



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **BREAKDOWN OF CARDS**

ARTIFACT CARDS (6) **YELLOW BORDER**

- BARAGE FROM LAND

40 - LEVEL NUMBER
MUST BE EMPLOYED FROM A LAND POSITION

- FORT CANNON

20 - LEVEL NUMBER
1 - DIMENSIONS
N - MODIFICATION TO ATTACK ROLL
N - REFER TO GRAPH FOR ATTACK DAMAGE
M3 - ATTACK RANGE

- PRESENTATION SWORD OF EXPERIENCE

30 - LEVEL NUMBER
11 - MODIFICATION TO ATTACK ROLL
25 - MODIFICATION TO ATTACK DAMAGE
1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
14 - MODIFICATION TO MOVEMENT WITH ATTACK
0 - MODIFICATION TO ATTACK RANGE

- SUPERIOR BOARDING AXE

5 - LEVEL NUMBER
2 - MODIFICATION TO ATTACK ROLL
5 - MODIFICATION TO ATTACK DAMAGE
1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
M1 - MODIFICATION TO ATTACK RANGE

- SUPERIOR CUTLASS

8 - LEVEL NUMBER
3 - MODIFICATION TO ATTACK ROLL
0 - MODIFICATION TO ATTACK DAMAGE
0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK



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0 - MODIFICATION TO ATTACK RANGE

- SUPERIOR PISTOL

16 - LEVEL NUMBER

5 - MODIFICATION TO ATTACK ROLL

15 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE

CHARACTER CARDS (30) RED BORDER

- BOARDING PARTY

300 - CAP (COMBAT ABOLISHMENT POINTS)

50 - LEVEL NUMBER

0-99/20-40 - ATTACK DAMAGE GRAPH

- BOARDING PARTY

850 - CAP

91 - LEVEL NUMBER

0-99/20-55 - ATTACK DAMAGE GRAPH

- BOARDING PARTY REPELLERS

300 - CAP

50 - LEVEL NUMBER

0-99/20-40 - ATTACK DAMAGE GRAPH

- BOARDING PARTY REPELLERS

850 - CAP

91 - LEVEL NUMBER

0-99/20-55 - ATTACK DAMAGE GRAPH



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- BUCENTAURE (ALL SHIPS DIMENSIONS ARE 1)

900 - CAP
109 - LEVEL NUMBER
4 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/80-360 - ATTACK DAMAGE GRAPH

- CAMBRIDGE

1000 - CAP
120 - LEVEL NUMBER
4 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
4 - ATTACK RANGE
0-99/100-400 - ATTACK DAMAGE GRAPH

- FLY

300 - CAP
45 - LEVEL NUMBER
7 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
1 - ATTACK RANGE
0-99/55-120 - ATTACK DAMAGE GRAPH

- FURET

400 - CAP
55 - LEVEL NUMBER
6 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/60-160 - ATTACK DAMAGE GRAPH

- GLORIOSO

1000 - CAP
120 - LEVEL NUMBER
4 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE



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0-99/100-400 - ATTACK DAMAGE GRAPH

- HMS BRITANNIA

1125 - CAP

132 - LEVEL NUMBER

4 - MOVEMENT WITHOUT ATTACK

3 - MOVEMENT WITH ATTACK

3 - ATTACK RANGE

0-99/120-450 - ATTACK DAMAGE GRAPH

- HMS CAPTAIN

875 - CAP

102 - LEVEL NUMBER

4 - MOVEMENT WITHOUT ATTACK

2 - MOVEMENT WITH ATTACK

2 - ATTACK RANGE

0-99/80-350 - ATTACK DAMAGE GRAPH

- HMS VENUS

725 - CAP

91 - LEVEL NUMBER (MISSING)

5 - MOVEMENT WITHOUT ATTACK

2 - MOVEMENT WITH ATTACK

3 - ATTACK RANGE

0-99/85-290 - ATTACK DAMAGE GRAPH

- HMS VICTORY

1200 - CAP

143 - LEVEL NUMBER

5 - MOVEMENT WITHOUT ATTACK

3 - MOVEMENT WITH ATTACK

4 - ATTACK RANGE

0-99/115-480 - ATTACK DAMAGE GRAPH

- LA SIBYLLE

700 - CAP

90 - LEVEL NUMBER

5 - MOVEMENT WITHOUT ATTACK



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3 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/75-280 - ATTACK DAMAGE GRAPH

- LE GENEREAUX

1050 - CAP
125 - LEVEL NUMBER
5 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/80-420 - ATTACK DAMAGE GRAPH

