

Blood & Plunder



Tabletop Simulator

Summer of Plunder 2026

Competitive Escalation League

Welcome to the information document for Summer of Plunder 2026!

During Summer of Plunder this year I will be managing an Escalation League. Unlike other Escalation Leagues this one is competitive and will have a winner and that winner will receive a prize from Firelock!

Here is what you need to know:

Every Monday you will be paired and notified of your opponent by Dred. You will have the rest of the week to have your game with that person on Tabletop Simulator.

Once your battle is finished both players should contact Dred and let them know who won, and what the strike point total for both players were.

Points will be scored and kept on a public document with the following scoring system:

Win: 3 League Points

Draw: 1 League Points

Loss: 0 League Points

After each game, carefully record the game results on the Round Reporting Slip at the back of this Doc. Record the game result, how many Strike Points [SP] you gave and earned, and both the number of the models you killed of your opponent's force.

These numbers are important for breaking ties.

Score sheet

<https://docs.google.com/spreadsheets/d/101pCDWZLrM7p1CJiaCTny3DahXISbSeA_9fOuuYUvrA/edit?gid=639477384#gid=639477384>

If you miss a week contact Dred to see if a makeup game is possible.

Other than the first week the player with the most wins, the least losses, and the least models lost will CHOOSE one of two listed weekly benefits. The option they do not choose will be taken by the other player. Any player may use and attach these choices regardless of requirements like skills and nationality.

Week 1: "Scouting party"

There have been reports of enemy movement in the area, send out a scouting party and determine enemy activities and movement. Report back.

- 75pt land game the terrain should NOT include any structures.
- Use the Encounter scenario.
- If a force has all models removed they incur an extra strike point.
- [Optional premade map](#)

Choices:

- Expert Scout
- Local Guide



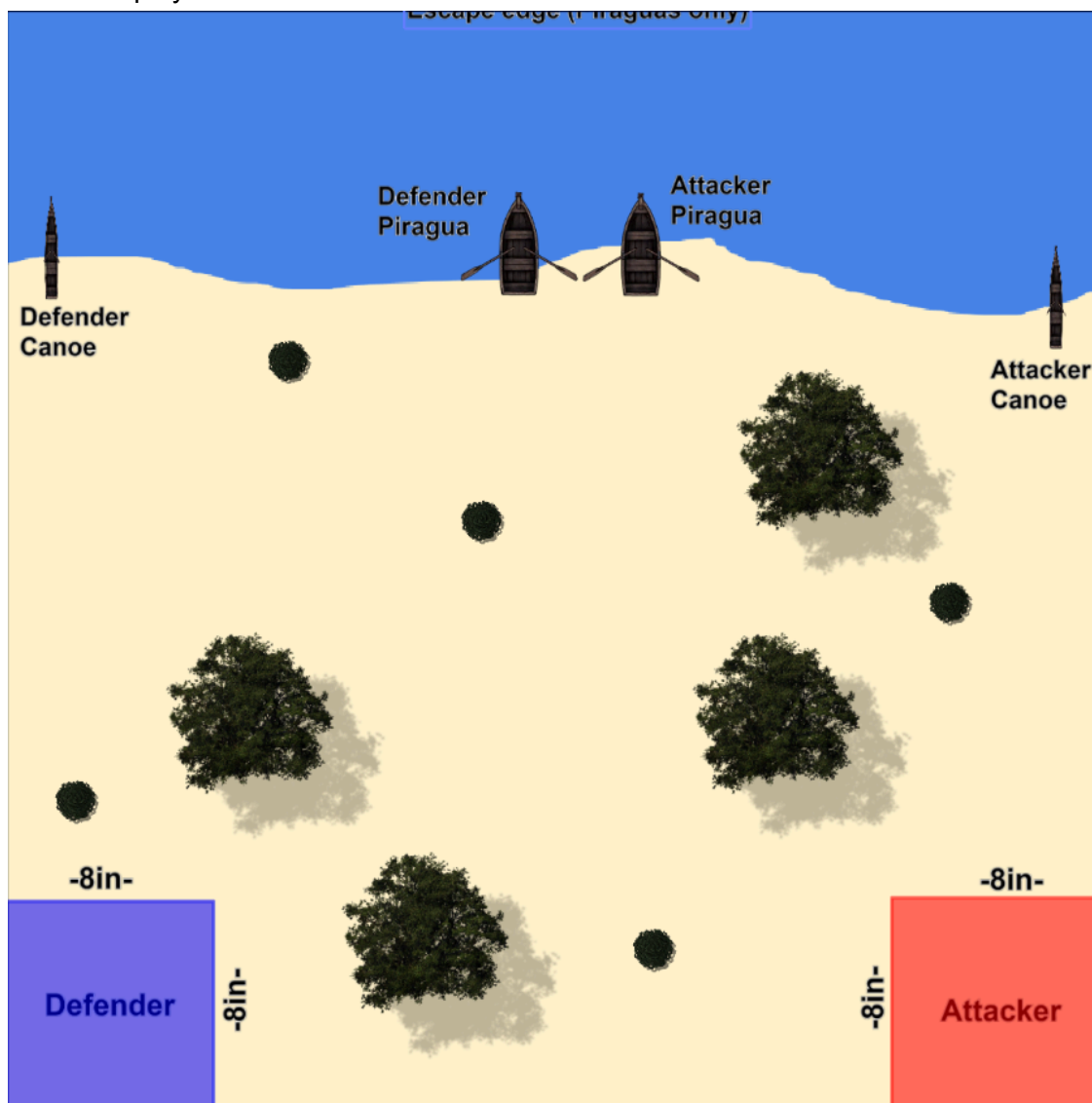
Week 2: "Live to fight another day"

