

# BLOOD AND SWASH PIRATE CHARTS

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## ATTRIBUTE GENERATION:

Before a game begins, the GM should assign each player the ratings of his figures. Make one die roll (with 1d20) for each attribute. Also roll for hit points.

Die Roll	Swashbuckler	Hero	Swordsman	Man-At-Arms
1	11	9	7	5
2, 3	12	10	8	6
4 - 6	13	11	9	7
7 - 10	14	12	10	8
11 - 14	15	13	11	9
15 - 17	16	14	12	10
18, 19	17	15	13	11
20	18	16	14	12
Hit Points	6 + 4d6	6 + 3d6	6 + 2d6	6 + 1d6

Name					
Rating					
Appearance					
Slug					
Shoot					
Sword					
Save					
Hit Points					
Ammo	○□□□□ ○□□□□ ○□□□□	○□□□□ ○□□□□ ○□□□□	○□□□□ ○□□□□ ○□□□□	○□□□□ ○□□□□ ○□□□□	○□□□□ ○□□□□ ○□□□□

When a card is drawn, allowable actions are move, reload, or anything on the Attack Table. One figure performs one action per card drawn.

## Attack Table

Weapon or Event	Attack	Defend	Damage
Punch	Slug	Slug	1d6
Foil	Sword	Sword*	1d6
Saber, Axe, or Pike	Sword	Sword*	2d6 (Axe 3d6)
Knife (thrust)	Sword	Sword*	1d6
Knife (thrown)	Shoot	Save	1d6
Club or Musket butt	Slug	Slug	1d6+2
Thrown Objects (e.g., mugs, plates, stones)	Shoot	Save	short range ( $\leq 6$ inches) 1d6 long range ( $\leq 12$ inches) 1d6
Pistol	Shoot	Save	short range ( $\leq 12$ inches) 3d6 long range ( $\leq 24$ inches) 2d6
Musket (also grenade launcher)	Shoot	Save	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Blunderbuss or Shotgun	None	Save	short range ( $\leq 6$ inches) 4d6 long range ( $\leq 12$ inches) 1d6
Shoving Attack	Slug	Slug	back up 2 inches
Pulled Rug or Shoved Object	None	Save	fall
Swung Heavy Object (e.g., a chair)	Slug	Slug	1d6 and fall
Flipped Table	None	Save	1d6 and fall
Slip on Spilled Beer	None	Save	fall
Jumping on Someone	Save	Save	1d6 and fall
Grenade Blast	None	Save	2d6 within 3 inches
Cannon (Grapeshot)	None	Save	1d6 per pound of gun

\* Can also save with  $\frac{1}{2}$  Save number if you do not have a sword or knife.

## Armor Chart

Die Roll	Location	Leather	Chain	Plate
1	Head	1	2	3
2	Right Arm	2	3	4
3	Left Arm	2	3	4
4	Body	3	4	5
5	Body	3	4	4
6	Legs	2	3	4

Protection: Small Shield: 3, Medium Shield 4, Large Shield 5.

# BLOOD AND SWASH ANCIENT CHARTS

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## ATTRIBUTE GENERATION:

Before a game begins, the GM should assign each player the ratings of his figures. Make one die roll (with 1d20) for each attribute. Also roll for hit points.

Die Roll	Swashbuckler	Hero	Swordsman	Man-At-Arms
1	11	9	7	5
2, 3	12	10	8	6
4 - 6	13	11	9	7
7 - 10	14	12	10	8
11 - 14	15	13	11	9
15 - 17	16	14	12	10
18, 19	17	15	13	11
20	18	16	14	12
Hit Points	6 + 4d6	6 + 3d6	6 + 2d6	6 + 1d6

Name					
Rating					
Appearance					
Slug					
Shoot					
Sword					
Save					
Hit Points					
Ammo					

When a card is drawn, allowable actions are move, reload, or anything on the Attack Table. One figure performs one action per card drawn.

