

Appendix Two

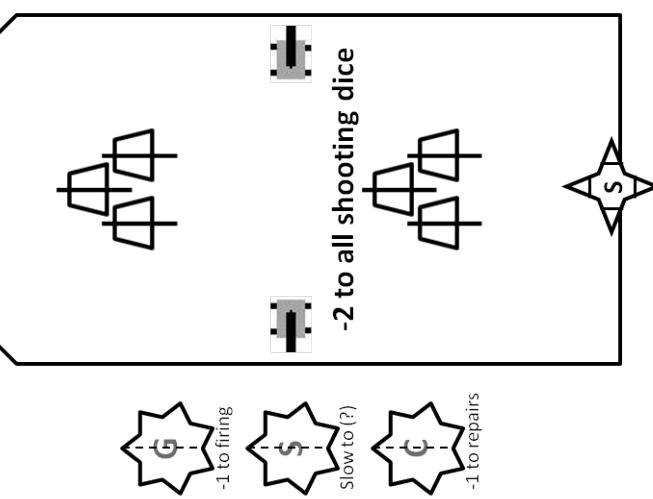
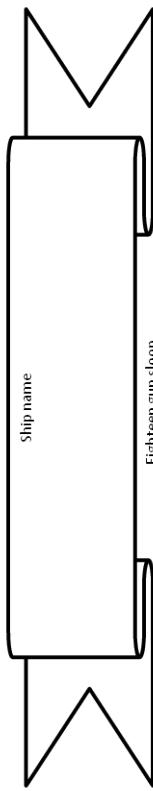
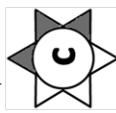
The Ship Record Sheets

On the following pages you will find ship record sheets for all the types of ships you are likely to need to start playing Blood, Bilge and Iron Balls. Purchase of this book includes the publisher's permission to photocopy or scan these for personal use.

Sloop

Ship strikes if all points out after repair phase
If hit = Only change speed or direction on 5 or 6.

Ragged fire only.
Cannot board.



		No Sail	Half Sail	Full Sail
3M	A	0	7 (5)	11 (9)
2M	A	0	5 (3)	9 (7)
1M	A	0	3 (2)	5 (3)
0M	A	Drifts 1" with wind		

		No Sail	Half Sail	Full Sail
3M	A	0	7 (5)	11 (9)
2M	A	0	5 (3)	9 (7)
1M	A	0	3 (2)	5 (3)
0M	A	Drifts 1" with wind		

Fire Control

Use one track per fire

Increase one fire by one point if all tracks are in use

Fire rages!

2 damage cards per turn
for each raging fire.
Ship must be more than
25' from enemy to
attempt to control.

And

Roll 1 d6 per turn.
Ship explodes if equal or
less than the number of
raging fires.

Ship's Crew - Ship strikes colours when all stars crossed out

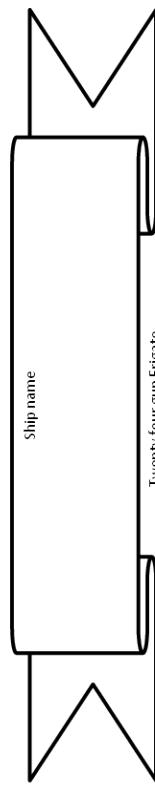


24-gun Frigate

Ship strikes if all points out after repair phase
If hit = Only change speed or direction

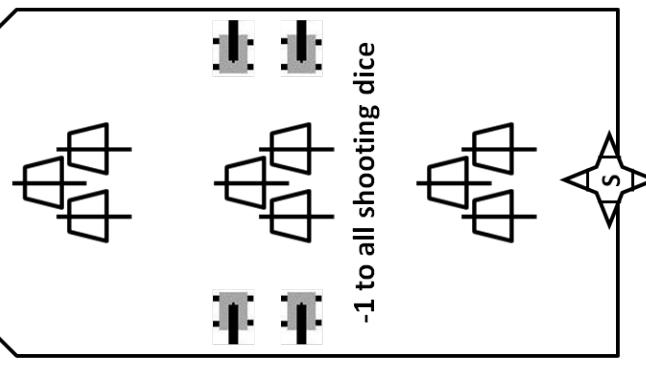
on 5 or 6.
Ragged fire only.

Cannot board.



Ship name

Twenty-four gun Frigate

**Hull**

-1 to firing

\$
Slow to (?)

