Appendix Two

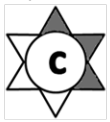
The Ship Record Sheets

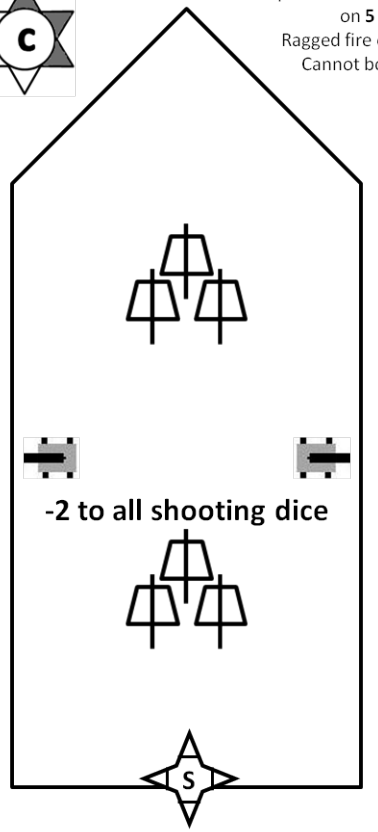
On the following pages you will find ship record sheets for all the types of ships you are likely to need to start playing Blood, Bilge and Iron Balls. Purchase of this book includes the publisher's permission to photocopy or scan these for personal use.

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.





-1 to firing

Slow to (?)

-1 to repairs

Hull

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

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 fire by one point if all tracks are in use

			1	1	**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.
			1	1	
			1	1	
			1	1	
			1	1	

24-gun Frigate

Ship strikes if all points out after repair phase

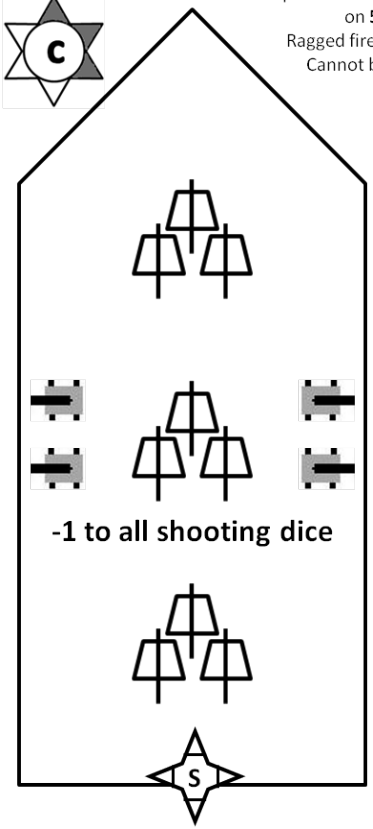
If hit = Only change speed or direction on **5** or **6**. Ragged fire only. Cannot board.

C

G
-1 to firing

S
Slow to (?)

C
-1 to repairs



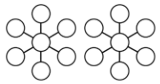
Hull

Ship name

Twenty four gun Frigate

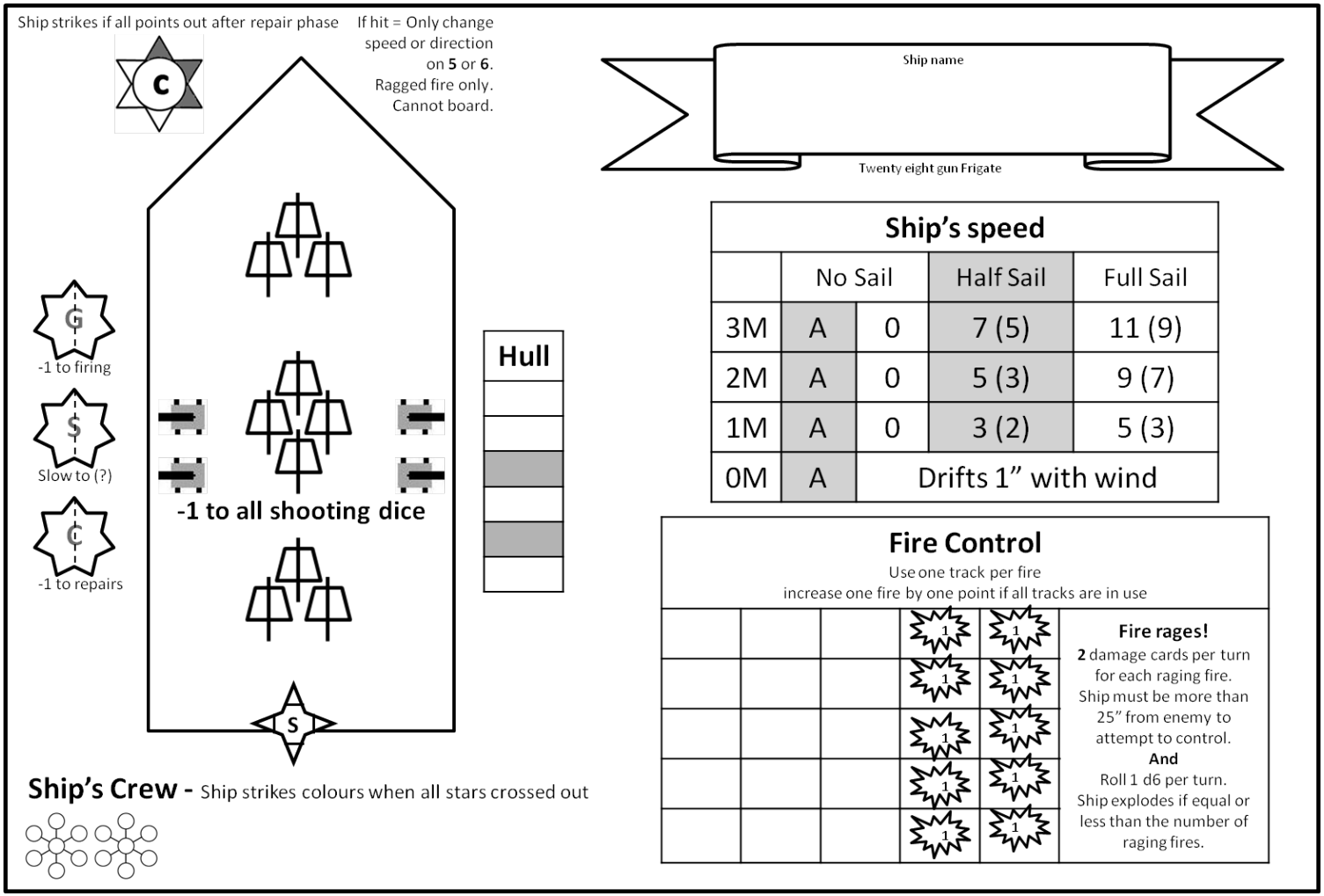
Ship's speed				
	No Sail		Half Sail	Full Sail
3M	A	0	7 (5)	11 (9)
2M	A	0	5 (3)	9 (7)
1M	A	0	3 (2)	5 (3)
0M	A	Drifts 1" with wind		

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



Fire Control					
Use one track per fire increase one fire by one point if all tracks are in use					
			1	1	**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.
			1	1	
			1	1	
			1	1	
			1	1	

28-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

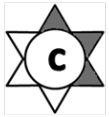
Use one track per fire
increase one fire by one point if all tracks are in use

			1	1	**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.
			1	1	
			1	1	
			1	1	
			1	1	

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.

