

Blood, Bilge & Iron Balls Reference Sheet

Broadside Ranges

Point Blank - Base to base contact roll 2,3,4,5,6 to hit
Close Range - Up to six inches roll 3,4,5,6, to hit
Medium Range - Up to 12 inches roll 4,5,6, to hit
Long Range - Up to 18 inches roll 5,6 to hit
Extreme Range - Up to 24 inches roll 6 to hit

For each hit a ship receives cross off **one Crew Star point** and draw the required number of Damage Cards;
1 card per ordinary hit
2 cards per Bow Rake hit
3 cards per Stern Rake hit

Modifiers

- 1 If heavy seas
- 1 Gunner killed
- 1 Carronade
- 1 Targeting sails only (-2 on each non club damage card. i.e. 9 spades = 7 clubs etc.)

Ragged Broadside – Any ship with Command Star damage must roll 1 d6 per available gun before firing. Only dice scoring **4-5-6** can fire in this Firing Phase

<p style="text-align: center;"><u>Marines Musket Fire</u></p> <p style="text-align: center;">Up to Close Range = 6 to hit</p> <p>Kills either 1 officer, 1 Command Star point, 1 Marine section or 4 Crew Star points. Nominate target first.</p>	<p style="text-align: center;"><u>Boarding Actions</u></p> <p>1d6 per full or partial Crew Star and Marines: Marines 4-5-6, Crew 5-6 = kill 1 enemy star. Ship captured when all Crew Stars Killed</p>
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Damage Cards

<u>Diamonds</u> = Command damage				
2 - 3 Fire Started	4 - 5 - 6 Steerage Gear Hit	7 - 8 - 9 - 10 3 crew	J - Q - K Chain of command & 3 crew	ACE 1 section of Marines <i>(If none then one full crew star)</i>
<u>Spades</u> = Gun damage				
2 - 3 Fire Started	4 - 5 - 6 - 7 - 8 - 9 - 10 1 Gun & 1 crew Hit		J - Q - K 1 Gun & 2 crew Hit	ACE Gunner killed <i>(If dead then 2 guns & 3 crew)</i>
<u>Clubs</u> = Rigging damage				
2 - 3 No damage	4 - 5 - 6 - 7 1 Mast Box Hit	8 - 9 - 10 2 Mast Boxes Hit	J - Q - K 3 Mast Boxes Hit	ACE Sailing Master killed <i>(If dead then 3 Mast Boxes & 3 crew)</i>
<u>Hearts</u> = Hull damage				
2 - 3 Fire Started	4 - 5 - 6 - 7 1 Hull Box Hit	8 - 9 - 10 2 Hull Boxes Hit	J - Q - K 3 Hull Boxes Hit	ACE Carpenter killed <i>(If dead then 3 Hull Boxes & 3 crew)</i>
<p>The Red Joker = Explosion! -5 crew. Draw 5 more Damage Cards for the ship that drew this card immediately.</p>				
<p>The Black Joker = Inferno! -5 Crew. Advance all fires on two points and start three new ones. If no current fires start four new level two fires.</p>				