C
-1 to repairs

-1 to all shooting dice

Ship's speed

	No Sail	Half Sail	Full Sail
3M	A	0	7 (5)
2M	A	0	5 (3)
1M	A	0	3 (2)
0M	A	Drifts 1"	with wind

Fire Control

Use one track per fire

increase one point if all tracks are in use

Fire rages!

1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1

2 damage cards per turn
for each raging fire.
Ship must be more than
25° from enemy to
attempt to control.

And

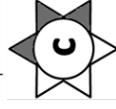
Roll 1 d6 per turn.
Ship explodes if equal or
less than the number of
raging fires.

Ship's Crew - Ship strikes colours when all stars crossed out



28-gun Frigate

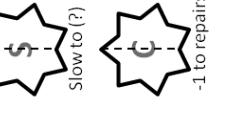
Ship strikes if all points out after repair phase
If hit = Only change speed or direction on 5 or 6.
Ragged fire only.
Cannot board.



Hull



-1 to all shooting dice



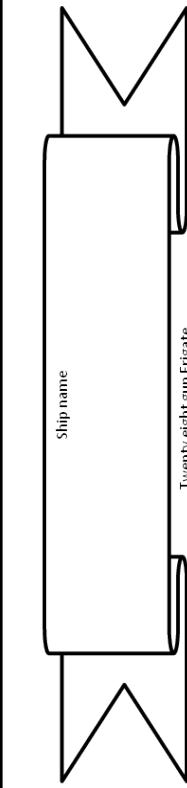
-1 to firing



Slow to (?)



-1 to repairs



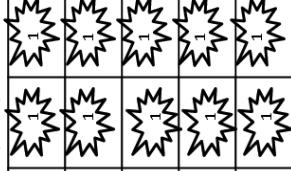
Ship name

Twenty eight gun Frigate

Ship's speed		No Sail	Half Sail	Full Sail		
		3M	A	0	7 (5)	11 (9)
2M	A	0	5 (3)	9 (7)		
1M	A	0	3 (2)	5 (3)		
0M	A	Drifts 1" with wind				

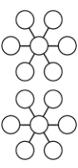
Fire Control

Use one track per fire
increase one point if all tracks are in use



Fire Rages!

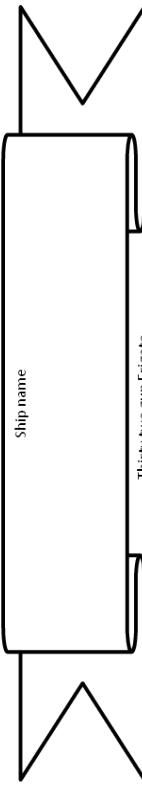
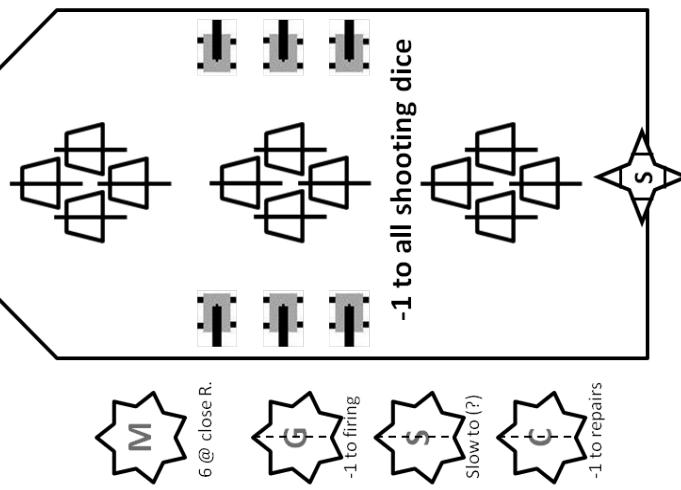
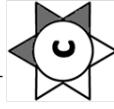
2 damage cards per turn for each raging fire.
Ship must be more than 25" from enemy to attempt to control.
And
Roll 1 d6 per turn.
Ship explodes if equal or less than the number of raging fires.



Ship's Crew - Ship strikes colours when all stars crossed out

32-gun Frigate

Ship strikes if all points out after repair phase
If hit = Only change speed or direction on 5 or 6.
Ragged fire only.
Cannot board.