- LE TONNANT

1150 - CAP
137 - LEVEL NUMBER
4 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
4 - ATTACK RANGE
0-99/90-460 - ATTACK DAMAGE GRAPH

- MAGICIENNE

750 - CAP
90 - LEVEL NUMBER
5 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/100-300 - ATTACK DAMAGE GRAPH

- MARINE

125 - CAP
20 - LEVEL NUMBER
2 - MOVEMENT WITHOUT ATTACK
1 - MOVEMENT WITH ATTACK
1 - ATTACK RANGE
0-99/40-125 - ATTACK DAMAGE GRAPH



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- MARINE CAPTAIN

200 - CAP

1 - DIMENSIONS

32 - LEVEL NUMBER

2 - MOVEMENT WITHOUT ATTACK

2 - MOVEMENT WITH ATTACK

2 - ATTACK RANGE

0-99/50-200 - ATTACK DAMAGE GRAPH

- MARINE SERGEANT

150 - CAP

25 - LEVEL NUMBER

1 - DIMENSIONS

2 - MOVEMENT WITHOUT ATTACK

1 - MOVEMENT WITH ATTACK

2 - ATTACK RANGE

0-99/50-150 - ATTACK DAMAGE GRAPH

- NYMPHE

700 - CAP

83 - LEVEL NUMBER

5 - MOVEMENT WITHOUT ATTACK

1 - MOVEMENT WITH ATTACK

2 - ATTACK RANGE

0-99/150-280 - ATTACK DAMAGE GRAPH

- ROYAL GEORGE

1175 - CAP

140 - LEVEL NUMBER

4 - MOVEMENT WITHOUT ATTACK

3 - MOVEMENT WITH ATTACK

4 - ATTACK RANGE

0-99/80-470 - ATTACK DAMAGE GRAPH

- ST ALBANS (SAINT ALBANS)

950 - CAP

112 - LEVEL NUMBER

4 - MOVEMENT WITHOUT ATTACK



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2 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/150-380 - ATTACK DAMAGE GRAPH

- SEMILLANTE

800 - CAP
98 - LEVEL NUMBER (MISSING)
4 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/90-320 - ATTACK DAMAGE GRAPH

- SHANNON

700 - CAP
85 - LEVEL NUMBER
5 - MOVEMENT WITHOUT ATTACK
2 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/50-280 - ATTACK DAMAGE GRAPH

- SHARPSHOOTER

200 - CAP
40 - LEVEL NUMBER
2 - MOVEMENT WITHOUT ATTACK
0 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/75-300 - ATTACK DAMAGE GRAPH

- TRITON

700 - CAP
87 - LEVEL NUMBER
5 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/80-280 - ATTACK DAMAGE GRAPH



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- **USS CHESAPEAKE**

675 - CAP
80 - LEVEL NUMBER
5 - MOVEMENT WITHOUT ATTACK
1 - MOVEMENT WITH ATTACK
2 - ATTACK RANGE
0-99/75-270 - ATTACK DAMAGE GRAPH

- **USS CONSTITUTION**

850 - CAP
110 - LEVEL NUMBER
5 - MOVEMENT WITHOUT ATTACK
4 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/60-340 - ATTACK DAMAGE GRAPH

- **VILLE DE PARIS**

1075 - CAP
127 - LEVEL NUMBER
4 - MOVEMENT WITHOUT ATTACK
3 - MOVEMENT WITH ATTACK
3 - ATTACK RANGE
0-99/135-430 - ATTACK DAMAGE GRAPH

DEFENSE CARDS (8) PURPLE BORDER

- **DOCKYARD**

8,000 - CAP
220 - LEVEL NUMBER
3-25 - DIMENSIONS



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- DOCKYARD

10,000 - CAP
400 - LEVEL NUMBER
4-2 - DIMENSIONS

- FORT

12,000 - CAP
310 - LEVEL NUMBER
3-2 - DIMENSIONS
-10 - MODIFICATION TO OPPONENT'S ATTACK ROLL
-50 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
X - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED
X - CAN NOT PASS THROUGH AREA UNTIL DESTROYED OR CAPTURED
-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- FORT

14,000 - CAP
370 - LEVEL NUMBER
4-2 - DIMENSIONS
-15 - MODIFICATION TO OPPONENT'S ATTACK ROLL
-75 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
X - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED
X - CAN NOT PASS THROUGH AREA UNTIL DESTROYED OR CAPTURED
-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- FORT

