



# **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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## **BATTLE FOR THE SEAS BREAKDOWN OF CARDS**

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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## **BATTLE FOR THE SEAS BREAKDOWN OF CARDS**

- 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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## **BATTLE FOR THE SEAS BREAKDOWN OF CARDS**

- **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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## **BATTLE FOR THE SEAS BREAKDOWN OF CARDS**

- 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



# **BUNKY'S ENTERPRISES, INC.**

## **BATTLE FOR THE SEAS** **BREAKDOWN OF CARDS**

- **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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## **BATTLE FOR THE SEAS** **BREAKDOWN OF CARDS**

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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## **BATTLE FOR THE SEAS BREAKDOWN OF CARDS**

- 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