

Ship Sheet

Name:

Group:

Type:

Ship Hit Points (SHP):

Maximum:

Crew*:

Required:

Speed (Sailing):

Maximum:

Speed (Rowing):

Maximum:

Quality:

- Advanced.....+15% Speed & HP
- Excellent.....+10% Speed & HP
- Good.....+5% Speed & HP
- Poor.....-10% Speed & HP
- Awful.....-25% Speed & HP

*A ship acts differently based on its crew:
 100%.....ship acts normally
 76-99%.....-25% speed; -1d6 SHP per day
 51-75%.....-50% speed; -1d6 SHP per day
 26-50%.....-75% speed; -1d6 SHP per day
 0-25%.....drifting; -1d6 SHP per day

Cargo

Total:

Maximum*:

****Use N times 80, where N is the ship's cargo capacity.**

The following count as items:

- Each item and oversized item carried
- Each person on the ship
- Each mount and the EP they are carrying
- Each 1 size category worth of artillery
- The following other ships:

Raft.....	24 items
Canoe.....	40 items
Lifeboat.....	60 items

Items Carried

Items Carried (Cont.)