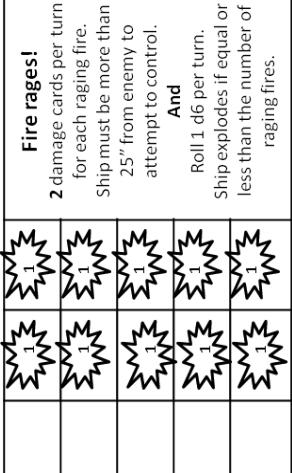


Ship's speed

	No Sail	Half Sail	Full Sail
3M	A	0	7 (5)
2M	A	0	5 (3)
1M	A	0	3 (2)
0M	A	Drifts 1"	with wind

Fire Control

Use one track per fire
increase one point if all tracks are in use



44-gun Frigate

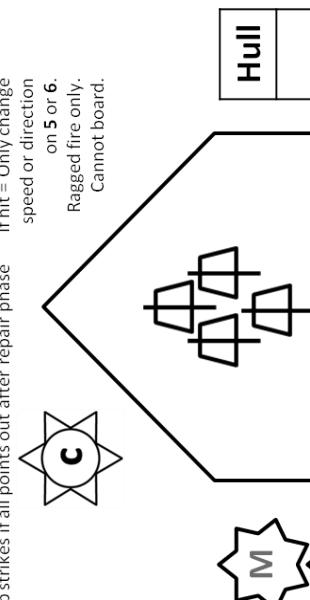
Ship strikes if all points out after repair phase
If hit = Only change speed or direction

on 5 or 6.

Ragged fire only.
Cannot board.

Ship name

Forty four gun Frigate



6 @ close R.



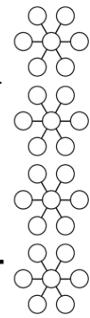
-1 to firing



Slow to (?)



-1 to repairs



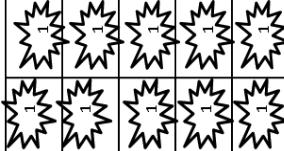
Ship's Crew - Ship strikes colours when all stars crossed out



		No Sail	Half Sail	Full Sail
3M	A	0	7 (5)	11 (9)
2M	A	0	5 (3)	9 (7)
1M	A	0	3 (2)	5 (3)
0M	A	Drifts 1" with wind		

Fire Control

Use one track per fire – increase one fire by one point if all tracks are in use

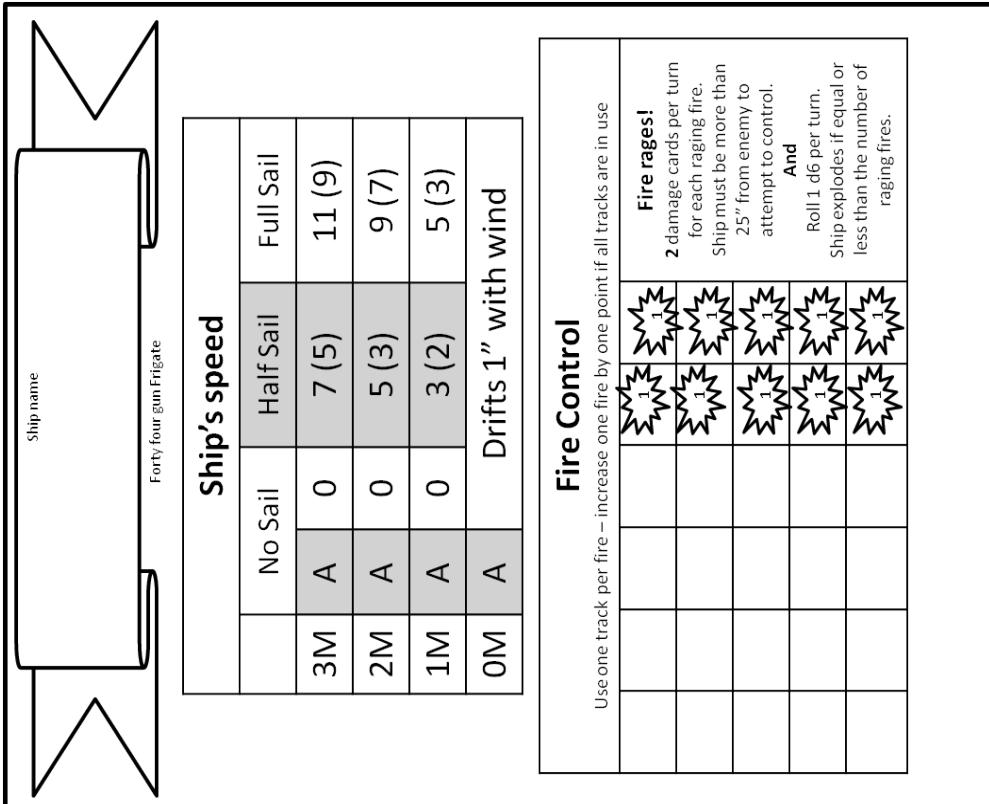


Fire rages!