Enemy sightings have been confirmed, you must fall back to report your findings and get reinforcements.

- 100pt amphibious game, 30% of the board should be shallow water, place 2 piraguas in the middle of the shore.
- Deployment zones are 8in squares in the corners opposite to the shore. It is recommended to play on a 3x4 board OR make sure all the boats are >12in away from both deployment zones
- Any PIRAGUA that leaves the far sea edge is out of play and gives a strike point to the opponent per boat that escaped this way
- [Optional premade map](#)

Choices:

- Local Guide
- Deployment Zone becomes 12in



Week 3: "High Value Target"

The scouts have reported back with valuable information. A high value target known as "the Dignitary" will be staying in a nearby town. Capture him.

- 150pt Raid Scenario
- The map should be 40-50% structures starting in the defenders deployment square
- The defender should place an unaffiliated non combatant model inside of a structure that is not within any deployment zone, this structure cannot be occupied by any other unit during deployment.
- [Optional premade map](#)

Choices:

- Attacker
- Defender

3-4 RAID

The defender is protecting a stockpile of supplies or valuables. The attacker must drive them off to capture their vessel or secure the loot!

LAND

SETUP:
The entire board is land terrain, but no specific terrain set up is required.

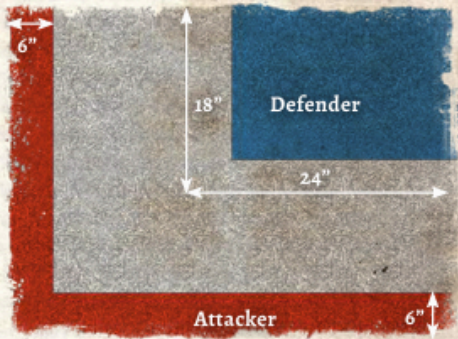
DEPLOYMENT:
The defending player chooses one board quadrant. The attacker will deploy within 6" of the opposite board edges (*see diagram*).

Before any units are placed, the defender places one objective marker (representing loot) within their deployment zone. The attacker then places another objective marker in the defender's deployment zone. The two markers must be at least 10" apart, neither can be within 4" of a board edge, and neither marker can be in impassable terrain.

GAME LENGTH:
Six turns

OBJECTIVES:
Defender gains a Strike Point if the attacker has a unit that is not Shaken within 4" of any objective marker and the defender has no units that are not Shaken within 4" of the same marker.

» Attacker gains a Strike Point if they have no units within 4" of an objective marker at the end of turn 3 or later.



Deployment Diagram: Raid (land)

Week 4: "The Dignitary"

The High Value Target is being moved by hostile forces, put a stop to it, we need The Dignitary on our side.

