

**SALTMARSH SHIP
BATTLE MAPS
AND SHEET**



SHIP NAME:**SHIP TYPE:****STR:****DEX:****CON:****SHIP SPEED****CREW MEMBERS****QUALITY MODIFIER****ACTION AMOUNT**

MAX:

CURRENT:

CAPTAIN:**FIRST MATE:****BOSUN:****QUARTERMASTER:****SURGEON:****COOK:****HULL:****HELM:****OARS:****SAILS:****BALLISTA:****BALLISTA:****MANGONELS: MANGONELS:****RAM:****BALLISTA:****MANGONEL:**

RANGED WEAPON: 120/480FT
ONE TARGET. +6 TO HIT
3010 PIERCING DAMAGE.
SPECIAL BONUSES:

RANGED WEAPON: 200/800FT
ONE TARGET WITHIN 60FT.
+5 TO HIT 5010 PIERCING DAMAGE.
SPECIAL BONUSES:

HULL UPGRADE:**MOVEMENT UPGRADE:****WEAPON UPGRADE:****CARGO CAPACITY:****TRAVEL PACE:****CREATURE CAPACITY:****SHIP CARGO:****NOTW WORTHY CREW MEMBERS:**

ITEM:	WEIGHT:

SHIP NAME:

SHIP TYPE:

STR:

DEX:

CON:

SHIP SPEED

CREW MEMBERS

QUALITY MODIFIER

ACTION AMOUNT

MAX: CURRENT:

CAPTAIN:

FIRST MATE:

BOSUN:

QUARTERMASTER:

SURGEON:

COOK:

HULL:

HELM:

OARS:

SAILS:

BALLISTA:

BALLISTA:

MANGONELS: MANGONELS:

RAM:

BALLISTA:

MANGONEL:

RANGED WEAPON: 120/480FT
ONE TARGET. +6 TO HIT
3D10 PIERCING DAMAGE.
SPECIAL BONUSES:

RANGED WEAPON: 200/800FT
ONE TARGET WITHIN 60FT.
+5 TO HIT 5D10 PIERCING DAMAGE.
SPECIAL BONUSES:

HULL UPGRADE:

MOVEMENT UPGRADE:

WEAPON UPGRADE:

CARGO CAPACITY:

TRAVEL PACE:

CREATURE CAPACITY:

SHIP CARGO:

ITEM:	WEIGHT:

NOTW WORTHY CREW MEMBERS:

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CAPTAIN:

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SAILS:

BALLISTA:

BALLISTA:

MANGONELS:

MANGONELS:

RAM:

BALLISTA:

RANGED WEAPON: 120/480FT

ONE TARGET. +6 TO HIT

3D10 PIERCING DAMAGE.

SPECIAL BONUSES:

MANGONEL:

RANGED WEAPON: 200/800FT

ONE TARGET WITHIN 60FT.

+5 TO HIT 5D10 PIERCING DAMAGE.

SPECIAL BONUSES:

HULL UPGRADE:

MOVEMENT UPGRADE:

WEAPON UPGRADE:

CARGO CAPACITY:

TRAVEL PACE:

CREATURE CAPACITY:

SHIP CARGO:

ITEM:	WEIGHT:

NOTW WORTHY CREW MEMBERS:

SHIP NAME:

SHIP TYPE:



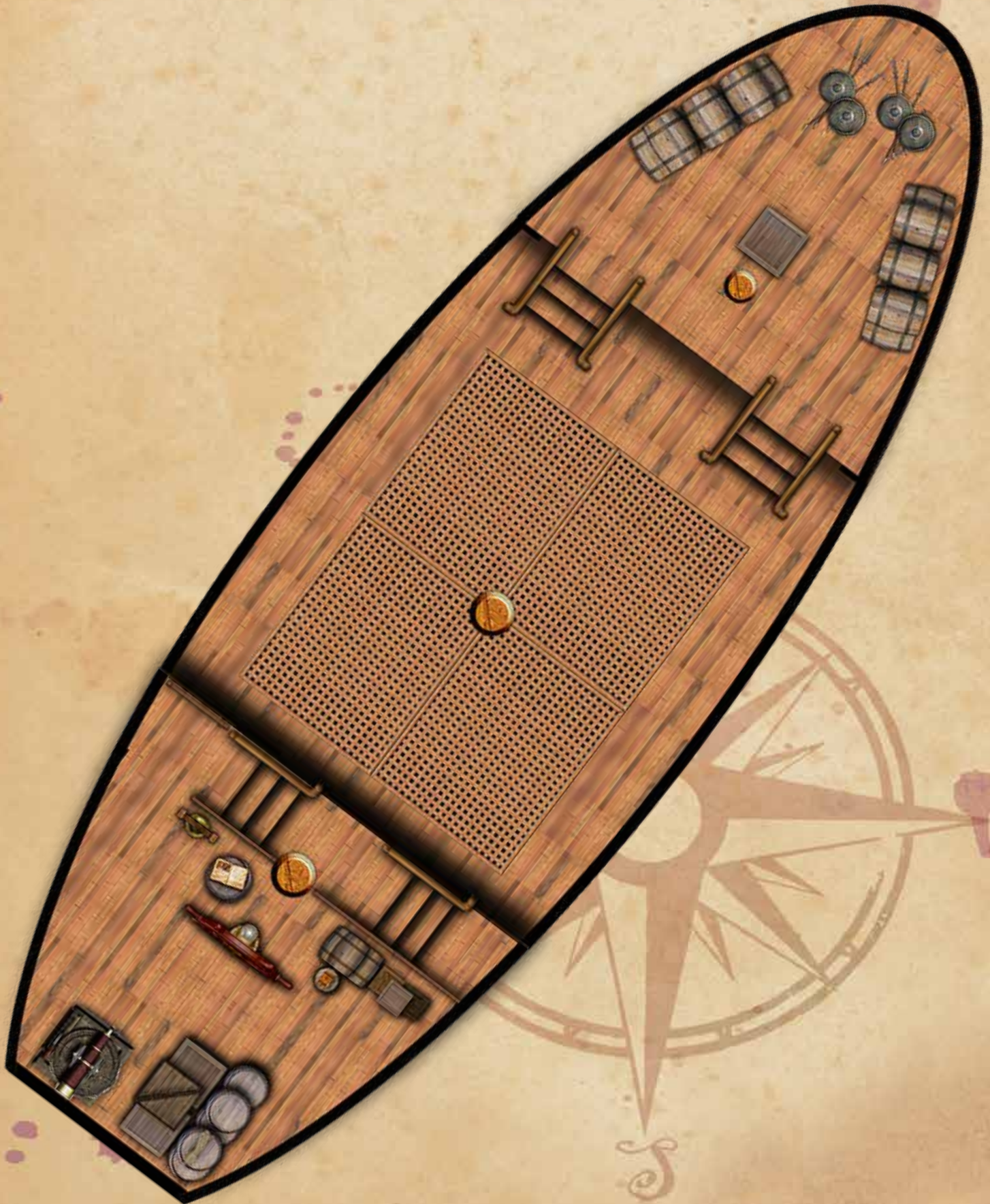
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