## Attack Table

Weapon or Event	Attack	Defend	Damage
Punch	Slug	Slug	1d6
Foil	Sword	Sword*	1d6
Saber, Axe, or Pike	Sword	Sword*	2d6 (Axe 3d6)
Knife (thrust)	Sword	Sword*	1d6
Knife (thrown)	Shoot	Save	1d6
Club or Musket butt	Slug	Slug	1d6+2
Thrown Objects (e.g., mugs, plates, stones)	Shoot	Save	short range ( $\leq 6$ inches) 1d6 long range ( $\leq 12$ inches) 1d6
Thrown Spear	Shoot	Save	short range ( $\leq 12$ inches) 3d6 long range ( $\leq 24$ inches) 2d6
Bow ○□	Shoot	Save	short range ( $\leq 24$ inches) 3d6 long range ( $\leq 48$ inches) 2d6
Crossbow ○□□□□	Shoot	Save	short range ( $\leq 18$ inches) 4d6 long range ( $\leq 36$ inches) 3d6
Small Catapult	Shoot	Save	short range ( $\leq 24$ inches) 5d6 long range ( $\leq 48$ inches) 4d6
Shoving Attack	Slug	Slug	back up 2 inches
Pulled Rug or Shoved Object	None	Save	fall
Swung Heavy Object (e.g., a chair)	Slug	Slug	1d6 and fall
Flipped Table	None	Save	1d6 and fall
Slip on Spilled Beer	None	Save	fall
Jumping on Someone	Save	Save	1d6 and fall

\* Can also save with  $\frac{1}{2}$  Save number if you do not have a sword or knife.

## Armor Chart

Die Roll	Location	Leather	Chain	Plate
1	Head	1	2	3
2	Right Arm	2	3	4
3	Left Arm	2	3	4
4	Body	3	4	5
5	Body	3	4	4
6	Legs	2	3	4

Protection: Small Shield: 3, Medium Shield 4, Large Shield 5.

# BLOOD AND SWASH 18<sup>TH</sup> AND 19<sup>TH</sup> CENTURY CHARTS

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## ATTRIBUTE GENERATION:

Before a game begins, the GM should assign each player the ratings of his figures. Make one die roll (with 1d20) for each attribute. Also roll for hit points.

Die Roll	Grognard	Veteran	Regular	Recruit
1	11	9	7	5
2, 3	12	10	8	6
4 - 6	13	11	9	7
7 - 10	14	12	10	8
11 - 14	15	13	11	9
15 - 17	16	14	12	10
18, 19	17	15	13	11
20	18	16	14	12
Hit Points	6 + 4d6	6 + 3d6	6 + 2d6	6 + 1d6

Name					
Rating					
Appearance					
Slug					
Shoot					
Sword					
Save					
Hit Points					
Ammo					

When a card is drawn, allowable actions are move, reload, or anything on the Attack Table. One figure performs one action per card drawn.

## Attack Table

Weapon or Event	Attack	Defend	Damage
Punch	Slug	Slug	1d6
Saber, Axe, or Pike	Sword	Sword*	2d6 (Axe 3d6)
Knife (thrust)	Sword	Sword*	1d6
Knife (thrown)	Shoot	Save	1d6
Club or Musket butt	Slug	Slug	1d6+2
Thrown Objects (e.g., mugs, plates, grenades)	Shoot	Save	short range ( $\leq 6$ inches) 1d6 long range ( $\leq 12$ inches) 1d6
Musket ○○□□□	Shoot	Save	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Blunderbuss or Shotgun ○○	None	Save	short range ( $\leq 6$ inches) 4d6 long range ( $\leq 12$ inches) 1d6
Bow ○□	Shoot	Save	short range ( $\leq 24$ inches) 3d6 long range ( $\leq 48$ inches) 2d6
Shoving Attack	Slug	Slug	back up 2 inches
Pulled Rug or Shoved Object	None	Save	fall
Swung Heavy Object (e.g., a chair)	Slug	Slug	1d6 and fall
Flipped Table	None	Save	1d6 and fall
Slip on Spilled Beer	None	Save	fall
Jumping on Someone	Save	Save	1d6 and fall
Grenade/Dynamite Blast	None	Save	2d6 within 3 inches
Cannon (Grapeshot)	None	Save	1d6 per pound of gun

\* Can also save with  $\frac{1}{2}$  Save number if you do not have a sword or knife.