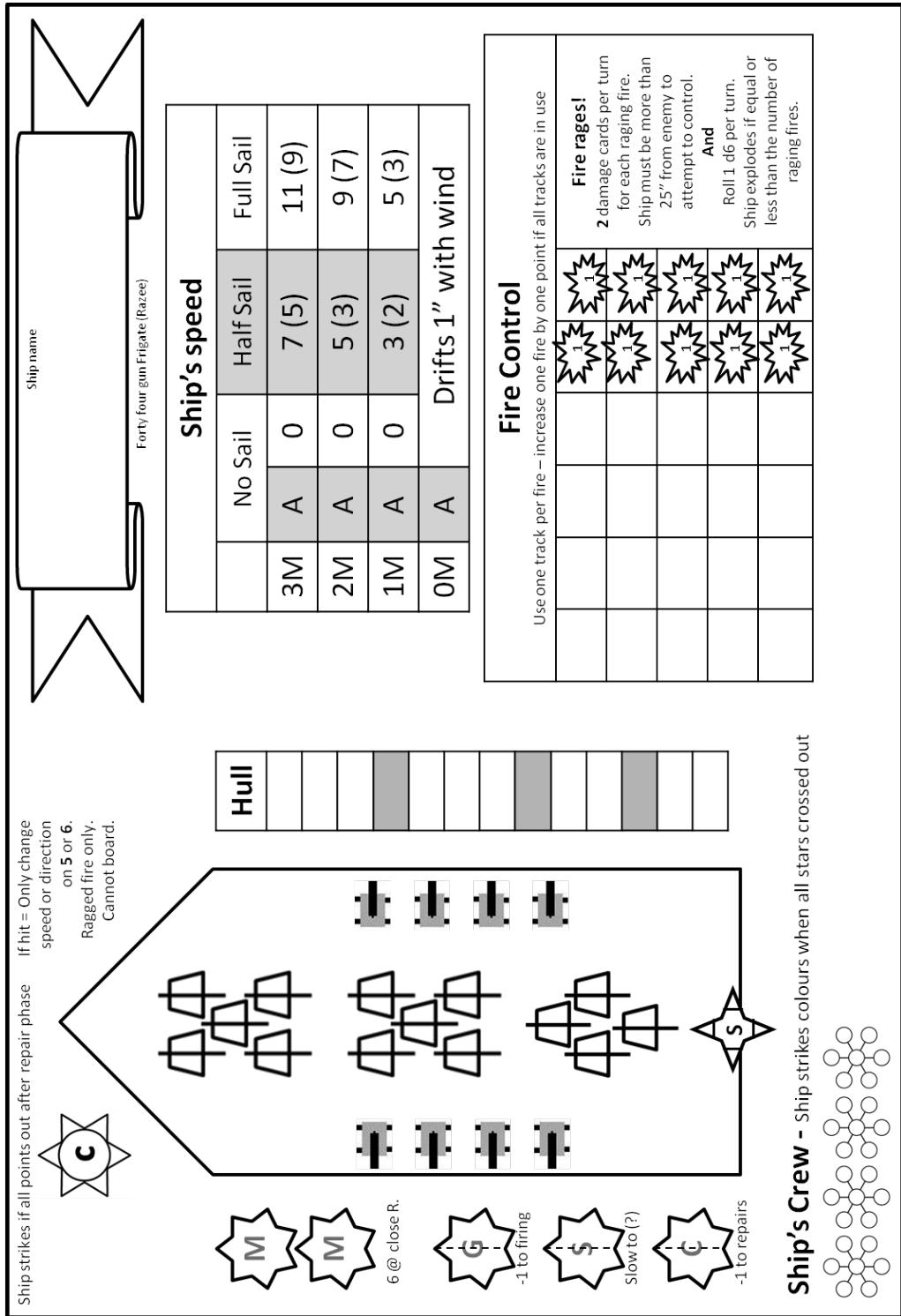
2 damage cards per turn
for each raging fire.
Ship must be more than
25" from enemy to
attempt to control.

And

Roll 1 d6 per turn.
Ship explodes if equal or
less than the number of
raging fires.