16,000 - CAP
420 - LEVEL NUMBER
4-3 - DIMENSIONS
-16 - MODIFICATION TO OPPONENT'S ATTACK ROLL
-100 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
X - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED
X - CAN NOT PASS THROUGH AREA UNTIL DESTROYED OR CAPTURED
-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- TURRET

1275 - CAP
60 - LEVEL NUMBER



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2-2 - DIMENSIONS
-8 - MODIFICATION TO OPPONENT'S ATTACK ROLL
-25 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
X - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED
X - CAN NOT PASS THROUGH AREA UNTIL CAPTURED OR DESTROYED
-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- TURRET

2,000 - CAP
100 - LEVEL NUMBER
2-2 - DIMENSIONS
N - NOT APPLICABLE
N - NOT APPLICABLE
3 - ATTACK RANGE
• 0-99/80-240 - ATTACK DAMAGE GRAPH

- VICTUALLING

11,000 - CAP
280 - LEVEL NUMBER
2-2 - DIMENSIONS

MODIFICATION CARDS (23) BLUE BORDER

- ADMIRAL HAWKE

29 - LEVEL NUMBER
10 - MODIFICATION TO ATTACK ROLL
15 - MODIFICATION TO ATTACK DAMAGE
1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
1 - MODIFICATION TO ATTACK RANGE

- ADMIRAL HOOD

34 - LEVEL NUMBER
10 - MODIFICATION TO ATTACK ROLL



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- 30 - MODIFICATION TO ATTACK DAMAGE
- 1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 2 - MODIFICATION TO MOVEMNET WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- ADMIRAL HOWE

- 33 - LEVEL NUMBER
- 12 - MODIFICATION TO ATTACK ROLL
- 15 - MODIFICATION TO ATTACK DAMAGE
- 1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 1 - MODIFICATION TO MOVEMNET WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- ADMIRAL NELSON

- 76 - LEVEL NUMBER
- 30 - MODIFICATION TO ATTACK ROLL
- 50 - MODIFICATION TO ATTACK DAMAGE
- 1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 1 - MODIFICATION TO MOVEMNET WITH ATTACK
- 1 - MODIFICATION TO ATTACK RANGE

- ADMIRAL PELLEW

- 50 - LEVEL NUMBER
- 20 - MODIFICATION TO ATTACK ROLL
- 50 - MODIFICATION TO ATTACK DAMAGE
- 0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 0 - MODIFICATION TO MOVEMNET WITH ATTACK
- 0 - MODIFICATION TO ATTACK RANGE

- ADMIRAL RODNEY

- 25 - LEVEL NUMBER
- 5 - MODIFICATION TO ATTACK ROLL
- 25 - MODIFICATION TO ATTACK DAMAGE
- 2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
- 1 - MODIFICATION TO MOVEMNET WITH ATTACK
- 2 - MODIFICATION TO ATTACK RANGE



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- **ARMORY SUPPLY UPGRADE**

25 - LEVEL NUMBER

0 - MODIFICATION TO ATTACK ROLL

100 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE

- **CAPTAIN BERRY**

20 - LEVEL NUMBER

5 - MODIFICATION TO ATTACK ROLL

50 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **CAPTAIN BLACKWOOD**

17 - LEVEL NUMBER

5 - MODIFICATION TO ATTACK ROLL

25 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- **CARPENTER**

5 - LEVEL NUMBER

- **CUT/DROP SAILS**

29 - LEVEL NUMBER

15 - MODIFICATION TO ATTACK ROLL

101 - MODIFICATION TO ATTACK DAMAGE

M3 - MODIFICATION TO MOVEMENT WITHOUT ATTACK (PLAYER CAN MOVE WITHOUT ATTACK TO A MAXIMUM OF 3 SPACES REGARDLESS OF OTHER MODIFICATIONS)

M1 - MODIFICATION TO MOVEMENT WITH ATTACK

(PLAYER CAN MOVE WITH ATTACK TO A MAXIMUM OF 1 SPACE REGARDLESS OF OTHER MODIFICATIONS)



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1 - MODIFICATION TO ATTACK RANGE

- DEMASTING SHOT

45 - LEVEL NUMBER

-12 - MODIFICATION TO OPPONENT'S ATTACK ROLL

0 - MODIFICATION TO ATTACK DAMAGE

-3 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

-2 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- EXPERIENCED CANNON SQUAD