- 175pt Land game following the Scenario below.
- [Optional premade map](#)

Choices:

- European Militia
- European Cavalry



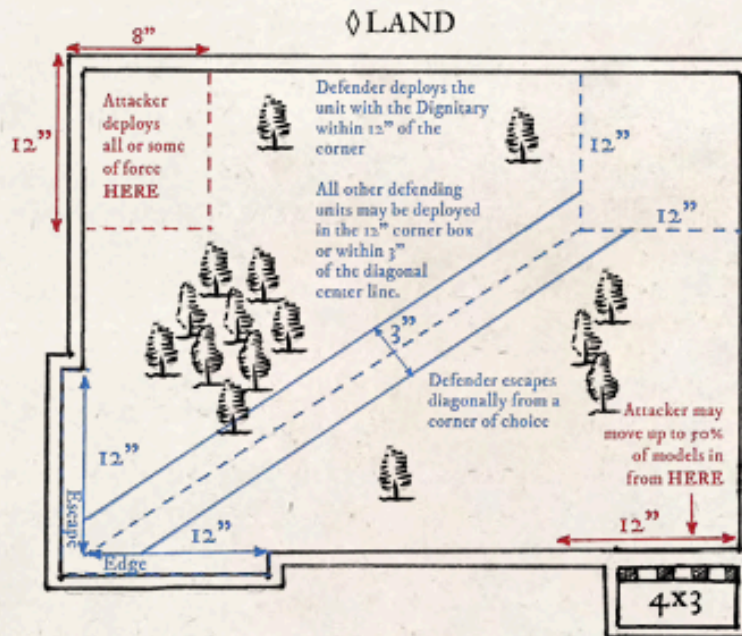
3-4 Escort

The defender is trying to move an important figure to safety, and the attacker is trying to stop them!

THE DIGNITARY

All of the Escort scenarios use a special model referred to as the Dignitary. The Dignitary is a non-combatant model that must be attached to a non-mounted unit in the defender's Force at the start of a game. The Dignitary gains the Experience Level, Skills, and Special Rules of the unit, but not the weapons.

The Dignitary cannot make a Ranged Attack or participate in a Melee Combat, but may be removed as a casualty from a Ranged Attack or from Melee combat.



SETUP:

The entire board is land terrain, but no specific terrain set up is required.

SCENARIO RULES:

Attacking units that use the Lay in Wait scenario Special Rule must set up at least 9" from the center of the board.

The Force with the greatest number of Mounted models is automatically the attacker in this scenario.

DEPLOYMENT:

Defending player chooses one corner of the board; the attacker will deploy units in the opposite corner on the same long board edge.

Forces deploy as shown in the deployment diagram. Please note that the attacker's and defender's Forces may both be split, and the attacker has the option to move some units on to the board from the opposite edge

Units that move in from a board edge are not placed on the board during deployment, they are held off the table. Those units move in anywhere along the indicated board edge during the first turn of the game. When units are off of the board in this fashion, Activation Cards are drawn for those units at the start of the turn which they will move on to the board.

When the attacker moves any Cannons on to the board, they start the game with 4 Reload markers. Heavy Cannon may be moved on to the board as a Dedicated action, but must be placed within 4" of the board edge, and may not be moved again for the rest of the game. A Heavy Cannon cannot be moved into a Structure or Rough terrain.

GAME LENGTH:

Six Turns

OBJECTIVES:

- ▷ Defender gains 2 Strike Points at the end of any turn if the Dignitary has been removed as a casualty.
- ▷ Defender gains a Strike Point at the end of Turn 3 if the Dignitary is not within 4" of the center point of the board.
- ▷ Defender gains a Strike Point at the end of Turn 6 if the Dignitary is not within 6" of the escape edge.
- ▷ Attacker gains a Strike Point at the end of Turn 6 if the Dignitary has not been removed as a casualty.
- ▷ Attacker automatically loses if the Dignitary moves off the escape edge of the board.

Week 5:

With the dignitary safely amongst your ranks you must escape to sea and get him to safety!