44-gun Frigate (Razee – a 64-gun ship cut down to create a heavy frigate)



50-gun Ship of the Line

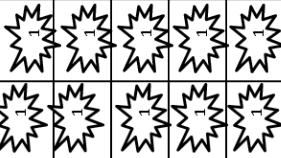
Ship strikes if all points out after repair phase
If hit = Only change speed or direction on 5 or 6.
Ragged fire only.
Cannot board.



		Ship's speed		
		Half Sail	Full Sail	
3M	A	0	6 (4)	10 (8)
2M	A	0	4 (2)	8 (6)
1M	A	0	2 (1)	4 (2)
0M	A			Drifts 1" with wind

Fire Control

Use one track per fire – increase one fire by one point if all tracks are in use



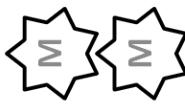
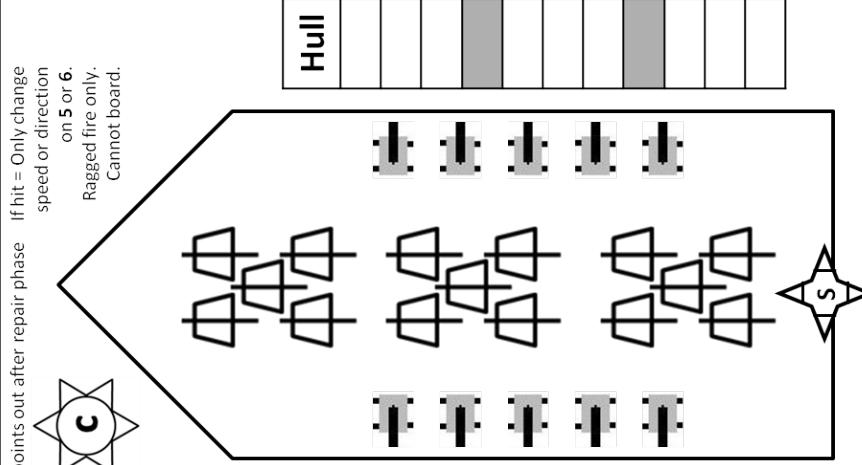
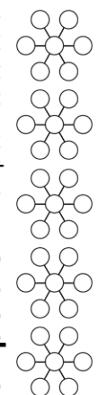
Fire rages!

2 damage cards per turn
for each raging fire.
Ship must be more than
25° from enemy to
attempt to control.

And

Roll 1 d6 per turn.
Ship explodes if equal or
less than the number of
raging fires.

Ship's Crew - Ship strikes colours when all stars crossed out



5-6 @ P.B.
6 @ close R.



-1 to firing



Slow to (?)

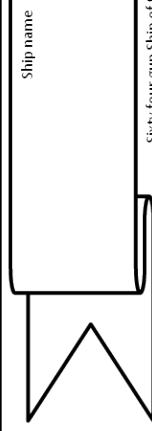
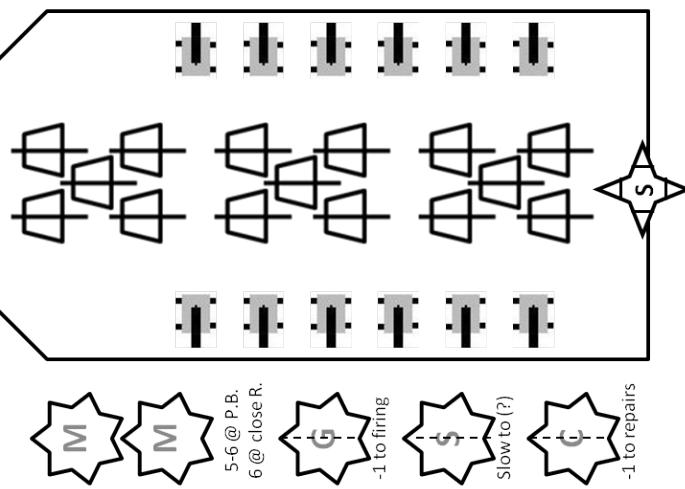
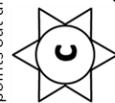


-1 to repairs



64-gun Ship of the Line

Ship strikes if all points out after repair phase
If hit = Only change speed or direction on 5 or 6.
Ragged fire only.
Cannot board.