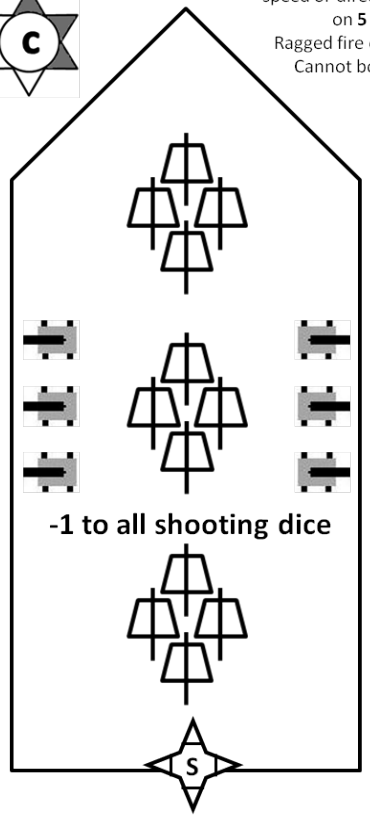


6 @ close R.

-1 to firing

Slow to (?)

-1 to repairs



Hull

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

Ship name

Thirty two 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

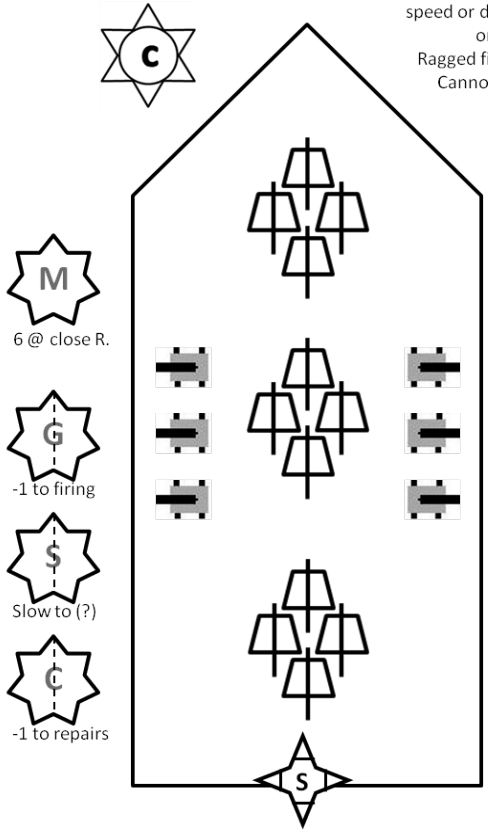
Use one track per fire
increase one fire by one point if all tracks are in use

			1	1	**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.
			1	1	
			1	1	
			1	1	
			1	1	

38-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

Ship name

Thirty 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		

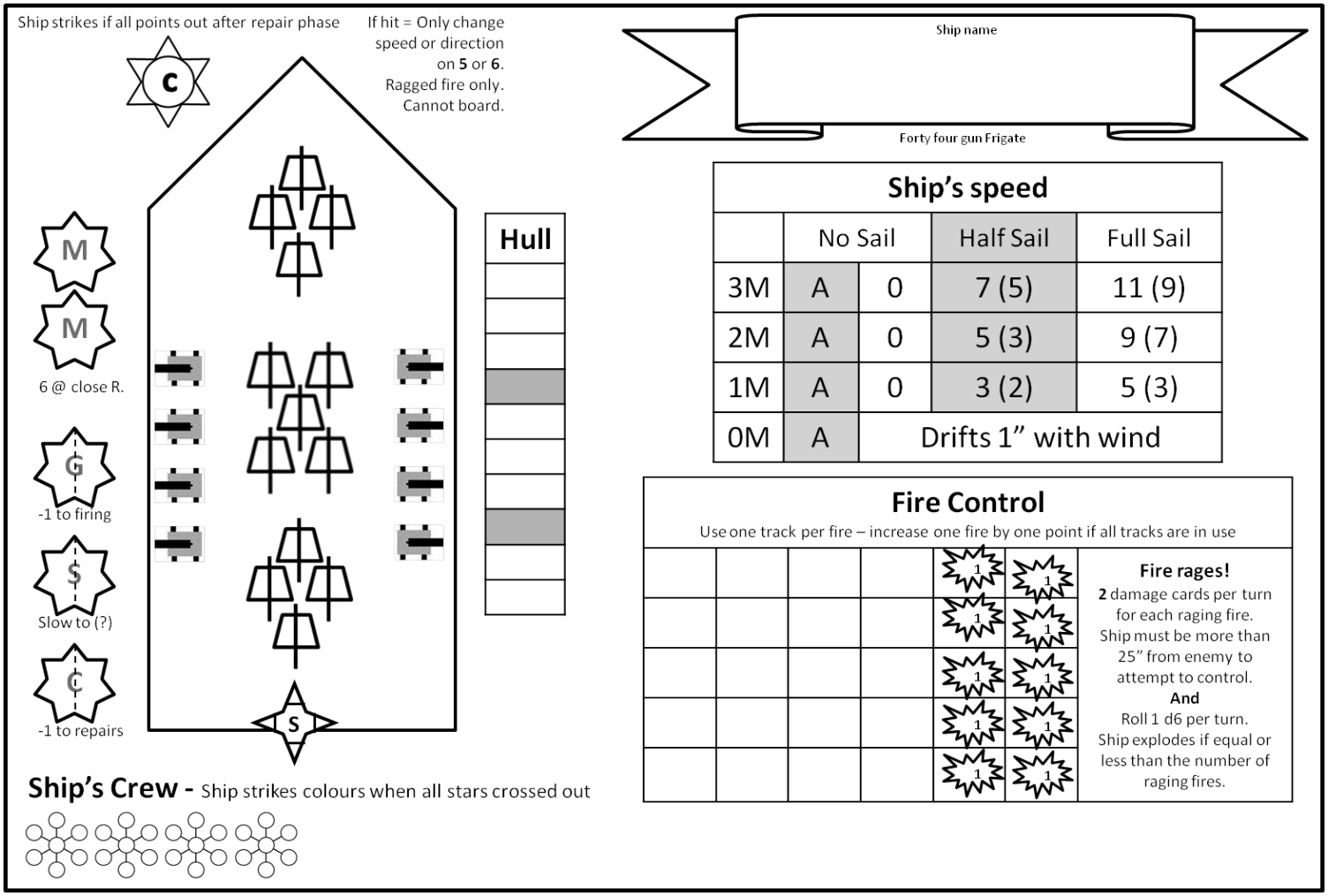
Fire Control

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

			1	1	**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.
			1	1	
			1	1	
			1	1	
			1	1	