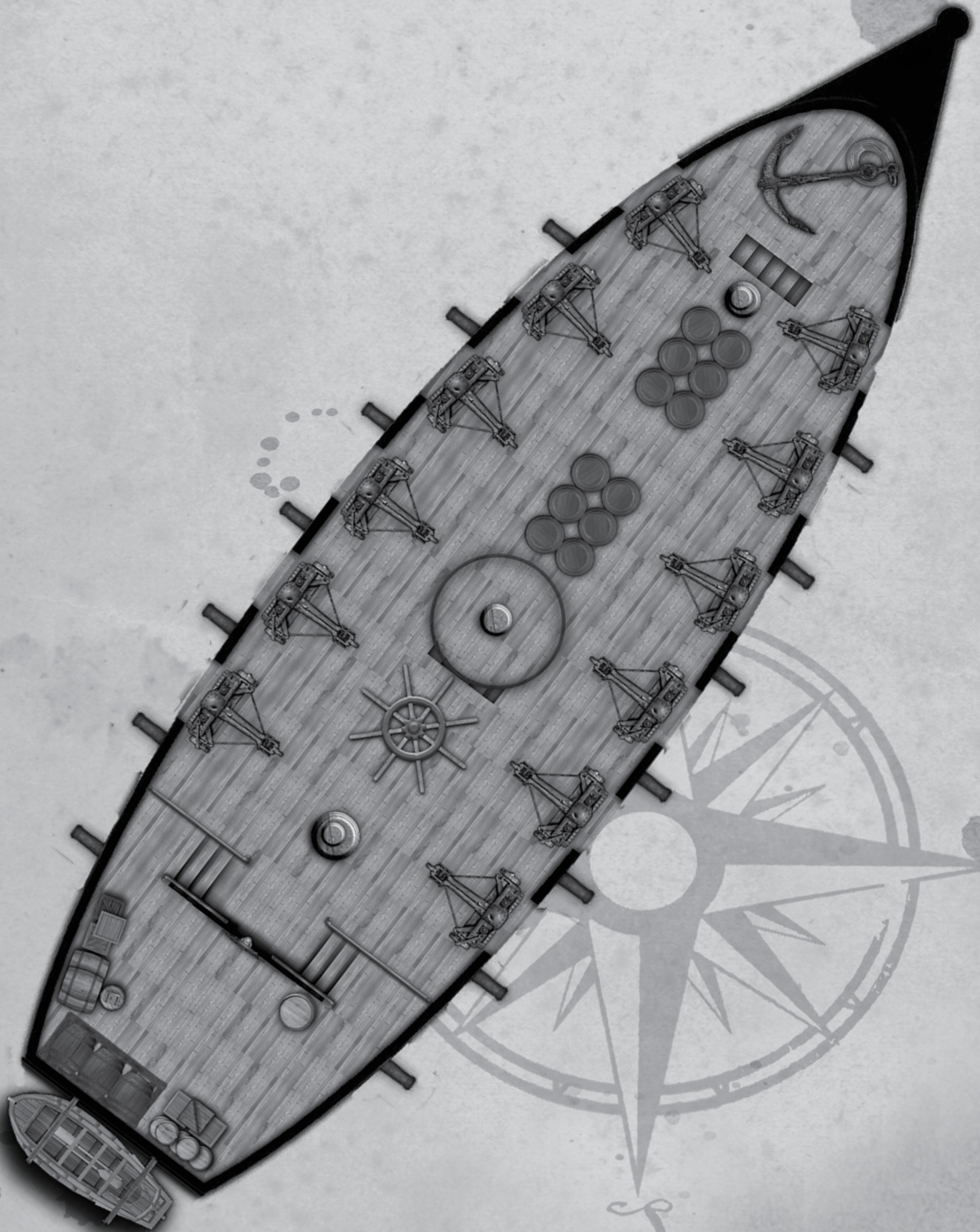
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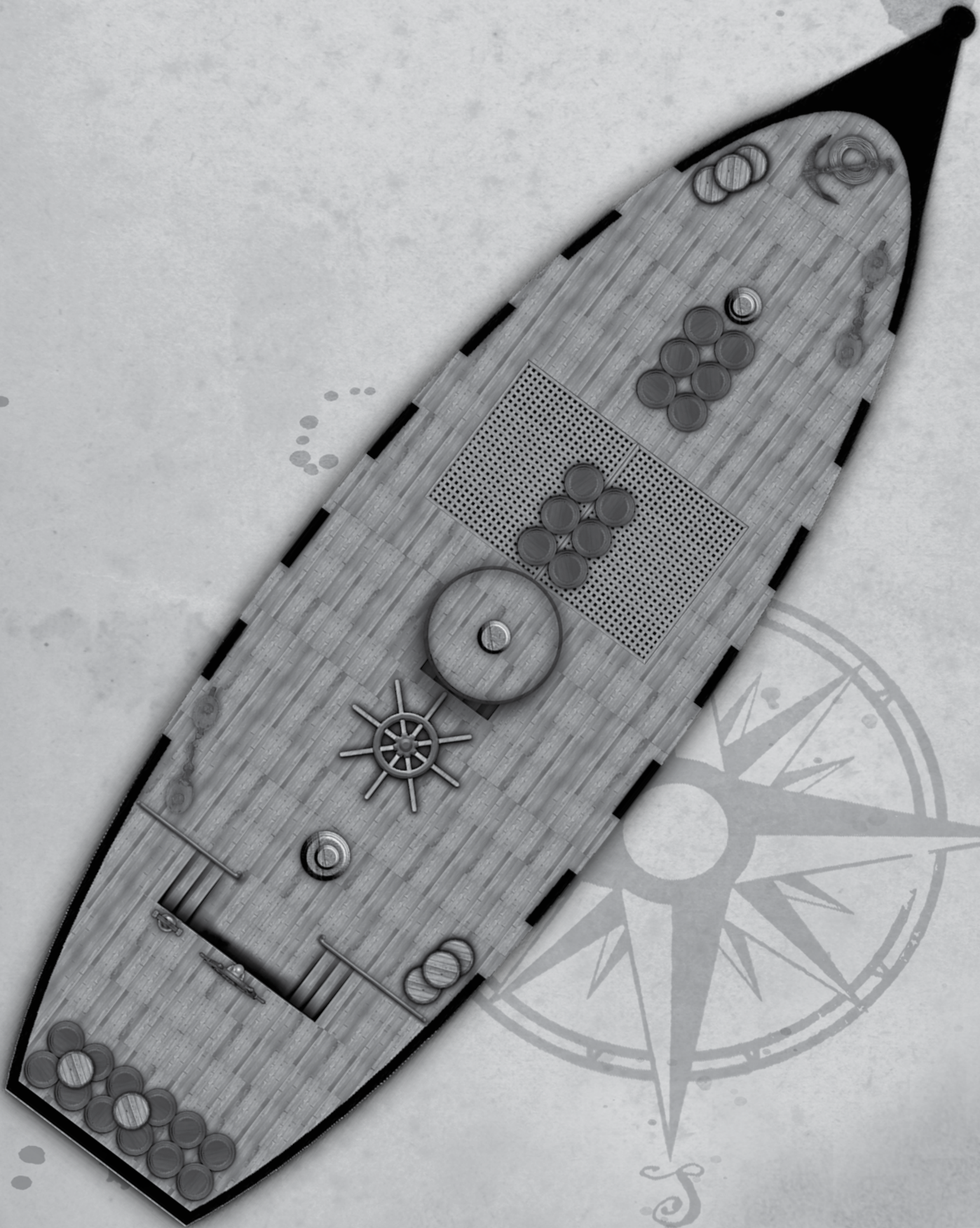