Ship's speed

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A		4 (2) Drifts 1" with wind

Hull

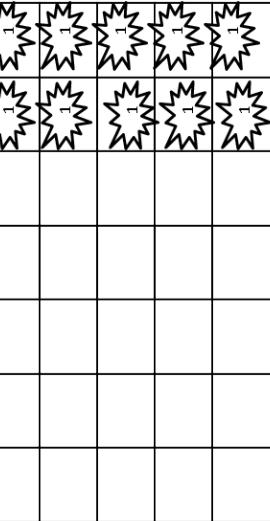


Fire Control

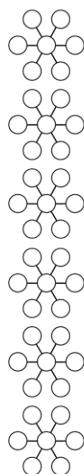
Use one track per fire – increase one fire by one point if all tracks are in use

Fire rages!

2 damage cards per turn for each raging fire.
Ship must be more than 25" from enemy to attempt to control.
And
Roll 1 d6 per turn.
Ship explodes if equal or less than the number of raging fires.



Ship's Crew - Ship strikes colours when all stars crossed out



74-gun Ship of the Line

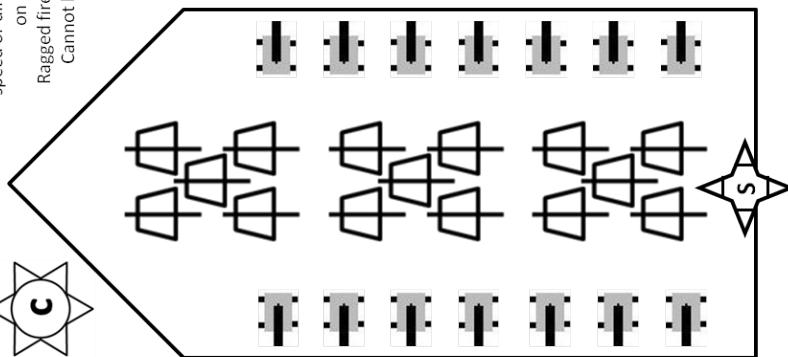
If hit = Only change speed or direction on 5 or 6.
Ragged fire only.
Cannot board.



Ship name

Seventy-four gun Ship of the line

三



5-6 @ P.B.
6 @ close R.

Slow to (?)

-1 to repairs

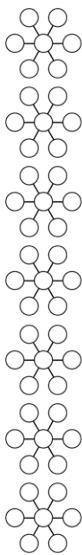
Ship's speed

Ship's speed		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A		Drifts 1" with wind

Fire Control

Use one track per fire – increase one fire by one point if all tracks are in use

Ship's Crew - Ship strikes colours when all stars crossed out



80-gun Ship of the Line

Ship's name: Eighty gun Ship of the line

Hull: [Diagram showing a hull with 16 segments, alternating grey and white, representing the ship's structure.]

If hit = Only change speed or direction on 5 or 6. Ragged fire only. Cannot board.

Ship strikes if all points out after repair phase

Crew: [Diagram showing a group of crew members in a triangular formation, with one member highlighted with a circled 'C' and another with a circled 'M'.]

Ship's speed

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	0	4 (2) Drifts 1" with wind

Fire Control

		Use one track per fire – increase one fire by one point if all tracks are in use													
		[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]	[Diagram showing a grid of 16 starburst icons, each with a '1' inside, representing fire control points.]
		Fire rages! 2 damage cards per turn for each raging fire. Ship must be more than 25" from enemy to attempt to control. And													
		Roll 1 d6 per turn. Ship explodes if equal or less than the number of raging fires.													

Ship's Crew - Ship strikes colours when all stars crossed out

M: 5-6 @ P.B.
6 @ close R.

S: Slow to (?)

C: -1 to repairs

Starburst icons: [Diagram showing a cluster of 16 small circles connected by lines, forming a starburst shape.]

90-gun Ship of the Line

Hull

Ship strikes if all points out after repair phase. If hit = Only change speed or direction on 5 or 6. Ragged fire only. Cannot board.

Ship's speed

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	0	4 (2)

Drifts 1" with wind

Fire Control

Use one track per fire – increase one fire by one point if all tracks are in use

Fire rages!

2 damage cards per turn for each raging fire. Ship must be more than 25° from enemy to attempt to control. **And** Roll 1 d6 per turn. Ship explodes if equal or less than the number of raging fires.

Ship's Crew - Ship strikes colours when all stars crossed out

C

M

M

5-6 @ P.B.
6 @ close R.

G

S

S

G

C

-1 to repairs

Ship's Crew - Ship strikes colours when all stars crossed out

98/100-gun Ship of the Line

Ship name

Hull

Ship's speed

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A	0	4 (2) Drifts 1" with wind

Fire Control

Use one track per fire – increase one fire by one point if all tracks are in use

Fire rages!