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

44-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

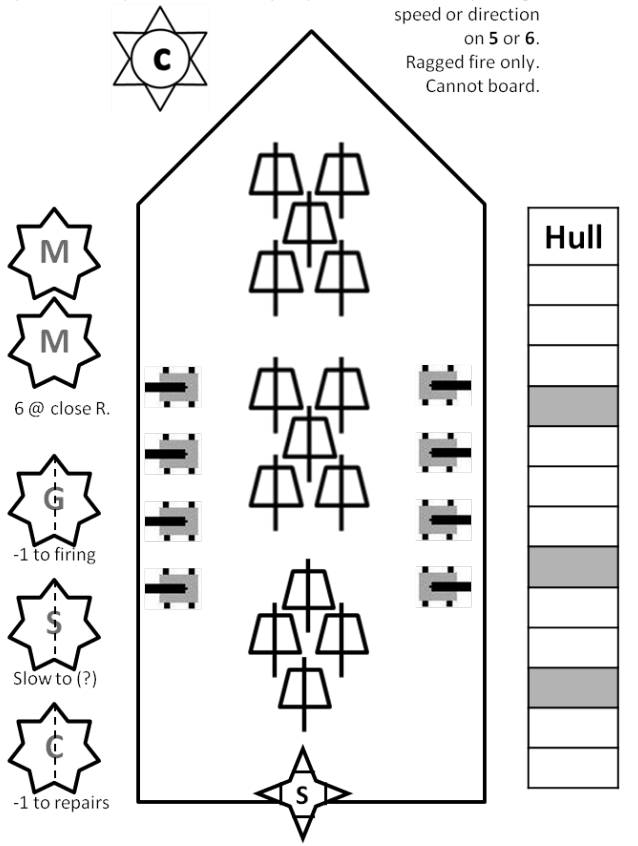
Use one track per fire – increase one fire by one point if all tracks are in use

				1	1	**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.
				1	1	
				1	1	
				1	1	
				1	1	

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

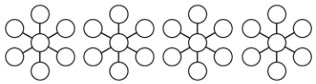
Ship strikes if all points out after repair phase

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



Hull

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



Ship name

Forty four gun Frigate (Razee)

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

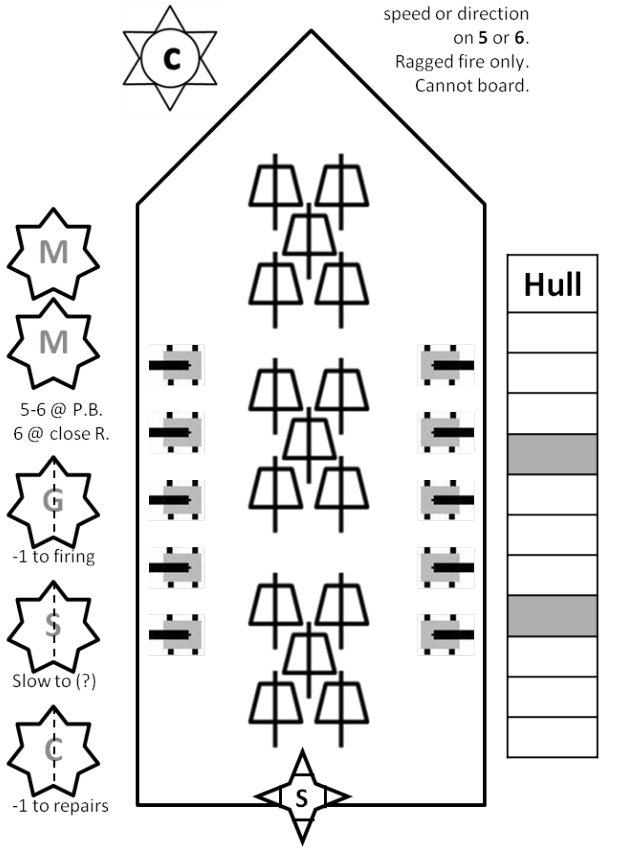
Use one track per fire – increase one fire by one point if all tracks are in use

				1	1	**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.
				1	1	
				1	1	
				1	1	
				1	1	

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.



Hull

Ship name

Fifty gun Ship of the line

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

				1	1
				1	1
				1	1
				1	1
				1	1

Fire rages!

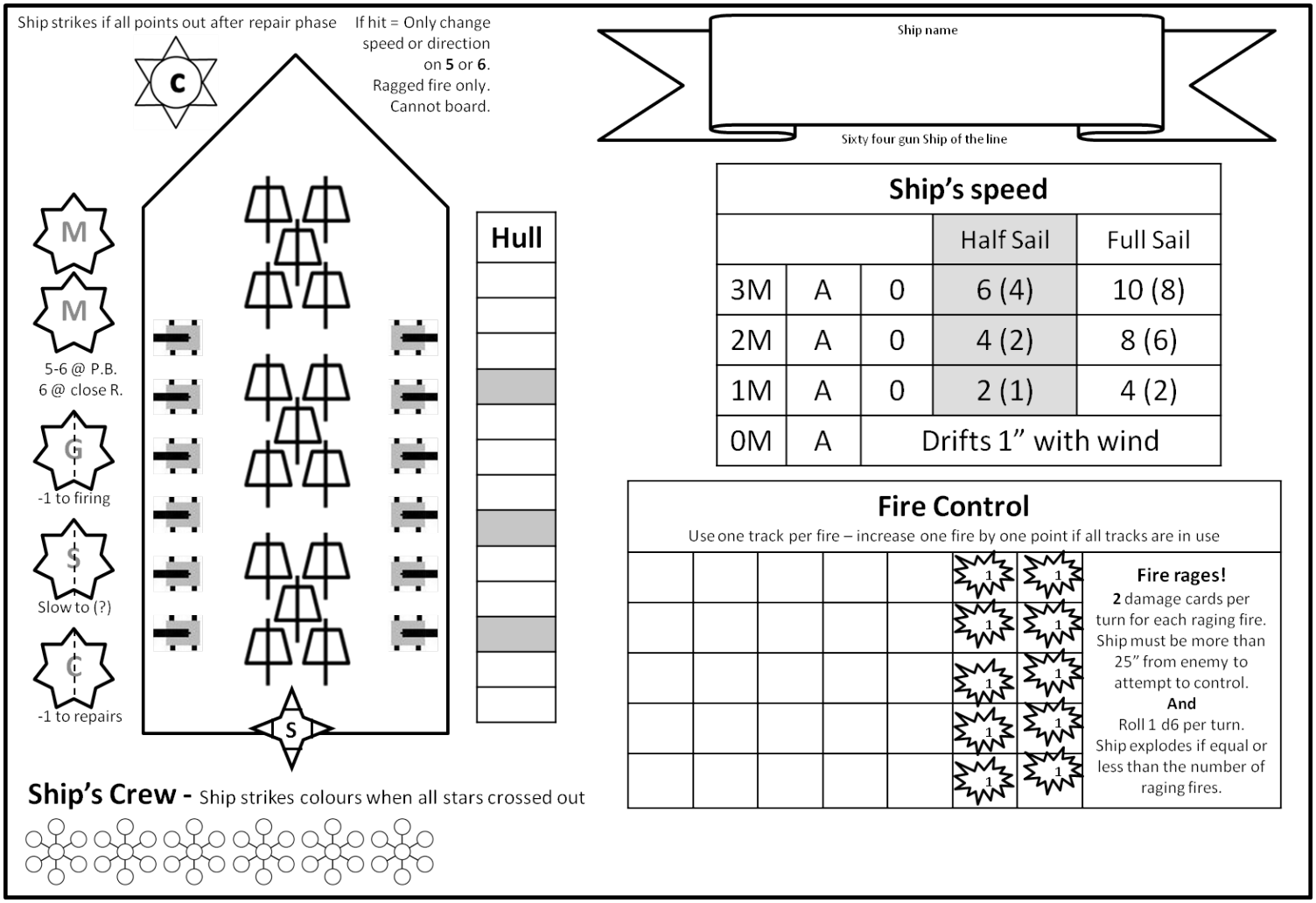
2 damage cards per turn for each raging fire. Ship must be more than 25" from enemy to attempt to control.

