

Complete Oak & Iron Ship Upgrade List

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Sources

Core: [Oak & Iron Core Rules](#)

Exp: [Expansion Deck Vol.1](#)



Upgrade Card	Cost	Faction	Source	Text
Aggressive Crew	1	Any	Exp	This ship may perform a "Boarding" Crew Action if the target ship has more Fatigue than this ship.
Boarding Defenses	3	Any	Core	If a Close Combat Attack is made against this ship, reduce the total number of Attack dice by half (round down). Discard this card after its effect has been used.
Bold Captain	1	Any	Core	After making an Attack or Skill Test, you may re-roll up to 3 dice. If any of the re-rolled dice fail to score a hit during the Attack or if the Skill test is failed, this ship takes 1 Point of Fatigue
Boarding Party	1	Any	Core	Roll 1 more dice during all Close Combat Attacks.
Brilliant Captain	4	Any	Core	Increase this ship's skill rating by 1 (to a maximum of 3)
Buccaneers	2	English / French / Pirates	Core	When making an Attack at Musket Shot or closer (including Close Combat), re-roll any (Musket) results. If any additional (Musket) results are rolled, the Attacked ship takes 1 Point of Fatigue. May not be taken on Ships of the Line
Buccaneers	2	English / French / Pirates	Exo	MARKSMAN When making an Attack at Musket Shot or closer (including Close Combat), roll an additional dice for each (Musket) result. If any additional (Musket) results are rolled, the Attacked ship takes 1 Point of Fatigue. May not be taken on Ships of the Line
Corsairs	1	Pirates / Spanish	Core	After rolling for a Close Combat Attack, this ship may roll 1 more dice for each (Sword) result. May not be taken on Ships of the Line.
Dismantling Shot	1	Any	Exp	When targeting a ship's rigging within Musket Shot, add an additional dice to the attack.
Dispatch Ship	2	Any	Core	If this ship is within Musket Shot of this Squadron's Flagship, all friendly ships within Musket Shot of this ship are considered to be in formation during the Movement phases. May not be taken on Ships of the Line or a Flagship
Dispatch Ship	2	Any	Exp	If this ship is within Musket Shot of this Squadron's Flagship, all friendly ships within Musket Shot of this ship are considered to be in formation during the Initiative & Movement phases. May not be taken on Ships of the Line or a Flagship
Efficient Loader	1	Any	Core	This ship may remove a reload marker at any time. Discard this card after its effect has been used.
Expert Gunners	3	Any	Core	Each time this ship rolls a Skull result on a Broadside attack, roll an additional Attack dice for each Skull. Apply this effect until there are no Skull results.
Expert Gunners	3	Any	Exp	If this ship rolls two or more skull results when making a Broadside or Partial Fire attack, the target ship takes a point of damage.
Expert Sailing Master	1	Any	Core	This ship may add a (sail) result to any Skill test. Remove this card from the game when used.
Expert Topmen	1	Any	Exp	This ship may take a free "Change Sail Setting" Crew Action at any time. Discard this card after its effect has been used.
Fire Ship	0	Any	Core	This ship may not make Attacks, may not add other upgrades, and has a Fortitude value of 1. If this ship Collides with another ship, roll a Critical Hit test using twice the number of dice equal to this ship's broadside value and then resolve the Collision. After the collision, this ship becomes Out of Action. This ship cannot give Strike Points. May not be taken on Ships of the Line.
Foul	-1	Any	Core	This ship may not increase its Speed Rating beyond its printed values for any reason
Inspiring Captain	4	Any	Core	Remove 2 points of Fatigue when taking a Rally action
Kapers	1	Dutch / Pirates	Core	If this ship takes a Rally Action within Pistol Shot of an opposing ship, it may remove an additional point of Fatigue. May not be taken on Ships of the Line.
Low Morale	-2	Any	Core	When this ship takes a Rally Crew action, it must take a Skill Test. If the Test is passed, this ship removes a point of Fatigue as usual. If failed, the action is wasted
Lucky Captain	1	Any	Core	You may spend a Fortune Point to force your opponent to reroll an Attack made against this ship.
Marines	2	Any	Exp	When checking for Critical Hits, if one or more Musket results are rolled, the target ship takes 1 point of fatigue. This ship adds +1 dice to all Close Combat actions.
Merchants	-1	Any	Exp	Undermanned: This ship rolls 1 less dice for all Skill Tests and Attacks. Closed Quarters: Close Combat attacks made with and against this ship only hit (skull) results. May not be taken on Ships of the Line.
Persistent Captain	2	Any	Core	This ship may remove 1 point of Fatigue each time its Squadron earn 1 or more Strike Points
Poorly Armed	-2	Any	Exp	This ship never treats (cannon) results as hits and cannot cause Critical Hits at Cannon Range.
Skilled Carpenter	1	Any	Core	This ship may remove 1 point of damage at any time. Discard this card after its effect has been used.
Skilled Surgeon	1	Any	Core	This ship may remove 1 point of Fatigue at any time. Discard this card after its effect has been used.
Strict Captain	1	Any	Core	This ship may take 2 points of Fatigue instead of spending a Fortune Point. May be used even when the player has no Fortune Points remaining
Supply Ship	0	Any	Exp	Double Rations: After creating an Initiative hand, add the "Double Rations" Initiative card to your hand. Valuable: If this ship is Captured or Out of Action, the controlling Force gains an additional Strike Point each turn. May not be taken on a Ship of the Line, Frigate or Flagship. 1 ship only, no other upgrades.
Support Ship	1	Any	Core	Fireships always roll half dice (round down) against this ship. The following may only be used on a friendly Out Of Action ship that is within Pistol Shot of this ship and Outside Pistol Shot of any enemy; At the start of the end phase, remove this card and a target ship. Reduce total Strike Points earned by 3 for the rest of the game. May not be taken on Ships of the Line or a Flagship.
Swashbucklers	1	Any	Core	After rolling for a Close Combat Attack, this ship may roll 1 more dice for each (Skull) result.
Troop Transport	1	Any	Exp	Anytime this ship within Pistol Shot of an Island or Landmass and at Minimal Sail or less, It may reduce its sail setting to Anchored and take a free Landing Party Crew Action. Discard this card after its effect has been used. May not be taken on Ships of the Line.
Unseasoned Timbers	-3	Any	Core	If 1 or more (Skull) results are rolled when making an Attack against this ship, this ship takes 1 point of damage in addition to any other damage or effects from the Attack
Untested Crew	-1	Any	Exp	The first time this ship would take a point of Fatigue, roll a dice. If a (Sail) or (Skull) is rolled, it will not take any Fatigue for the rest of the turn. If any other result is rolled, it takes an additional point of Fatigue.
Veteran Crew	2	Any	Exp	If this ship is not Shaken or Crippled, it treats its Fatigue level as one less when making Attacks or Skill tests.
Vice Flag	2	Any	Exp	This ship is considered a Flagship for the purpose of determining Formation. May only be taken by a single ship in a Squadron.