



ROSTERS

USING THE FLEET ROSTERS

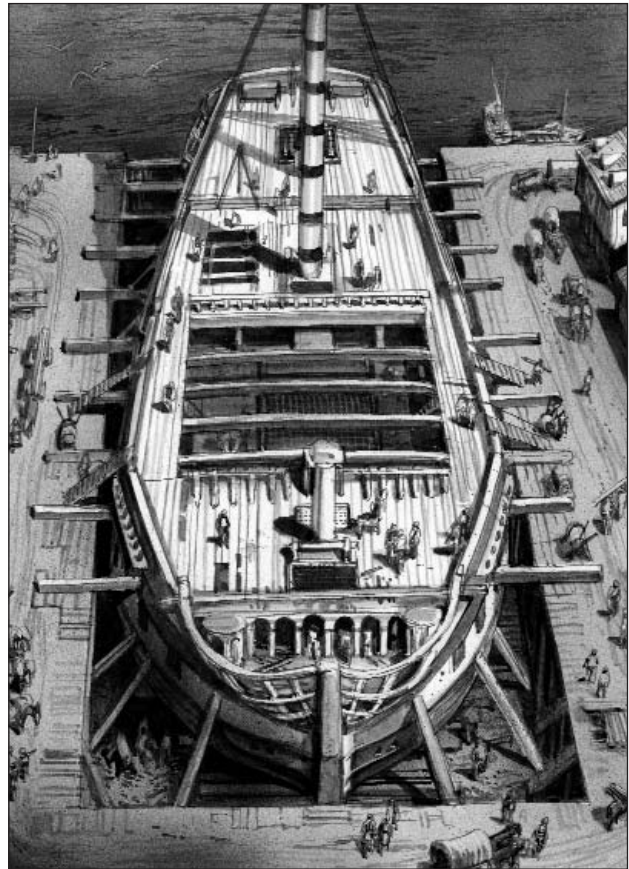
Each vessel has a series of damage trackers (tick boxes), which are used to determine the effects of damage during a game. You'll need to copy out or photocopy a ship roster for each vessel and fortification in your fleet.

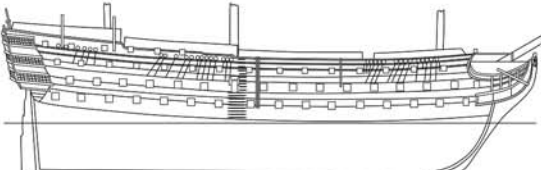
Damage Trackers

There are several locations on each roster. These are usually High, Low, Waterline and Crew. The main rules dictate which location is hit. If a vessel doesn't have a high or waterline location on the roster, then the Low location is automatically used. High locations are usually subdivided into types of mast, and it's important to work out which mast is hit before you start to cross of the damage. Once the location is determined, damage points are crossed off the tick boxes, starting at the top row if applicable, and working left to right. Whenever you reach a shaded box, apply the effects written at the end of the row immediately, then carry on to the next row down if there is one.

Extra Crew

Some vessels have a faded box on their Crew rating tracker. This is because these vessels can take upgrades, or receive Admiralty bonuses, which increase their Crew rating. Only use these faded boxes when you have the relevant upgrade.



1ST RATE SHIP OF THE LINE	Name: _____	
Command Value: _____	Speed: 10	
Nation: _____	Broadside Rating: / /	
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*		Low Locations (Save 4+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose carronades <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose heavy cannons <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
Below Waterline (Save 4+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 Command Value <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decreased
Upgrades: _____		

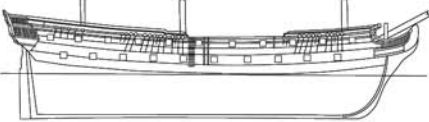
*When all masts are destroyed, ship may not move.

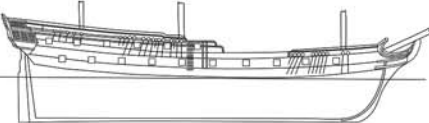


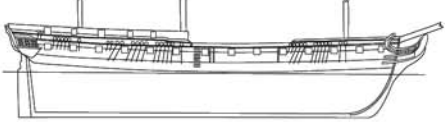
<h2 style="margin: 0;">2ND RATE</h2> <p style="margin: 0;">SHIP OF THE LINE</p>	<p>Name: _____</p>	
<p>Command Value: _____</p>	<p>Speed: 10</p>	
<p>Nation: _____</p>	<p>Broadside Rating: / /</p>	
<p>High Locations (Save 5+)</p> <p>FOREMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed*</p> <p>MAINMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed*</p> <p>MIZZENMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed*</p>		<p>Low Locations (Save 4+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose carronades</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose heavy cannons</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Crippled</p>
<p>Below Waterline (Save 4+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk</p>		<p>Crew</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> -1 Command Value</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Decreased</p>
<p>Upgrades:</p>		
<p><i>*When all masts are destroyed, ship may not move.</i></p>		