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

64-gun Ship of the Line



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

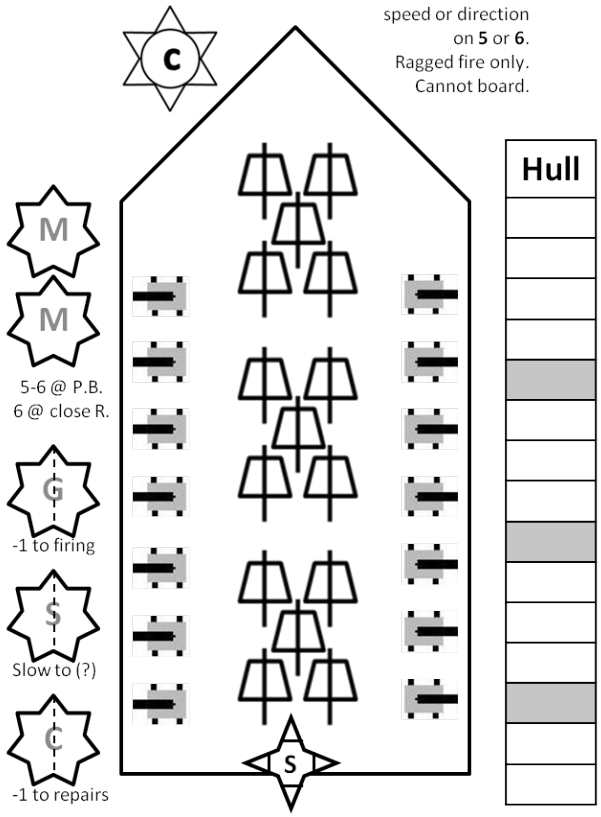
Use one track per fire – increase one fire by one point if all tracks are in use

					1	1	**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.
					1	1	
					1	1	
					1	1	
					1	1	

74-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.



Hull

Ship name

Seventy four gun Ship of the line

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

					1	1
					1	1
					1	1
					1	1
					1	1

Fire rages!

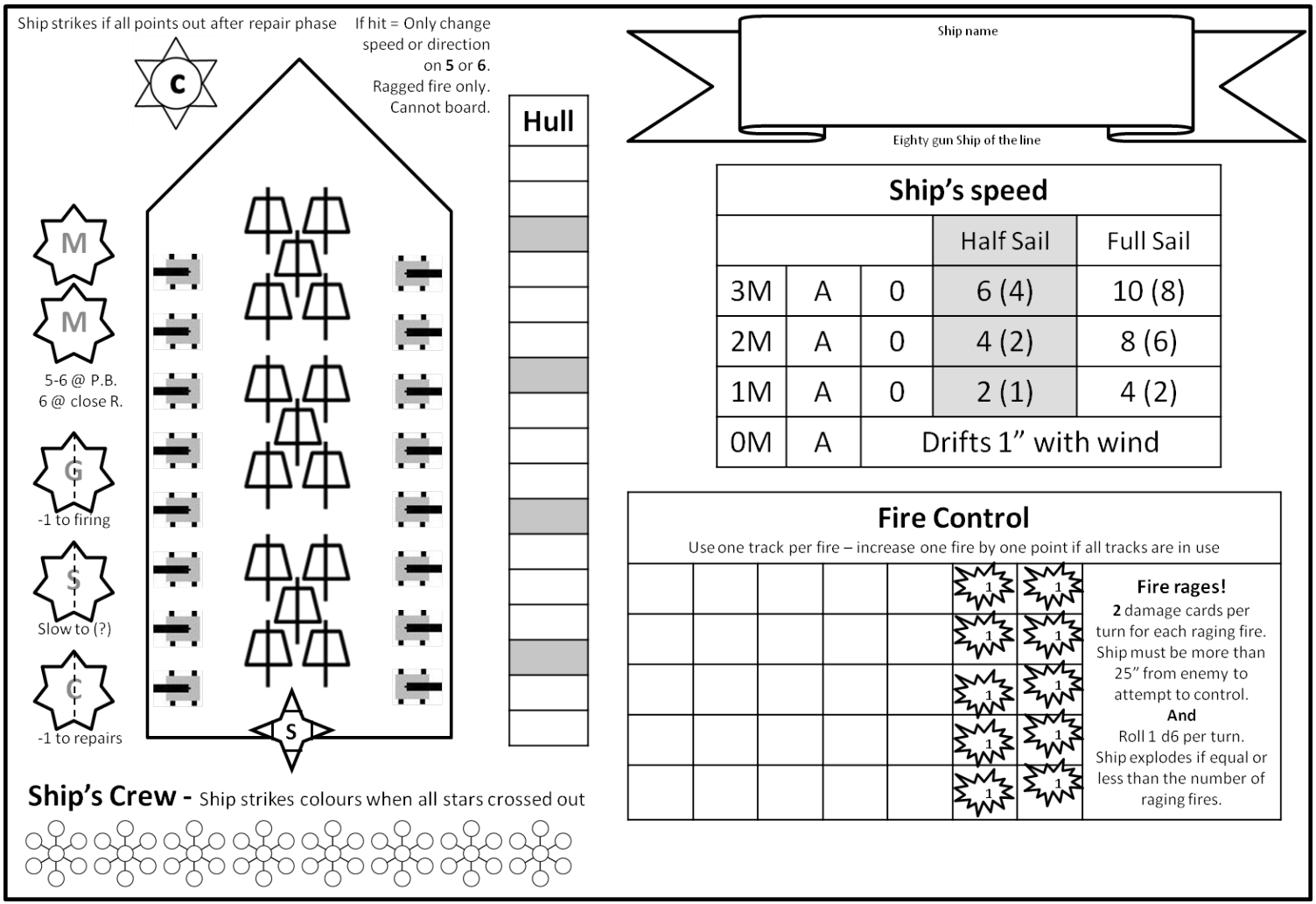
2 damage cards per turn for each raging fire. Ship must be more than 25" from enemy to attempt to control.

