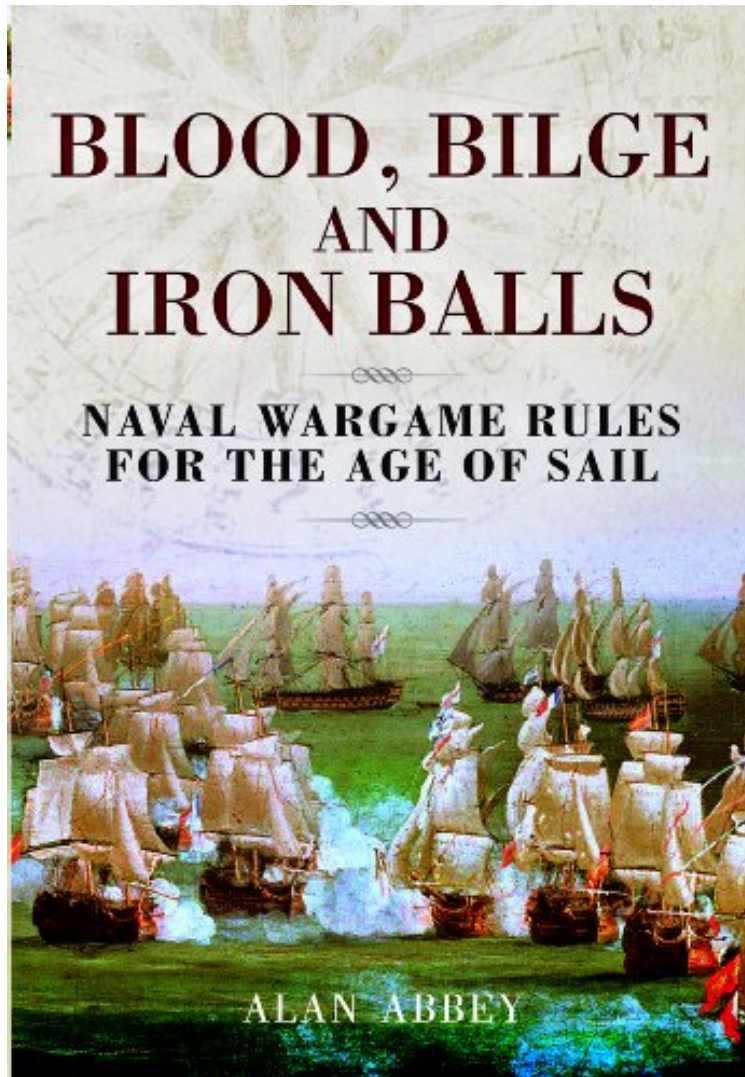


(Ebook free) Blood, Bilge and Iron Balls: A Tabletop Game of Naval Battles in the Age of Sail

Blood, Bilge and Iron Balls: A Tabletop Game of Naval Battles in the Age of Sail

Alan Abbey

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Alan Abbey : Blood, Bilge and Iron Balls: A Tabletop Game of Naval Battles in the Age of Sail before purchasing it in order to gage whether or not it would be worth my time, and all praised Blood, Bilge and Iron Balls: A Tabletop Game of Naval Battles in the Age of Sail:

0 of 0 people found the following review helpful. Good set of Naval wargame rules for the Age of ...By Paras SanghriGood set of Naval wargame rules for the Age of Sail. Very straight foward. Haven't played yet but you will need a good amount of dice if you are going to play big sea battles. Has one scenario Aboubkr Bay. Has stats for

British French and Spanish Navies.

Blood, Bilge and Iron Balls is a set of wargame rules for naval battles in the age of sail. With them you can recreate the triumphs of Nelson or Hawke or tackle pirates on the Spanish Main. The rules themselves are very simple and easy to learn. Each player can easily command a single ship or several, the rules working equally well for a single frigate chasing down a privateer, or a large-scale fleet action with multiple players on each side. The basic rules have been written with the emphasis on providing a fast-playing and fun game, but optional rules are included which will add a greater level of historical realism and detail. A unique card-driven turn sequence prevents the game becoming too predictable. Also included are a selection of scenarios for re-fighting specific historical battles and simple campaign rules. Although intended for use with model ships, the rule book includes sheets of ship counters which can be used to get started. Just add dice, tape measure and pencil and you're ready to play.

About the Author Alan Abbey is an author and a historian.