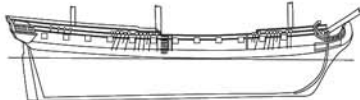
<h2 style="margin: 0;">3RD RATE</h2> <p style="margin: 0;">SHIP OF THE LINE</p>	<p>Name: _____</p>	
<p>Command Value: _____</p>	<p>Speed: 12</p>	
<p>Nation: _____</p>	<p>Broadside Rating: / /</p>	
<p>High Locations (Save 5+)</p> <p>FOREMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed*</p> <p>MAINMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed*</p> <p>MIZZENMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed*</p>		<p>Low Locations (Save 4+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose carronades</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose heavy cannons</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Crippled</p>
<p>Below Waterline (Save 5+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk</p>		<p>Crew</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> -1 Command Value</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Decreased</p>
<p>Upgrades:</p>		
<p><i>*When all masts are destroyed, ship may not move.</i></p>		



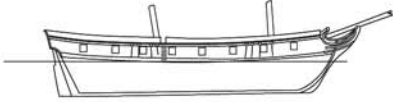
4TH RATE SHIP OF THE LINE	Name: _____	
Command Value: _____	Speed: 12	
Nation: _____	Broadside Rating: / /	
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*		Low Locations (Save 4+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose carronades <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose heavy cannons <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 Command Value <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed
Upgrades:		
<i>*When all masts are destroyed, ship may not move.</i>		


4TH RATE RAZEE FRIGATE	Name: _____	
Command Value: _____	Speed: 14	
Nation: _____	Broadside Rating: / /	
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*		Low Locations (Save 4+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 Command Value <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed
Upgrades:		
<i>*When all masts are destroyed, ship may not move.</i>		

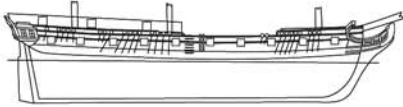
5TH RATE FRIGATE	Name: _____	
Command Value: _____	Speed: 14	
Nation: _____	Broadside Rating: / /	
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*		Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 Command Value <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decreased
Upgrades:		
<i>*When all masts are destroyed, ship may not move.</i>		

6TH RATE FRIGATE	Name: _____	
Command Value: _____	Speed: 14	
Nation: _____	Broadside Rating: / /	
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*		Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		Crew <input type="checkbox"/> <input type="checkbox"/> -1 Command Value <input type="checkbox"/> <input type="checkbox"/> Decreased
Upgrades:		
<i>*When all masts are destroyed, ship may not move.</i>		



SCHOONER	Name: _____
UNRATED	
Command Value: _____	Speed: 18
Nation: _____	Broadside Rating: / /
<hr/>	
High Locations (Save 6+) MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 6cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 6cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
<hr/>	
Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> Decrewed
<hr/>	
Upgrades: _____	<i>*When all masts are destroyed, ship may not move.</i>

CUTTER	Name: _____
UNRATED	
Command Value: _____	Speed: 18
Nation: _____	Broadside Rating: / /
<hr/>	
High Locations (Save 6+) MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ship may not move	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
<hr/>	
Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> Decrewed
<hr/>	
Upgrades: _____	<i>*When all masts are destroyed, ship may not move.</i>

SHIP-SLOOP/CORVETTE	Name: _____
UNRATED	
Command Value: _____	Speed: 16
Nation: _____	Broadside Rating: / /
<hr/>	
High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
<hr/>	
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed
<hr/>	
Upgrades: _____	<i>*When all masts are destroyed, ship may not move.</i>