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

80-gun Ship of the Line



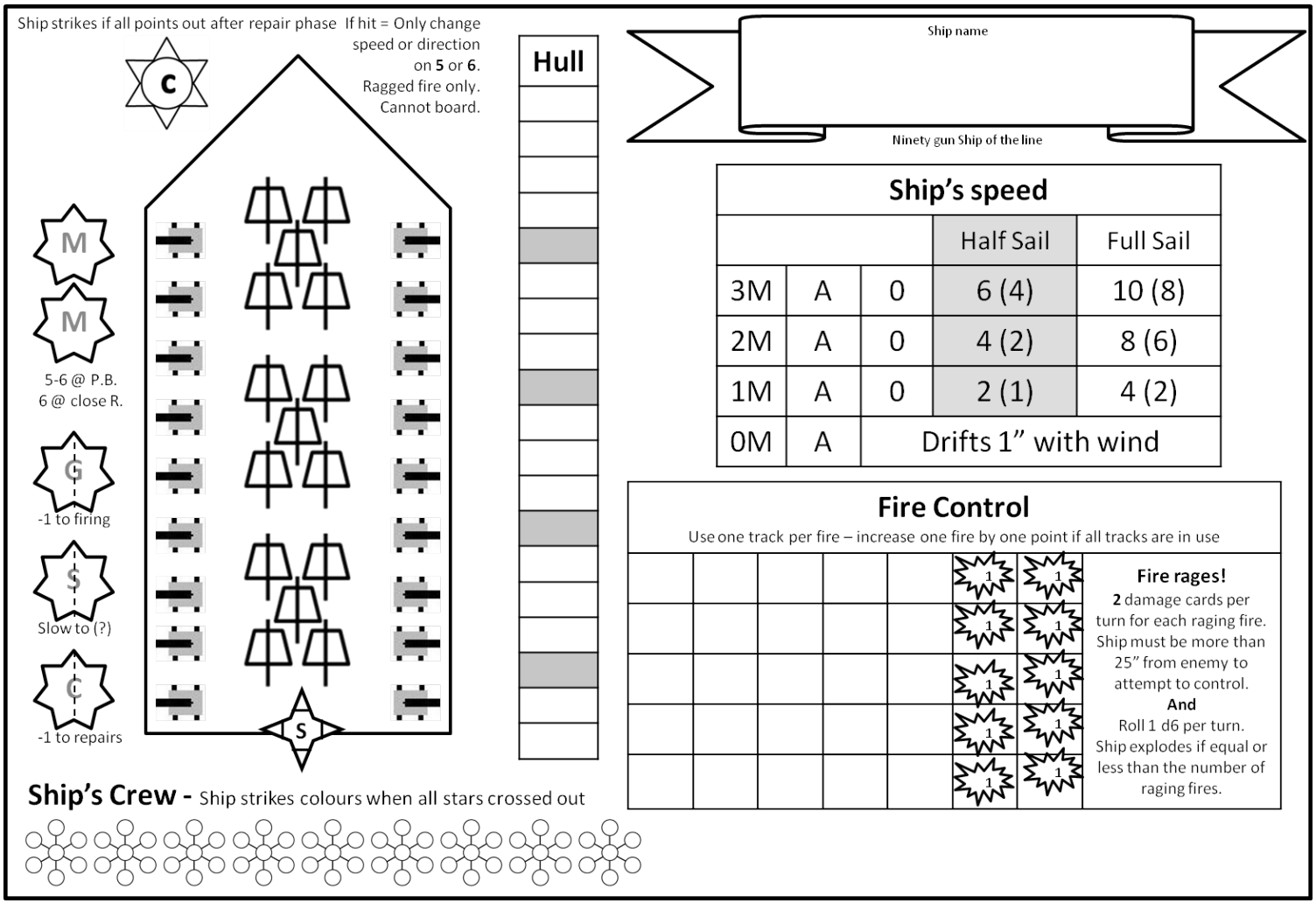
Ship's speed				
			Half Sail	Full Sail
3M	A	0	6 (4)	10 (8)
2M	A	0	4 (2)	8 (6)
1M	A	0	2 (1)	4 (2)
0M	A	Drifts 1" with wind		