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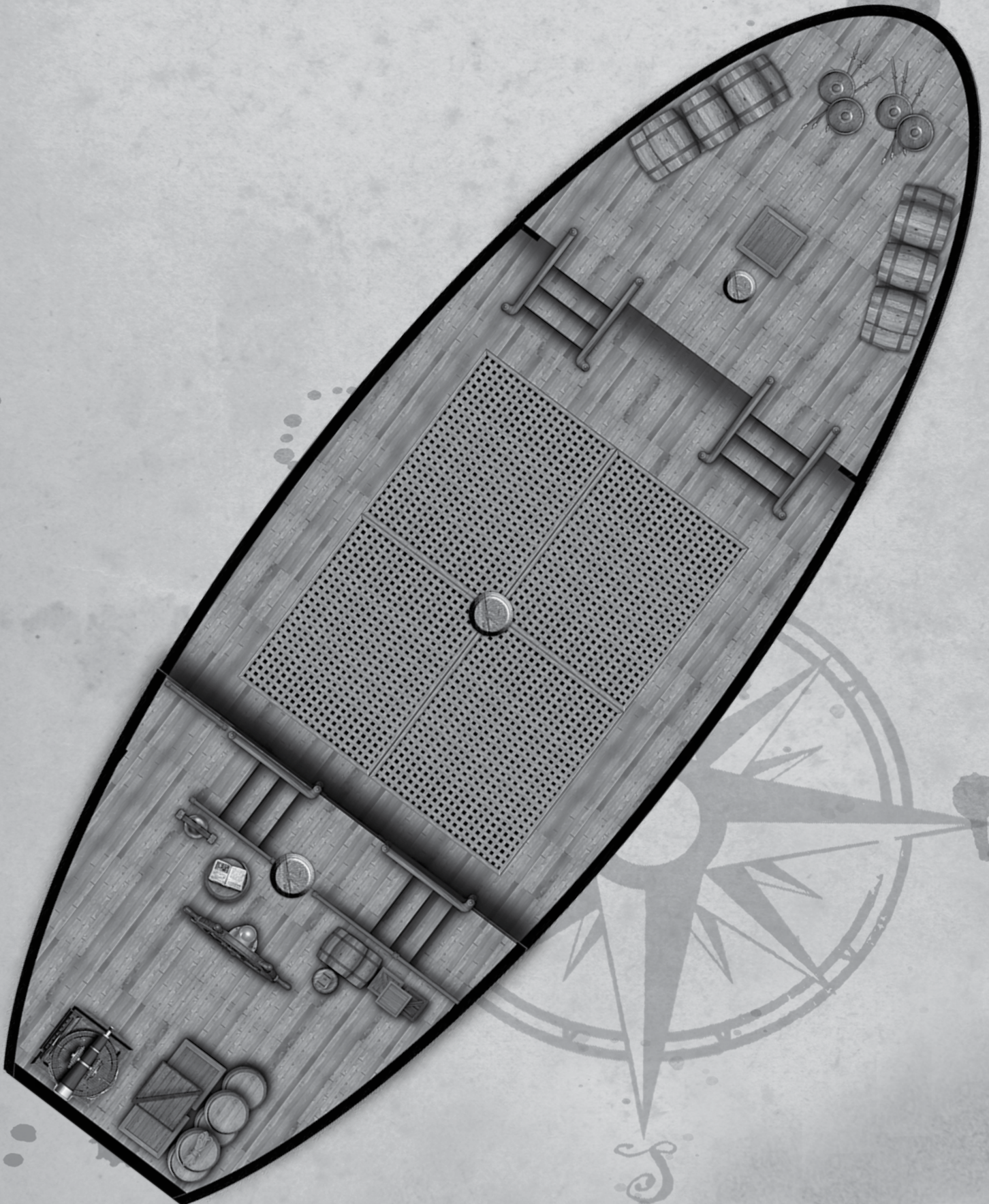
