An Activation Deck
- Measuring Tape
- Appropriate Dice (D10's, Marker Dice)
- Appropriate Counters/Markers/Tokens

Tournament Rounds

Each round will be 1 hour & 45 minutes long. The timetable for the tournament is as follows

Round Number	Start Time	End Time
Round 1	09:30	11:15
Lunch Break – Time to Look Around Show		
Round 2	12:30	14:15
Round 3	14:30	16:15
Prizes	16:30	

Scoring

Each Player will be required to fill in a Player Scoring Sheet following each round.

Player Scoring Sheet

Player	Type	Opponent	Result	Strike Points		Kill Points	
			W(3)/D(1)/L(0)	Taken	Inflicted	Taken	Inflicted

At the end of every game please fill in the form using the following guidelines

Type	Enter - Land, Sea, Amphibious
Opponent	Enter name of opponent
Result	Enter - points associated with result
Strike points Taken	Enter number of strike points you've received in game
Strike points Inflicted	Enter number of strike points you're opponent received in game
Kill points taken	Enter the total points value of figures lost by you
Kill points Inflicted	Enter the total points value of figures lost by you're opponent

The winner and loser for each game will be determined by the Scenario Victory Conditions. Unless modified by any special table rules.

If a player wins through their opponent failing a Strike Test then they earn an extra bonus point on top of the standard 3 points for a win.

Final tournament positions will be determined on total game points scored over the three rounds. In the event of any ties the following tiebreakers will be used

1. Game Points Scored.
2. *Whoever bribes the Tournament judge the most (this is the preferred option).*
3. Strike Point Differential.
4. Kill Point Differential.
5. Result of Head to Head (if Played).
6. Strength of Schedule.

Scenarios

There will be two tables set up for each Battle Type. These will be as follows

Table 1 – Land – Breakthrough – 3x4 board.

Table 2 – Land – Control the Field – 3x4 board.

Table 3 – Amphibious – Encounter – 4x4 board.

Table 4 – Amphibious – Take & Hold – 4x4 board.

Table 5 – Sea – Raid – 6x4 board.

Table 6 – Sea – Raid – 6x4 board.

With any terrain & special rules explained for each table.

Tournament Etiquette

The tournament is intended to be a fun and enjoyable experience, so please behave civilly and respectfully at all times. Please remember that the tournament area is open to the general public and young ears maybe within the vicinity.

Players must be open and honest about the rules of their models. Activations should be played in a timely manner.

There is zero tolerance for cheating, anyone caught cheating will be made to walk the plank. (I will point out that the tournaments are generally on the top Floor of the Grandstand, it's a long way down)

Blood & Plunder Tournament Force List

Player Name _____

Faction _____

Units	Name/Type & Number		Points
Commander			
Core Units			
Support Units			
<i>(Max 1 unit per 2 core units)</i>			
Ships			
Cannon	Ship 1	Ship 2	
Fore Deck			
Main Deck			
Aft Deck			
Swivel Guns	Ship 1	Ship 2	
Fore Deck			
Main Deck			
Aft Deck			
Longboats			
Swivel Guns			
	Total		

If you wish to include Cannon and/or swivel guns in a land force enter number and type in any of the Cannon/Swivel Gun boxes