



**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:

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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:

NOTW WORTHY CREW MEMBERS:

ITEM:	WEIGHT:
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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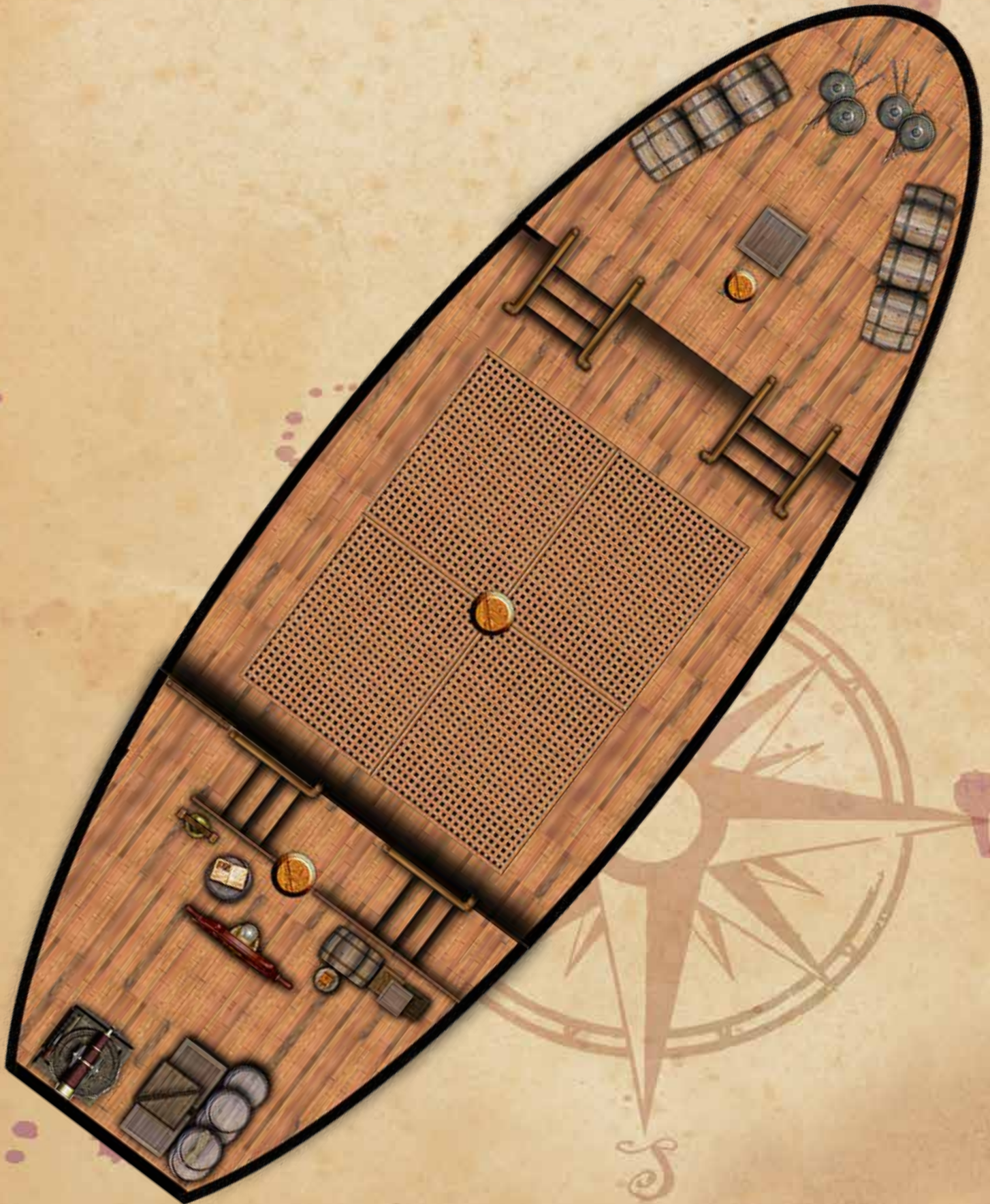
SHIP NAME:

SHIP TYPE:



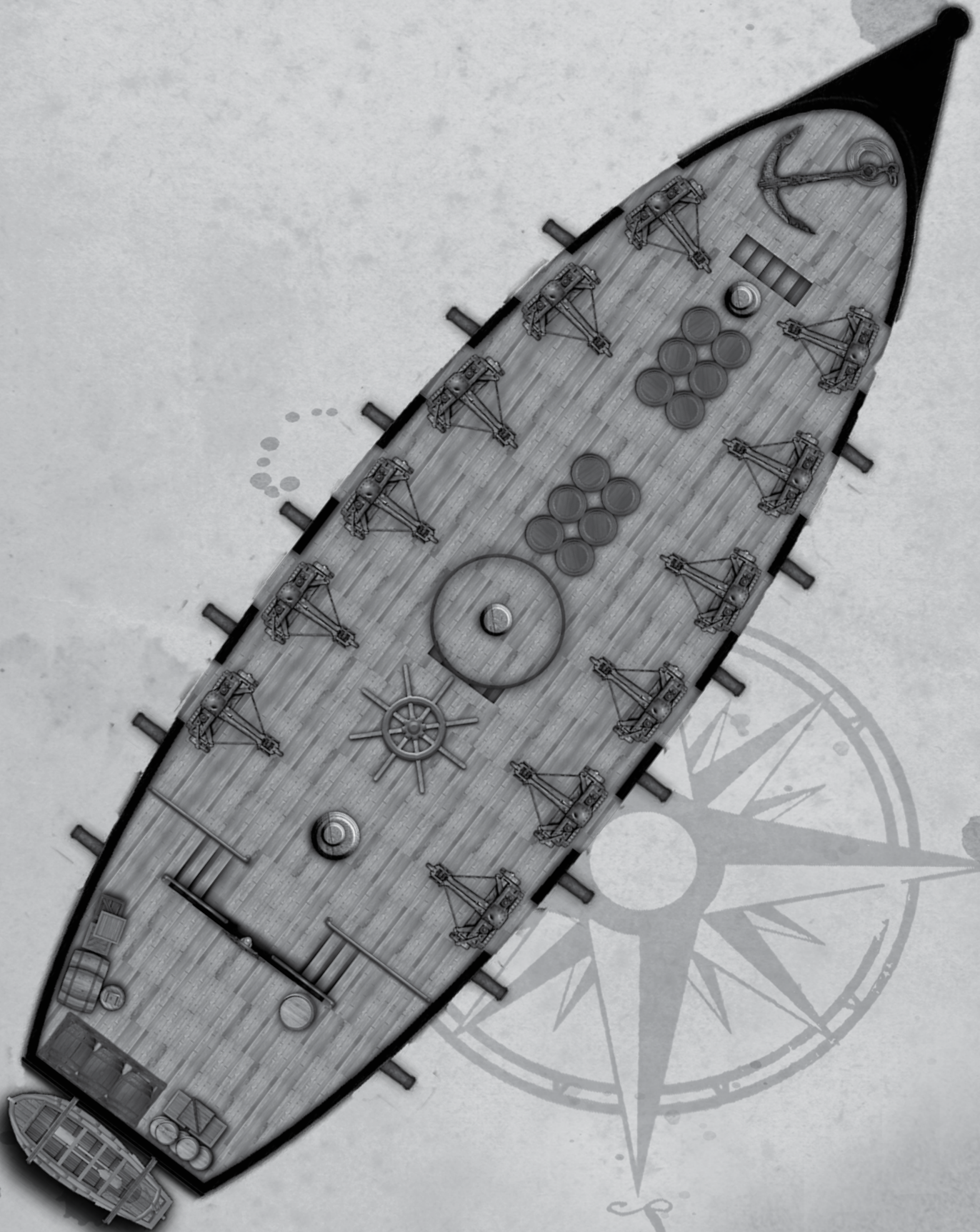
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SHIP TYPE:



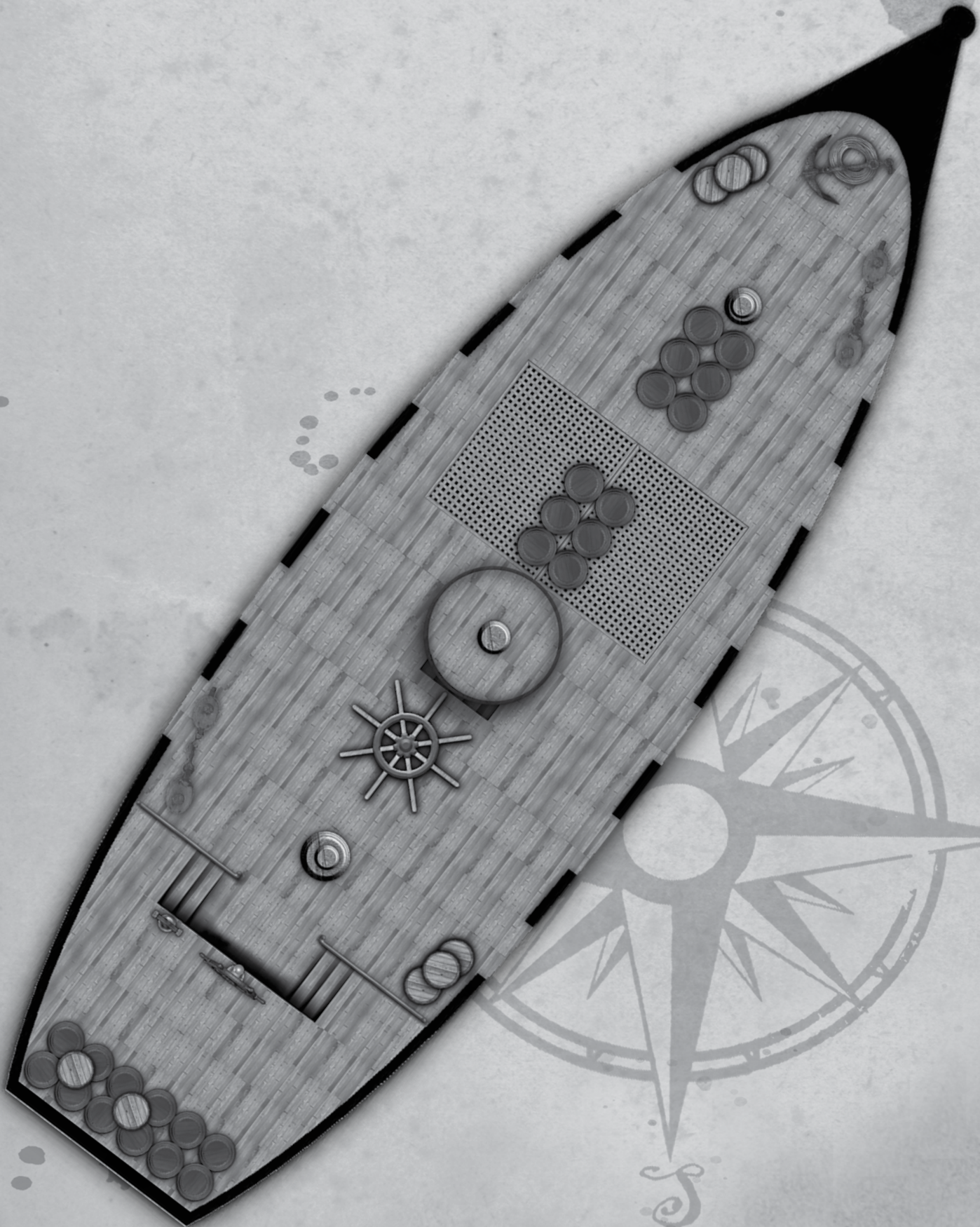
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