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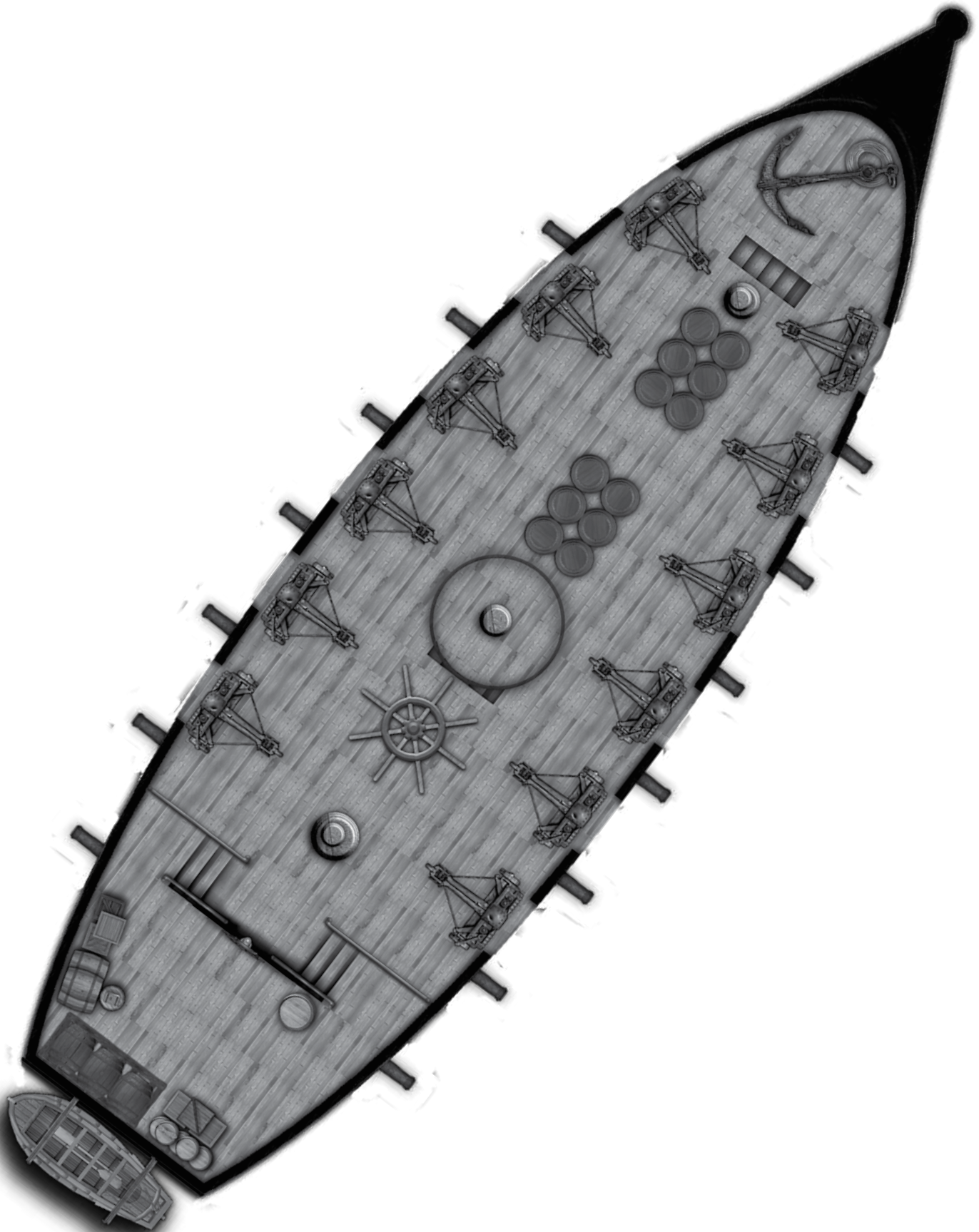
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