22 - LEVEL NUMBER

5 - MODIFICATION TO ATTACK ROLL

35 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

1 - MODIFICATION TO ATTACK RANGE

- GRAPLING

23 - LEVEL NUMBER

10 - MODIFICATION TO ATTACK ROLL

15 - MODIFICATION TO ATTACK DAMAGE

0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

0 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- INCREASED SAILS

3 - LEVEL NUMBER

0 - MODIFICATION TO ATTACK ROLL

0 - MODIFICATION TO ATTACK DAMAGE

1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK

1 - MODIFICATION TO MOVEMENT WITH ATTACK

0 - MODIFICATION TO ATTACK RANGE

- MARINE INVASION WITH TIDE

4 - LEVEL NUMBER

10 - MODIFICATION TO ATTACK ROLL

10 - MODIFICATION TO ATTACK DAMAGE



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1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
0 - MODIFICATION TO ATTACK RANGE

- SHORTENING SAILS

30 - LEVEL NUMBER
12 - MODIFICATION TO ATTACK ROLL
50 - MODIFICATION TO ATTACK DAMAGE
0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
-2 - MODIFICATION TO MOVEMENT WITH ATTACK
0 - MODIFICATION TO ATTACK RANGE

- REAR-ADMIRAL CALDER

21 - LEVEL NUMBER
5 - MODIFICATION TO ATTACK ROLL
100 - MODIFICATION TO ATTACK DAMAGE
0 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
0 - MODIFICATION TO MOVEMENT WITH ATTACK
0 - MODIFICATION TO ATTACK RANGE

- REAR-ADMIRAL COLLINGWOOD

33 - LEVEL NUMBER
10 - MODIFICATION TO ATTACK ROLL
35 - MODIFICATION TO ATTACK DAMAGE
1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
1 - MODIFICATION TO ATTACK RANGE

- REAR-ADMIRAL SAUMAREZ

21 - LEVEL NUMBER
5 - MODIFICATION TO ATTACK ROLL
20 - MODIFICATION TO ATTACK DAMAGE
2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
1 - MODIFICATION TO ATTACK RANGE



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- RECONNAISSANCE

42 - LEVEL NUMBER
15 - MODIFICATION TO ATTACK ROLL
30 - MODIFICATION TO ATTACK DAMAGE
1 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
1 - MODIFICATION TO ATTACK RANGE

- SUPERIOR CHARTING

4 - LEVEL NUMBER
0 - MODIFICATION TO ATTACK ROLL
0 - MODIFICATION TO ATTACK DAMAGE
2 - MODIFICATION TO MOVEMENT WITHOUT ATTACK
1 - MODIFICATION TO MOVEMENT WITH ATTACK
0 - MODIFICATION TO ATTACK RANGE

TERRAIN CARDS (5) GREEN BORDER

- CHOPPY WATERS

31 - LEVEL NUMBER
1 - DIMENSIONS
-8 - MODIFICATION TO OPPONENT'S ATTACK ROLL
-10 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
-1 - MODIFICATION TO OPPONENT'S MOVEMENT WITHOUT ATTACK
-1 - MODIFICATION TO OPPONENT'S MOVEMENT WITH ATTACK
-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- ISLAND

8 - LEVEL NUMBER
1 - DIMENSIONS
-5 - MODIFICATION TO OPPONENT'S ATTACK ROLL
-10 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE
X-1 - IMPENETRABLE FOR SHIPS. MODIFICATION TO OPPONENT'S MARINE'S
MOVEMENT WITHOUT ATTACK



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X-1 - IMPENETRABLE FOR SHIPS. MODIFICATION TO OPPONENT'S MARINE'S
MOVEMENT WITH ATTACK

-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE

- FIRE RAFTS

8 - LEVEL NUMBER

1 - DIMENSIONS

- FIRE SHIPS (TITLE MISSING)

13 - LEVEL NUMBER

1 - DIMENSIONS

- ROUGH SEAS

55 - LEVEL NUMBER

1 - DIMENSIONS

-15 - MODIFICATION TO OPPONENT'S ATTACK ROLL

-20 - MODIFICATION TO OPPONENT'S ATTACK DAMAGE

-2 - MODIFICATION TO OPPONENT'S MOVEMENT WITHOUT ATTACK WHILE IN
AREA OR ATTACKING SOMETHING IN AREA

-1 - MODIFICATION TO OPPONENT'S MOVEMENT WITH ATTACK WHILE
ATTACKING SOMETHING IN AREA OR WHILE IN AREA

-1 - MODIFICATION TO OPPONENT'S ATTACK RANGE WHILE ATTACKING
SOMETHING IN AREA OR WHILE IN AREA