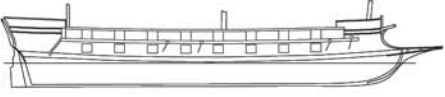
<h2 style="margin: 0;">BRIG</h2> <p>UNRATED</p>	<p>Name: _____</p>	
<p>Command Value: _____</p>	<p>Speed: 14</p>	
<p>Nation: _____</p>	<p>Broadside Rating: / /</p>	
<p>High Locations (Save 6+)</p> <p>MAINMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 5cm Speed*</p> <p>MIZZENMAST: <input type="checkbox"/><input type="checkbox"/> Lose 5cm Speed*</p>		<p>Low Locations (Save 5+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Crippled</p> <p style="text-align: right; font-size: small;">*When all masts are destroyed, ship may not move.</p>
<p>Below Waterline (Save 5+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk</p>		<p>Crew</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Decrewed</p>
<p>Upgrades: _____</p>		<p style="text-align: right; font-size: small;">*When all masts are destroyed, ship may not move.</p>

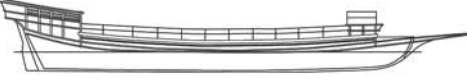
<h2 style="margin: 0;">BARQUE</h2> <p>UNRATED</p>	<p>Name: _____</p>	
<p>Command Value: _____</p>	<p>Speed: 16</p>	
<p>Nation: _____</p>	<p>Broadside Rating: / /</p>	
<p>High Locations (Save 6+)</p> <p>FOREMAST: <input type="checkbox"/><input type="checkbox"/> Lose 4cm Speed*</p> <p>MAINMAST: <input type="checkbox"/><input type="checkbox"/> Lose 4cm Speed*</p> <p>MIZZENMAST: <input type="checkbox"/><input type="checkbox"/> Lose 4cm Speed*</p>		<p>Low Locations (Save 5+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Crippled</p> <p style="text-align: right; font-size: small;">*When all masts are destroyed, ship may not move.</p>
<p>Below Waterline (Save 6+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk</p>		<p>Crew</p> <p><input type="checkbox"/><input type="checkbox"/> Decrewed</p>

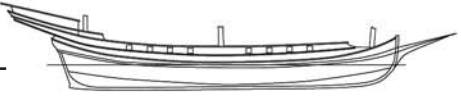
<h2 style="margin: 0;">LUGGER/CHASSE-MAREE</h2> <p>UNRATED</p>	<p>Name: _____</p>	
<p>Command Value: _____</p>	<p>Speed: 16</p>	
<p>Nation: _____</p>	<p>Broadside Rating: / /</p>	
<p>High Locations (Save 6+)</p> <p>FOREMAST: <input type="checkbox"/><input type="checkbox"/> Lose 4cm Speed*</p> <p>MAINMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 4cm Speed*</p> <p>MIZZENMAST: <input type="checkbox"/> Lose 4cm Speed*</p>		<p>Low Locations (Save 5+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Crippled</p> <p style="text-align: right; font-size: small;">*When all masts are destroyed, ship may not move.</p>
<p>Below Waterline (Save 6+)</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk</p>		<p>Crew</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Decrewed</p>



ROSTERS

<h2>PRAM</h2> <p>UNRATED</p>	Name: _____			
Command Value: _____	Speed: 14			
Nation: _____	Broadside Rating: / /			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* </td> <td style="width: 50%; vertical-align: top;"> Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled </td> </tr> </table>		High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled	<i>*When all masts are destroyed, ship may not move.</i>
High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk </td> <td style="width: 50%; vertical-align: top;"> Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed </td> </tr> </table>		Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed	
Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed			

<h2>GALLEY</h2> <p>UNRATED</p>	Name: _____			
Command Value: _____	Speed: 12/8			
Nation: _____	Broadside Rating: / /			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> Lose 3cm Speed* </td> <td style="width: 50%; vertical-align: top;"> Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled </td> </tr> </table>		High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled	<i>*When all masts are destroyed, ship may not move.</i>
High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk </td> <td style="width: 50%; vertical-align: top;"> Crew <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed </td> </tr> </table>		Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed	
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed			

<h2>XEBEC/CHEBECK</h2> <p>UNRATED</p>	Name: _____			
Command Value: _____	Speed: 16/6			
Nation: _____	Broadside Rating: / /			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MIZZENMAST: <input type="checkbox"/> Lose 4cm Speed* </td> <td style="width: 50%; vertical-align: top;"> Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled </td> </tr> </table>		High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MIZZENMAST: <input type="checkbox"/> Lose 4cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled	<i>*When all masts are destroyed, ship may not move.</i>
High Locations (Save 6+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MIZZENMAST: <input type="checkbox"/> Lose 4cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk </td> <td style="width: 50%; vertical-align: top;"> Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed </td> </tr> </table>		Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed	
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed			