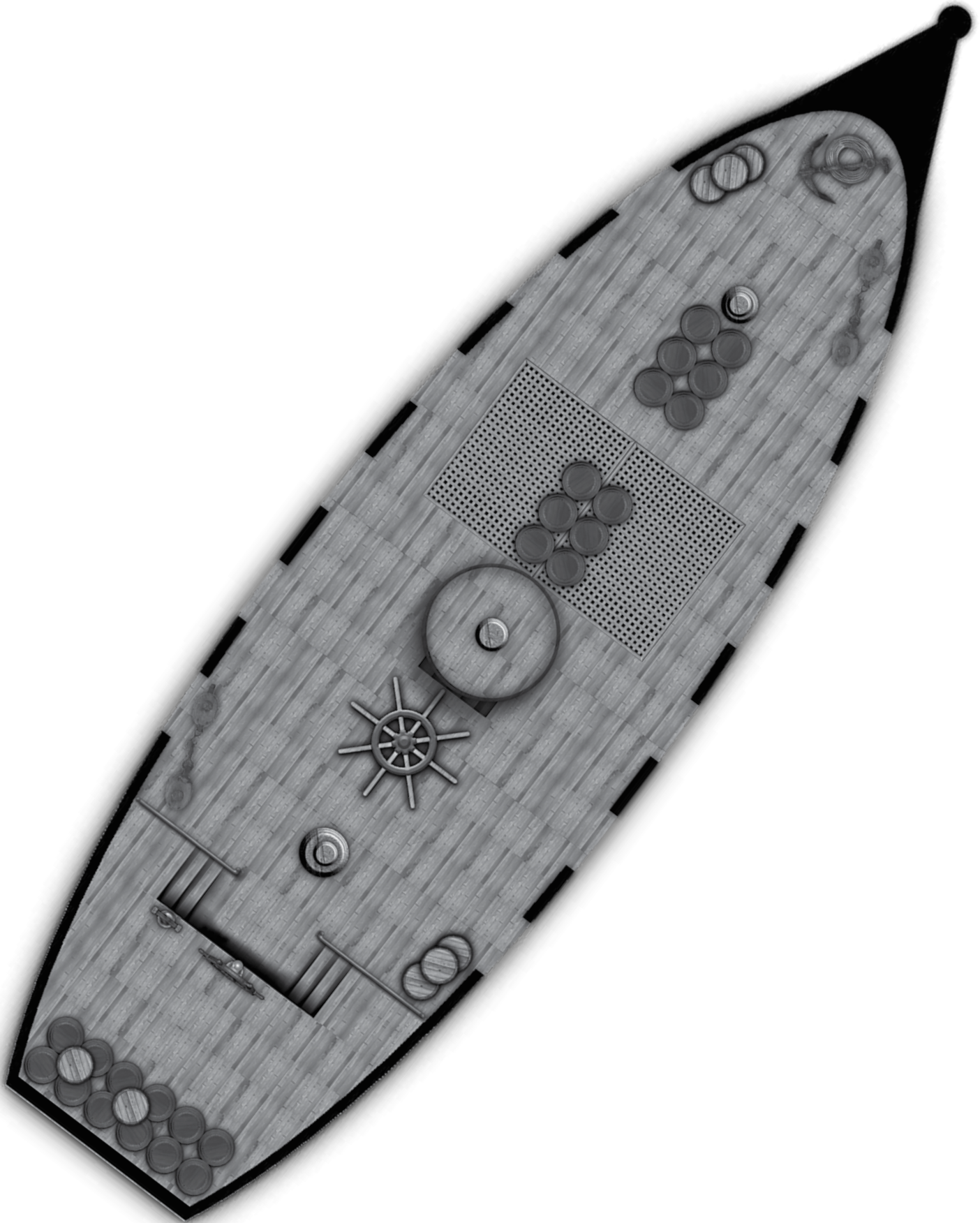
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