- 200pt Amphibious The Dignitary Scenario
- [Optional premade map](#)

Choices:

- Attacker
- Defender

◇ AMPHIBIOUS

Defender Escape Edge

SETUP:

One side of the board must have a land mass that takes up at least 50 percent of the board area, but still allows a longboat to be deployed as shown in the diagram. The rest of the board is navigable water.

SCENARIO RULES:

The Force with the greatest number of Mounted models is automatically the attacker in this scenario.

Attacking units that use the Lay in Wait scenario Special Rule must set up at least 9" from the center of the board.

The defender has a free Longboat that is hidden near the center of the board. One of the units in the defender's Force must crew the longboat. The boat and its crew are not placed on the board during deployment, and an Activation Card is not drawn for the unit in the Longboat until it is placed on the board (see below).

The defending player may place the Longboat and its crew within 6" of the center-point of the board at the beginning of any Turn, before Activation Cards are drawn.

The defending Force may include a ship (or boat) in addition to the free Longboat.

DEPLOYMENT:

Defending player chooses one corner of the board; the attacker will deploy units in the opposite corner on the same long board edge.

Forces deploy as shown in the deployment diagram.

The defender's Force must be split into a land portion with the Dignitary, a unit to crew the Longboat, and an optional ship at sea.

The attacker has the option to move ships on to the board from the opposite edge during Turn 1. Any ships of the attacker's (and all the units on the ships) are not set up during deployment, and instead move on to the board from the indicated water edge during the attacker's first activation of Turn 1. When units are off of the board in this fashion, Activation Cards are drawn for those units at the start of the turn which they will move on to the board.

GAME LENGTH:

Six Turns

OBJECTIVES:

- » Defender gains 2 Strike Points at the end of any turn if the Dignitary has been removed as a casualty.
- » Attacker gains a Strike Point at the end of Turn 6 if the Dignitary has not been removed as a casualty.
- » Attacker automatically loses if the Dignitary moves off the escape edge of the board.

Week 6:

The enemy force is too well organized, the commander must be nearby. Sail out to sea and remove this problem immediately!

- 225 Sea Take and Hold Scenario
- [Optional premade map](#)

Choices:

- Master Gunner
- Carpenter

SEA

SETUP:

The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

DEPLOYMENT:

The defender sets up within 12" of a board edge facing in the wind direction. The attacker sets up the same way on the opposite board edge, at least 24" away from the defender (see diagram).

GAME LENGTH:

Six turns

OBJECTIVES:

» Attacker/Defender: A force that has its flagship captured immediately loses. In other words, the game will immediately end with the capturing force as the victor, regardless of Strike Points or any other factors.



Deployment Diagram: Take and Hold (sea)

Week 7:

Despite taking out the enemy commander, reinforcements arrived far too quickly. Defend yourself until we have more information!

- 250 Sea Encounter Scenario
- [Optional premade map](#)

Choices:

- Grapeshot
- Cook

SEA

SETUP:
The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

DEPLOYMENT:
The defending force picks a board edge, and sets up at least 16" away from each corner. Ships are placed so a part of the ship is within 2" of their deployment edge (see diagram).
The attacker does the same on the opposite board edge.
All ships must be 90° to the wind (Abeam) when placed.

GAME LENGTH:
Six turns

OBJECTIVES:
» None. Use the standard rules for Strike Points, and inflict the most harm to your foe!

The diagram illustrates the deployment setup for a sea encounter on a square board. The board is 16 inches wide and 16 inches high. On the left edge, a red vertical bar labeled 'Attacker' is positioned 2 inches from the top and bottom corners. On the right edge, a blue vertical bar labeled 'Defender' is positioned 2 inches from the top and bottom corners. Two yellow ships are shown: one on the left side, partially overlapping the attacker's bar, and one on the right side, partially overlapping the defender's bar. A white arrow at the bottom points upwards, labeled 'Wind Direction'. Text in the center of the board reads 'Wind must be Abeam on all ships'.

Deployment Diagram: Encounter (Sea)

Week 8:

Tired of your constant interference the enemy has sent one of their most seasoned Commanders to deal with your constant attacks. Be prepared, be smart! Take em out.