## More Advanced Weapons

Weapon	Ammunition	Attack Dice	Damage
Derringer	○□□□□	1	short range ( $\leq 3$ inches) 2d6 long range ( $\leq 6$ inches) 1d6
Cap and Ball Revolver	○○○○○○ □ x 24	1	short range ( $\leq 12$ inches) 3d6 long range ( $\leq 24$ inches) 2d6
Breach Loader	○□	1	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Repeater	○○○○○□	1	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Revolver	○○○○○○ □□	1	short range ( $\leq 12$ inches) 3d6 long range ( $\leq 24$ inches) 2d6

# BLOOD AND SWASH MODERN CHARTS

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## ATTRIBUTE GENERATION:

Before a game begins, the GM should assign each player the ratings of his figures. Make one die roll (with 1d20) for each attribute. Also roll for hit points.

Die Roll	Swashbuckler	Hero	Veteran	Recruit
1	11	9	7	5
2, 3	12	10	8	6
4 - 6	13	11	9	7
7 - 10	14	12	10	8
11 - 14	15	13	11	9
15 - 17	16	14	12	10
18, 19	17	15	13	11
20	18	16	14	12
Hit Points	6 + 4d6	6 + 3d6	6 + 2d6	6 + 1d6

Name					
Rating					
Appearance					
Slug					
Shoot					
Sword					
Save					
Hit Points					
Ammo					

When a card is drawn, allowable actions are move, reload, or anything on the Attack Table. One figure performs one action per card drawn.

## Attack Table

Weapon or Event	Attack	Defend	Damage
Punch	Slug	Slug	1d6
Saber, Axe, or Pike	Sword	Sword*	2d6 (Axe 3d6)
Knife (thrust)	Sword	Sword*	1d6
Knife (thrown)	Shoot	Save	1d6
Club or Rifle butt	Slug	Slug	1d6+2
Thrown Objects (e.g., mugs, plates, grenades)	Shoot	Save	short range ( $\leq 6$ inches) 1d6 long range ( $\leq 12$ inches) 1d6
Firearms	Shoot	Save	See below
Grenade Launchers	Shoot	Save	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Blunderbuss or Shotgun	None	Save	short range ( $\leq 6$ inches) 4d6 long range ( $\leq 12$ inches) 1d6
Shoving Attack	Slug	Slug	back up 2 inches
Shoved Object	None	Save	fall
Swung Heavy Object (e.g., a chair)	Slug	Slug	1d6 and fall
Slip	None	Save	fall
Jumping on Someone	Save	Save	1d6 and fall
Grenade Blast	None	Save	2d6 within 3 inches

\* Can also save with  $\frac{1}{2}$  Save number if you do not have a sword or knife.

## More Advanced Weapons

Weapon	Ammunition	Attack Dice	Damage
Bolt-Action Rifle	○□	1	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Semi-Auto Rifle	○○○○□	1	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Revolver or Automatic	○○○○○○ □□	1	short range ( $\leq 12$ inches) 3d6 long range ( $\leq 24$ inches) 2d6
Submachine Gun	○○○○○□	2	short range ( $\leq 12$ inches) 3d6 long range ( $\leq 24$ inches) 2d6
Light Machine Gun	○○○□	3	short range ( $\leq 24$ inches) 4d6 long range ( $\leq 48$ inches) 3d6
Medium Machine Gun	○○○□	4	short range ( $\leq 24$ inches) 5d6 long range ( $\leq 48$ inches) 4d6
Heavy Machine Gun	○○○□	5	short range ( $\leq 24$ inches) 5d6 long range ( $\leq 48$ inches) 4d6