Fire Control

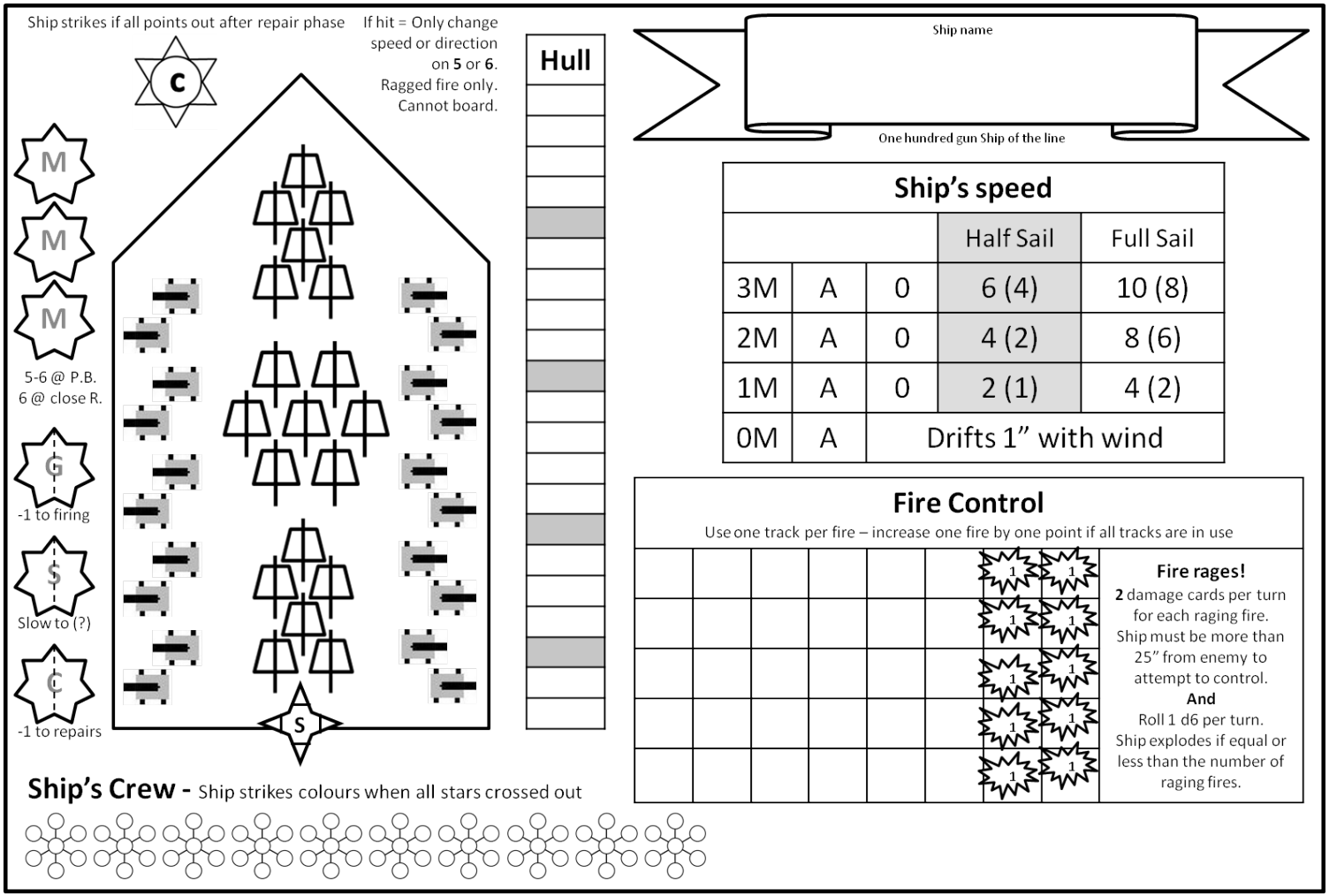
Use one track per fire – increase one fire by one point if all tracks are in use

					1	1	**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.
					1	1	
					1	1	
					1	1	
					1	1	