2 damage cards per turn
for each raging fire.
Ship must be more than
25" from enemy to
attempt to control.
And
Roll 1 d6 per turn.
Ship explodes if equal or
less than the number of
raging fires.

Ship's Crew - Ship strikes colours when all stars crossed out

The diagram illustrates the components of a 98/100-gun Ship of the Line. It includes a hull section with 100 squares, a speed table, a fire control chart, and a crew area. The crew area shows a triangular arrangement of stars, some containing letters like 'C', 'S', 'M', and numbers like '5-6 @ P.B.', '6 @ close R.', '-1 to firing', 'Slow to (?)', and '-1 to repairs'.

120-gun Ship of the line

Ship strikes if all points out after repair phase

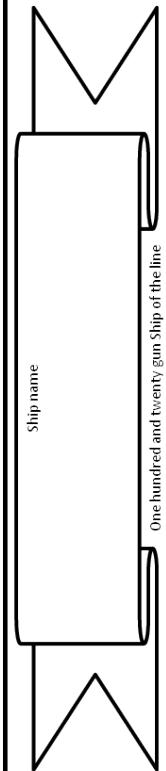
If hit = Only change speed or direction on 5 or 6.
Ragged fire only.
Cannot board.



5-6 @ P.B.
6 @ close R.



-1 to firing
Slow to (?)
-1 to repairs



		Ship's speed		
		Half Sail	Full Sail	
3M	A	0	6 (4)	10 (8)
2M	A	0	4 (2)	8 (6)
1M	A	0	2 (1)	4 (2)
0M	A		Drifts 1" with wind	

Fire Control

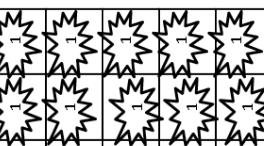
Use one track per fire – increase one fire by one point if all tracks are in use

Fire rages!

2 damage cards per turn
for each raging fire.
Ship must be more than
25" from enemy to
attempt to control.

And

Roll 1 d6 per turn.
Ship explodes if equal or
less than the number of
raging fires.



Ship's Crew - Ship strikes colours when all stars crossed out



130-gun Ship of the Line

Ship name

One hundred and thirty gun Ship of the line

Hull

If hit = Only change speed or direction on 5 or 6. Ragged fire only. Cannot board.

Ship's speed

		Half Sail	Full Sail
3M	A	0	6 (4)
2M	A	0	4 (2)
1M	A	0	2 (1)
0M	A		4 (2)
		Drifts 1" with wind	

Fire Control

Use one track per fire – increase one fire by one point if all tracks are in use

Fire rages!

2 damage cards per turn for each raging fire. Ship must be more than 25" from enemy to attempt to control. **And** Roll 1 d6 per turn. Ship explodes if equal or less than the number of raging fires.

Ship's Crew - Ship strikes colours when all stars crossed out

The diagram illustrates a 130-gun Ship of the Line with the following components:

- Hull:** Represented by a long rectangle divided into segments, with some segments shaded grey.
- Speed:** A table showing speed in Miles per hour (M) versus Wind direction (A). It includes options for "Half Sail" and "Full Sail".
- Fire Control:** A grid for managing multiple fire tracks. A note says to use one track per fire, increasing by one point if all tracks are in use. Another note specifies that if all tracks are in use, the number of fires increases by one point.
- Fire rages!:** A section detailing the effects of raging fires, including damage per turn, distance requirements, and exploding rules.
- Crew:** A large triangular area representing the crew, containing symbols for crew members (C), money (M), gold (G), slow (S), and repairs (-1).
- Notes:**
 - If hit = Only change speed or direction on 5 or 6. Ragged fire only. Cannot board.
 - Ship strikes colours when all stars crossed out.
 - Ship explores if equal or less than the number of raging fires.

140-gun Ship of the Line

Hull

Ship strikes if all points out after repair phase
If hit = Only change speed or direction on 5 or 6.
Ragged fire only.
Cannot board.

Ship's speed

	Half Sail	Full Sail
3M	A 0	6 (4) 10 (8)
2M	A 0	4 (2) 8 (6)
1M	A 0	2 (1) 4 (2)
0M	A	Drifts 1" with wind

Fire Control

Use one track per fire – increase one fire by one point if all tracks are in use

Fire rages!