- 275 Sea Raid Scenario
- [Optional premade map](#)

Choices:

- Officer
- French Jesuit Priest

SEA

SETUP:

The whole board is considered Deep Water, with any additional water terrain added at the discretion of the players.

DEPLOYMENT:

The defending force picks a board edge, and sets up ships so a part of the ship is within 2" of their deployment edge.

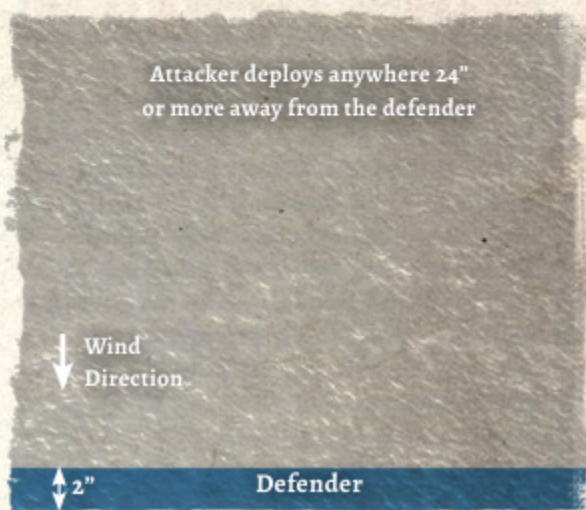
The attacker sets up anywhere else at least 24" away from the defender.

GAME LENGTH:

Six turns

OBJECTIVES:

- » The Defender gain a Strike Point if the attacker captures the defender's flagship by the end of turn 6.
- » The Attacker gains a Strike Point if the defender's flagship has not been captured by the end of turn 6.



Deployment Diagram: Raid (Sea)

Week 9:

The campaign is coming to a close, battles fought, friends lost...one last mission. There is a tower on a shore to spot ships. As long as it stands ships will be detected long before they make land...It's a valued structure...you know what to do...get it done, then come home Commander.

- 300 Amphibious, use the provided scenario
- [Optional premade map](#)

Choices:

- Attacker
- Defender

TOWER AMBUSH



ookout towers of various types were common throughout the seas, bays, and rivers of the new world. They were the first line of defense

against raiders of all sorts. When buccaneer crews attacked Spanish settlements, they always made sure to have advanced intelligence as to any early warning systems their targets would have in place. This scenario represents a typical attack against a watch tower or similar early warning defense structure by coastal raiders preparing to sack a larger target.



SETUP:

Set up a 4'x4' amphibious table. One side of the board must have a land mass that takes up 33 to 50 percent of the board area. This land mass (or shoal water in contact with it) must at least partially touch two opposite table edges. The rest of the board is navigable water.

The wind blows in from one of the attacker's deployment board edges (randomly determine which one).

The defender receives a free boat of any type available that they may place anywhere the water meets the land.

SCENARIO RULES:

The attackers force must contain at least one ship or two boats.

The defender's force must contain at least one size two or larger fortification.

This scenario uses the *Caught Unaware* and *Limited Visibility*, *Night* scenario special rules.

DEPLOYMENT:

Forces deploy as shown in the deployment diagram.

The attacker may deploy their ships 3" away from any navigable water edge at the beginning of turn two or later. All of the attackers other units may enter through any edge along their deployment area. If the attacker's force includes any boats, they may be placed anywhere along either of the attackers deployment edges at least partially within the deployment zone.

The Defender's fort must be placed at least 16" away from any board edge. All of the defender's units must begin the game within 3" of a fortification. The Sentries are placed after both forces have deployed all of their units. Sentries must be placed within 6" of a fortification and not within 12" of any enemy units.

GAME LENGTH:

Five turns. Begin counting turns on the turn after the alarm has been sounded.

OBJECTIVES:

The attacker gains a strike point for each opposing unit that moves off the table and a strike point at the end of each turn after turn 3 if it does not have at least one unit within 6" of the fort.

Defender gains a strike point for each section of a fortification occupied by the attacker and one for each enemy unit occupying the boat. If a fortification is destroyed, the defender receives two strike points.

Week _____

Name: _____

Opponent: _____

Win/Loss: _____ Your Strike Points: _____ Opponents Strike Points: _____

Models Killed: _____