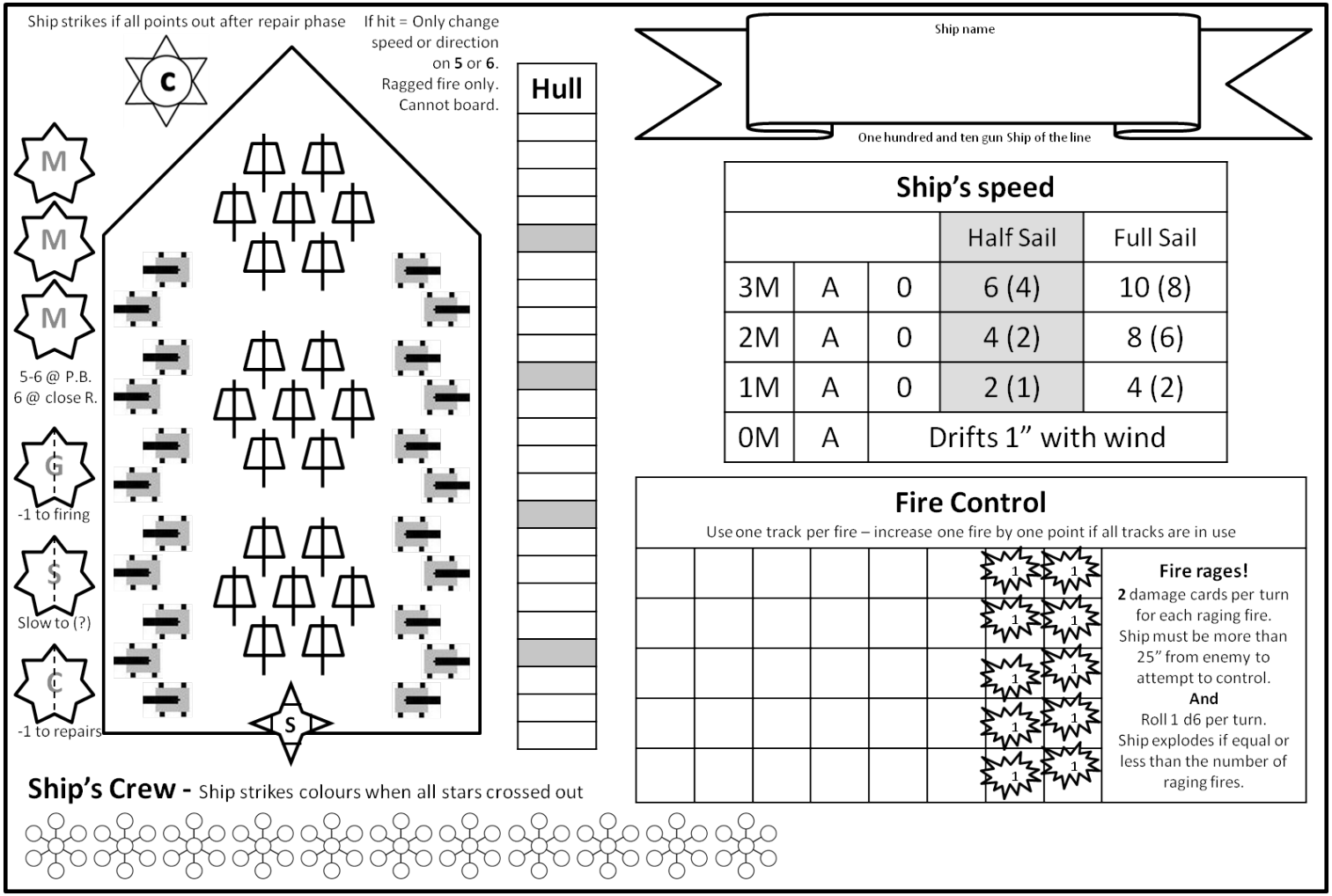
90-gun Ship of the Line



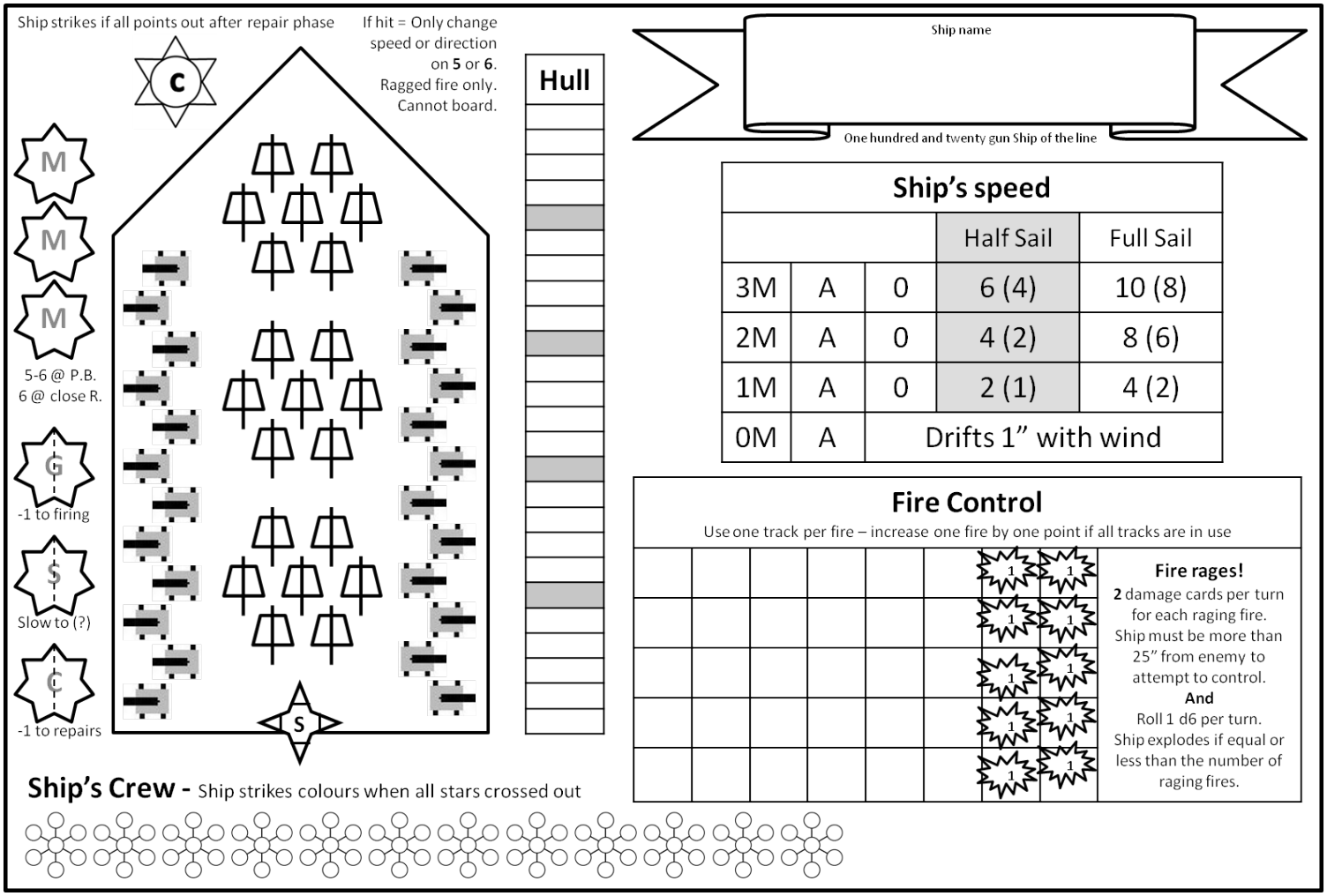
98/100-gun Ship of the Line



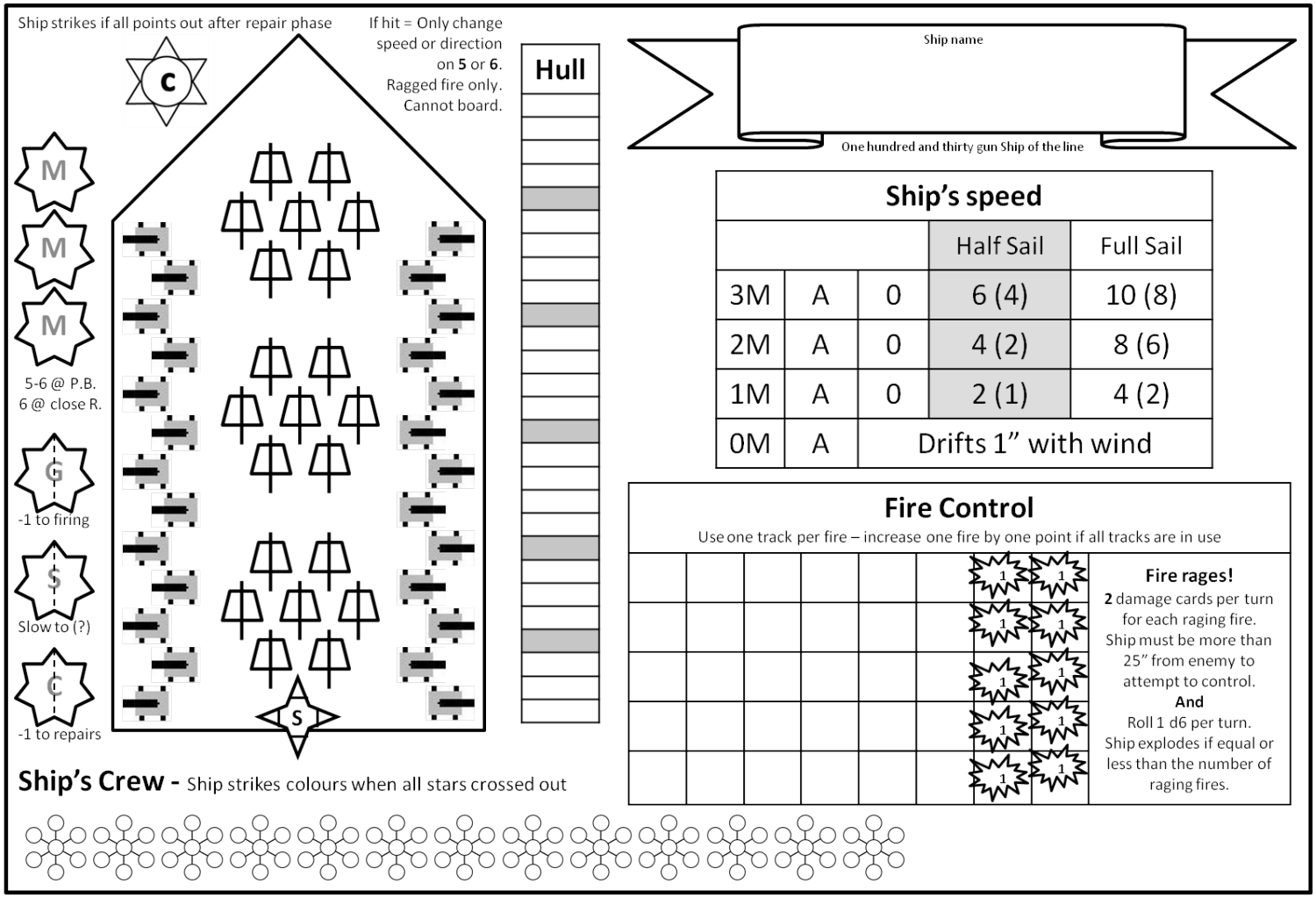
110-gun Ship of the Line



120-gun Ship of the line



130-gun Ship of the Line



Ship's speed

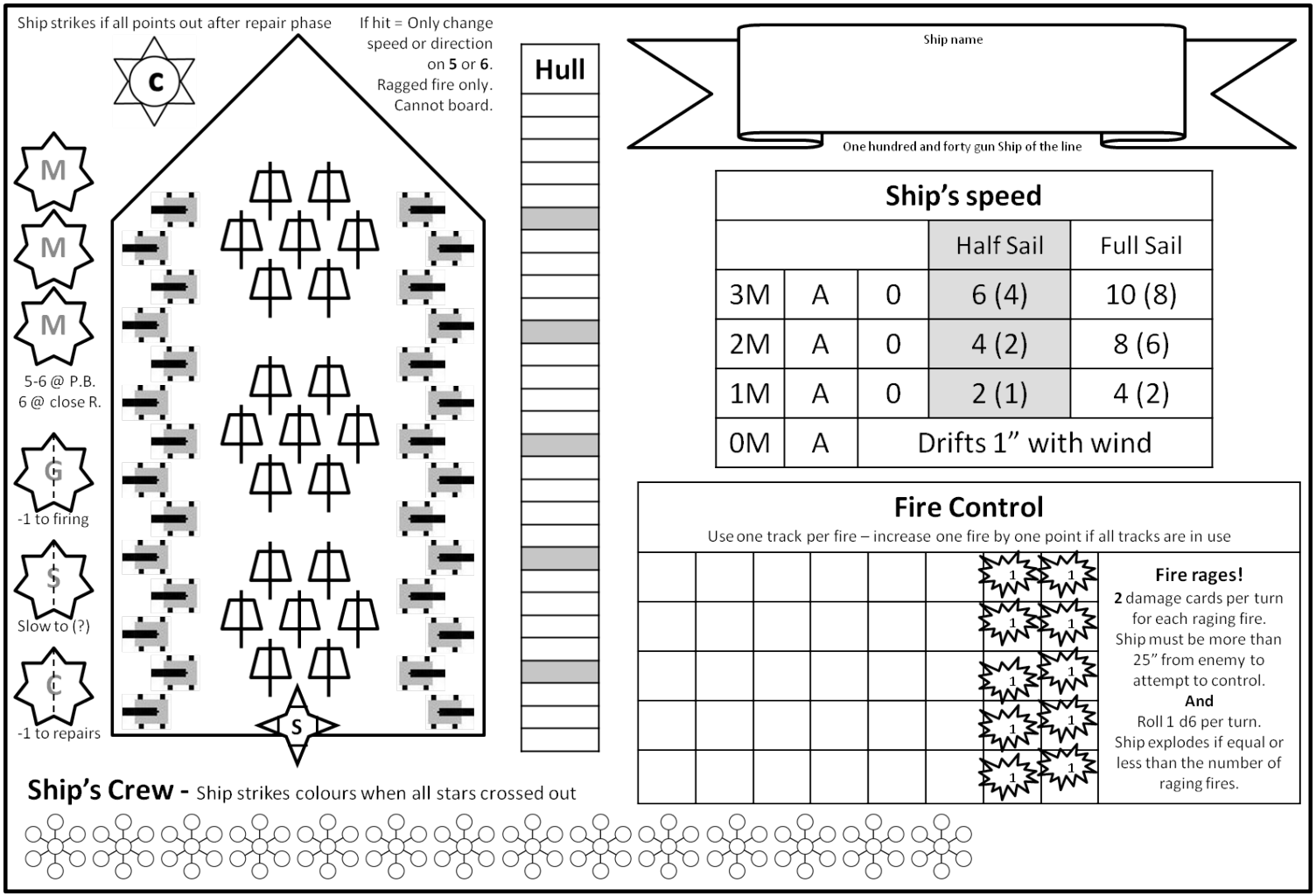
			Half Sail	Full Sail
3M	A	0	6 (4)	10 (8)
2M	A	0	4 (2)	8 (6)
1M	A	0	2 (1)	4 (2)
0M	A	Drifts 1" with wind		

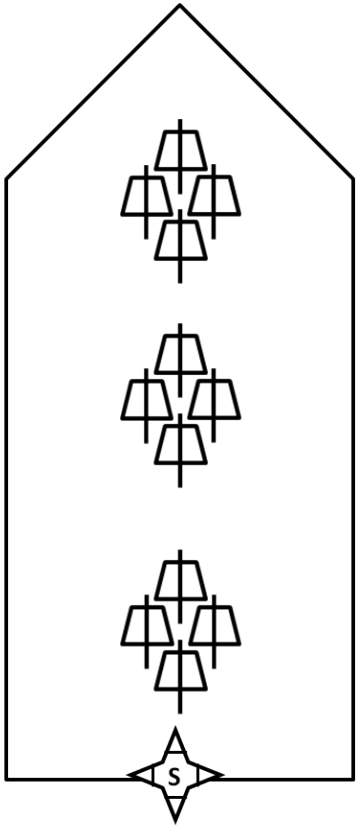
Fire Control

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.

140-gun Ship of the Line





Hull

Ship name

Fireship

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 fire by one point if all tracks are in use

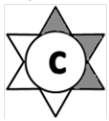
