

# Plunder loop

Below is the plunder loop.

To the right are the plunder markers (13).

The defender places the markers upon the loop. There will be 3 empty spaces.

Each time the attacker successfully plunders a building he will choose a marker.

Then both players roll a D6. The defender adds 1 to his score. If there is any difference in the player's scores then the winning player can deviate the attacker's chosen position by **all** the difference or **none**.

Wherever the choice ends up, is what the attacker has found. This might be nothing or exactly what he wanted.

<b>High Value</b>	<b>What's This</b>	<b>Low Value</b>	
<b>High Value</b>	<b>What's This</b>	<b>Low Value</b>	
<b>Hostages</b>	<b>What's This</b>	<b>Low Value</b>	
<b>Hostages</b>	<b>Hostages</b>	<b>Low Value</b>	<b>Low Value</b>

	<b>Plunder loop</b> High value x2 Hostages x3 What's this? x3 Empty x3 Low value x5			