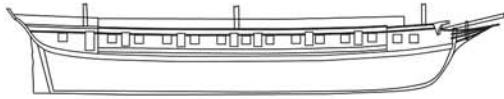


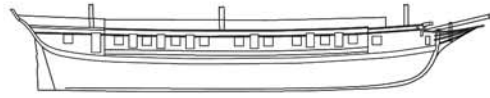
KAIK	Name:		
UNRATED			
Command Value:	Speed: 12/6		
Nation:	Broadside Rating: / /		
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> High Locations (Save 6+) MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed* </td> <td style="width: 50%;"> Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> Crippled </td> </tr> </table>		High Locations (Save 6+) MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> Crippled
High Locations (Save 6+) MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> Crippled		
<i>*When all masts are destroyed, ship may not move.</i>			
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> Sunk </td> <td style="width: 50%;"> Crew <input type="checkbox"/> <input type="checkbox"/> Decrewed </td> </tr> </table>		Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> Decrewed
Below Waterline (Save 6+) <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> Decrewed		

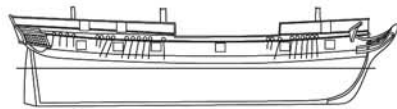
HEMMEMA	Name:		
FRIGATE			
Command Value:	Speed: 12/8		
Nation:	Broadside Rating: / /		
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* </td> <td style="width: 50%;"> Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled </td> </tr> </table>		High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled		
<i>*When all masts are destroyed, ship may not move.</i>			
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk </td> <td style="width: 50%;"> Crew <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed </td> </tr> </table>		Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed		

OARED FRIGATE	Name:		
FRIGATE			
Command Value:	Speed: 14/8		
Nation:	Broadside Rating: / /		
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* </td> <td style="width: 50%;"> Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled </td> </tr> </table>		High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 4cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled		
<i>*When all masts are destroyed, ship may not move.</i>			
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk </td> <td style="width: 50%;"> Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed </td> </tr> </table>		Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement <input type="checkbox"/> <input type="checkbox"/> Decrewed		



SECRET BOAT		Name: _____	
UNRATED			
Command Value: _____	Speed: 12/8		
Nation: _____	Broadside Rating: / /		
High Locations (Save 6+)		Low Locations (Save 5+)	
FOREMAST: <input type="checkbox"/> <input type="checkbox"/>	Lose 3cm Speed*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Halve Broadside rating
MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lose 3cm Speed*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Crippled
MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/>	Lose 3cm Speed*	<i>*When all masts are destroyed, ship may not move.</i>	
Below Waterline (Save 5+)		Crew	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		<input type="checkbox"/> <input type="checkbox"/> -2cm to oared movement	
		<input type="checkbox"/> <input type="checkbox"/> Decrewed	

UDEMA		Name: _____	
UNRATED			
Command Value: _____	Speed: 12/6		
Nation: _____	Broadside Rating: / /		
High Locations (Save 6+)		Low Locations (Save 5+)	
FOREMAST: <input type="checkbox"/> <input type="checkbox"/>	Lose 3cm Speed*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Halve Broadside rating
MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lose 3cm Speed*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Crippled
MIZZENMAST: <input type="checkbox"/>	Lose 3cm Speed*	<i>*When all masts are destroyed, ship may not move.</i>	
Below Waterline (Save 5+)		Crew	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed	

BOMB VESSEL		Name: _____	
UNRATED			
Command Value: _____	Speed: 12		
Nation: _____	Broadside Rating: / /		
High Locations (Save 6+)		Low Locations (Save 5+)	
MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lose 5cm Speed*	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Crippled
MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/>	Lose 5cm Speed*	<i>*When all masts are destroyed, ship may not move.</i>	
Below Waterline (Save 6+)		Crew	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		<input type="checkbox"/> <input type="checkbox"/> Decrewed	



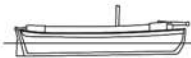
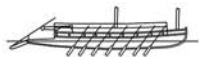
<h2 style="margin: 0;">LARGE MERCHANT</h2> <p style="margin: 0;">SHIP OF THE LINE</p>	Name:					
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%; border-right: 1px solid black;">Command Value:</td> <td>Speed: 10</td> </tr> <tr> <td style="border-right: 1px solid black;">Nation:</td> <td>Broadside Rating: / /</td> </tr> </table>	Command Value:	Speed: 10	Nation:	Broadside Rating: / /		
Command Value:	Speed: 10					
Nation:	Broadside Rating: / /					
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> High Locations (Save 5+) FOREMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed* </td> <td style="width: 50%;"> Low Locations (Save 4+) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose heavy cannon <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose remaining cannon <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Crippled </td> </tr> <tr> <td style="border-right: 1px solid black;"> Below Waterline (Save 5+) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk </td> <td> Crew <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> -1 Command Value <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Decrewed </td> </tr> </table>	High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 4+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose heavy cannon <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose remaining cannon <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled	Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 Command Value <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed		
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 4+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose heavy cannon <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose remaining cannon <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled					
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 Command Value <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed					
Upgrades:		*When all masts are destroyed, ship may not move.				