2 damage cards per turn for each raging fire.
Ship must be more than 25" from enemy to attempt to control.
And
Roll 1 d6 per turn.
Ship explodes if equal or less than the number of raging fires.

Ship's Crew - Ship strikes colours when all stars crossed out

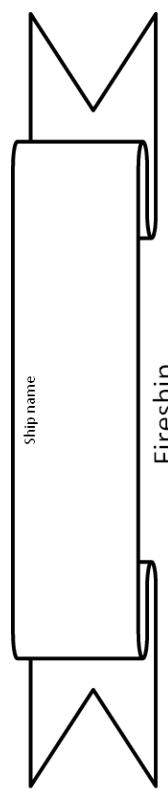
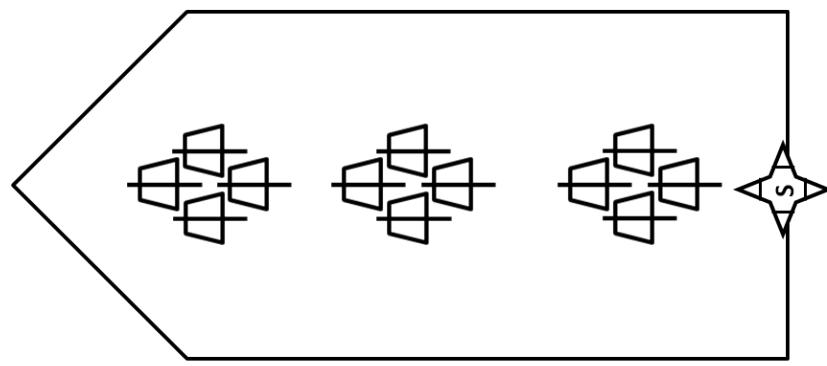
5-6 @ P.B.
6 @ close R.

-1 to firing
Slow to (?)
-1 to repairs

Ship name

One hundred and forty gun Ship of the line

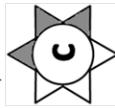
Fireship

	Ship name	Fireship																																				
<table border="1"> <thead> <tr> <th colspan="4">Ship's speed</th> </tr> <tr> <th></th> <th>No Sail</th> <th>Half Sail</th> <th>Full Sail</th> </tr> </thead> <tbody> <tr> <td>3M</td> <td>A</td> <td>0</td> <td>7 (5)</td> </tr> <tr> <td>2M</td> <td>A</td> <td>0</td> <td>5 (3)</td> </tr> <tr> <td>1M</td> <td>A</td> <td>0</td> <td>3 (2)</td> </tr> <tr> <td>0M</td> <td>A</td> <td colspan="2">Drifts 1" with wind</td> </tr> </tbody> </table>			Ship's speed					No Sail	Half Sail	Full Sail	3M	A	0	7 (5)	2M	A	0	5 (3)	1M	A	0	3 (2)	0M	A	Drifts 1" with wind													
Ship's speed																																						
	No Sail	Half Sail	Full Sail																																			
3M	A	0	7 (5)																																			
2M	A	0	5 (3)																																			
1M	A	0	3 (2)																																			
0M	A	Drifts 1" with wind																																				
<table border="1"> <thead> <tr> <th colspan="6">Hull</th> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>			Hull																																			
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<p>Fire Control Use one track per fire increase one fire by one point if all tracks are in use</p> <table border="1"> <thead> <tr> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Fire rages! Roll 1 d6 per turn. Ship explodes if equal or less than the number of raging fires.</p>																																						

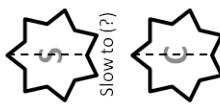
At the beginning of each sailing phase after the ship is set alight cross off two sail icons , add one new fire and increase all other fires by one box.

Transport Ship

Ship strikes if all points out after repair phase If hit = Only change speed or direction on 5 or 6.



**No Ship's
Gunner.** If
Gunner hit
cross of 3 Crew
Star points



Ship name



Transport Ship

Ship's speed

Ship's speed		No Sail	Half Sail	Full Sail
3M	A	0	6 (4)	10 (8)
2M	A	0	4 (2)	8 (6)
1M	A	0	2 (1)	4 (2)
0M	A			Drifts 1" with wind

三



Use one track per fire
increase one fire by one point if all tracks are in use

Fire Control

Use one track per fire
increase one fire by one point if all tracks are in use

Fire rages!

- 2 damage cards per turn for each raging fire.
- Ship must be more than 25" from enemy to attempt to control.

And Roll 1 d6 per turn.
Ship explodes if equal or less than the number of raging fires.

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