				Fire rages! Roll 1 d6 per turn. Ship explodes if equal or less than the number of raging fires.

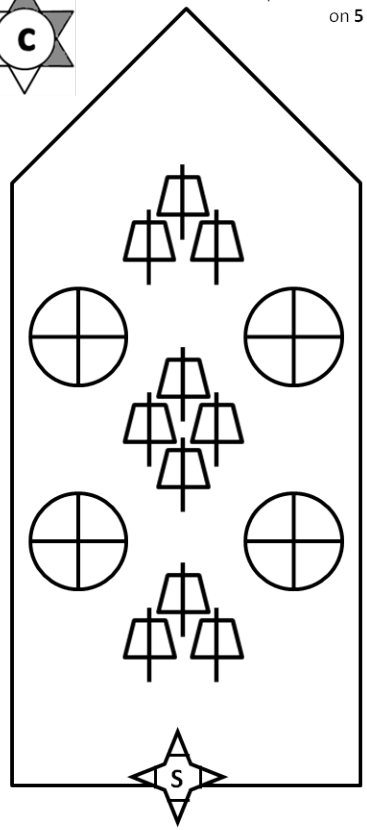
At the beginning of each sailing phase <u>after</u> the ship is set alight cross off two sail icons , add one new fire and increase all other fires by one box.

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.

Slow to (?)

-1 to repairs

Hull

Ship name

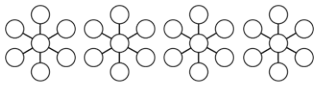
Transport Ship

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		

Fire Control

Use one track per fire

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

			1	1	**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.
			1	1	
			1	1	
			1	1	
			1	1	

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