<h2 style="margin: 0;">MERCHANT</h2> <p style="margin: 0;">FRIGATE</p>	Name:					
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%; border-right: 1px solid black;">Command Value:</td> <td>Speed: 12</td> </tr> <tr> <td style="border-right: 1px solid black;">Nation:</td> <td>Broadside Rating: / /</td> </tr> </table>	Command Value:	Speed: 12	Nation:	Broadside Rating: / /		
Command Value:	Speed: 12					
Nation:	Broadside Rating: / /					
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> High Locations (Save 5+) FOREMAST: <input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/><input type="checkbox"/> Lose 3cm Speed* </td> <td style="width: 50%;"> Low Locations (Save 5+) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Halve Broadside rating <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Crippled </td> </tr> <tr> <td style="border-right: 1px solid black;"> Below Waterline (Save 5+) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk </td> <td> Crew <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Decrewed </td> </tr> </table>	High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled	Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed		
High Locations (Save 5+) FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MAINMAST: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed* MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 3cm Speed*	Low Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halve Broadside rating <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled					
Below Waterline (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed					
Upgrades:		*When all masts are destroyed, ship may not move.				

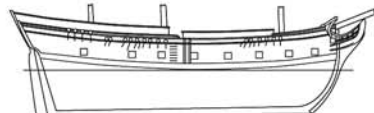
<h2 style="margin: 0;">FLOATING BATTERY</h2> <p style="margin: 0;">FORTIFICATION</p>	Name:					
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%; border-right: 1px solid black;">Command Value:</td> <td>Speed: -</td> </tr> <tr> <td style="border-right: 1px solid black;">Nation:</td> <td>Broadside Rating: / /</td> </tr> </table>	Command Value:	Speed: -	Nation:	Broadside Rating: / /		
Command Value:	Speed: -					
Nation:	Broadside Rating: / /					
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; border-right: 1px solid black;"> Damage Locations (Save 5+) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Lose heavy cannons <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Sunk </td> <td style="width: 50%;"> Crew <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Decrewed </td> </tr> </table>	Damage Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose heavy cannons <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed				
Damage Locations (Save 5+) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lose heavy cannons <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk	Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decrewed					



ROSTERS

GUNBOAT/GUN-YAWL/KANNONJOLLE		Name: _____	
UNRATED			
Command Value: _____	Speed: 12/6		
Nation: _____	Broadside Rating: / /		
High Locations (Save 6+)		Low Locations (Save 6+)	
MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed*		<input type="checkbox"/> <input type="checkbox"/> Crippled	
MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed*		<i>*When all masts are destroyed, ship may not move.</i>	
Below Waterline (Save 6+)		Crew	
<input type="checkbox"/> Sunk		<input type="checkbox"/> Decrewed	

GUNBRIG		Name: _____	
UNRATED			
Command Value: _____	Speed: 12		
Nation: _____	Broadside Rating: / /		
High Locations (Save 6+)		Low Locations (Save 6+)	
MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed*		<input type="checkbox"/> <input type="checkbox"/> Crippled	
MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 5cm Speed*		<i>*When all masts are destroyed, ship may not move.</i>	
Below Waterline (Save 6+)		Crew	
<input type="checkbox"/> Sunk		<input type="checkbox"/> <input type="checkbox"/> Decrewed	

FIRESHIP		Name: _____	
UNRATED			
Command Value: _____	Speed: 12		
Nation: _____	Broadside Rating: / /		
High Locations (Save 6+)		Low Locations (Save 5+)	
FOREMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 2cm Speed*		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crippled	
MAINMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 2cm Speed*		<i>*When all masts are destroyed, ship may not move.</i>	
MIZZENMAST: <input type="checkbox"/> <input type="checkbox"/> Lose 2cm Speed*			
Below Waterline (Save 5+)		Crew	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sunk		<input type="checkbox"/> <input type="checkbox"/> Decrewed	