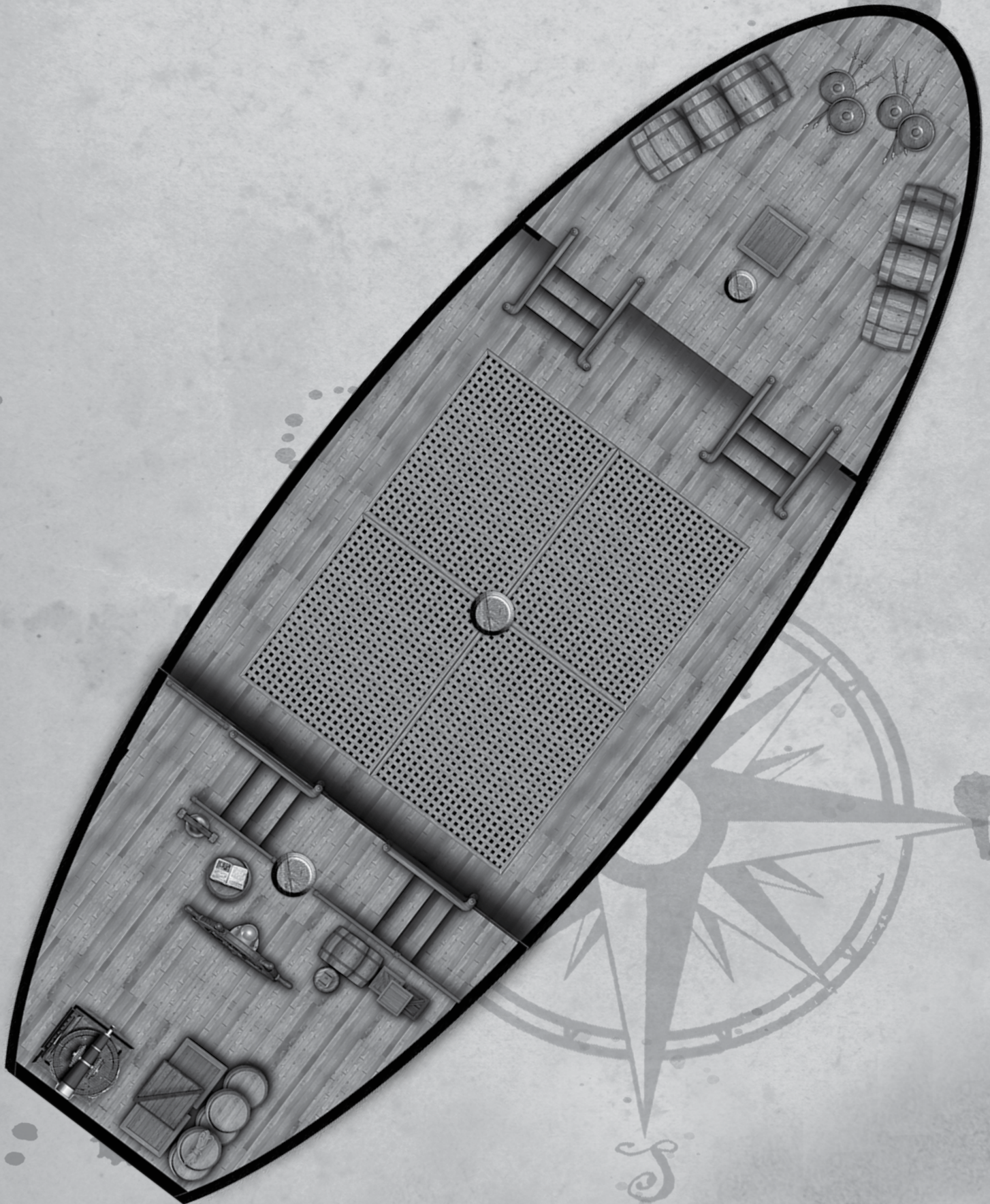
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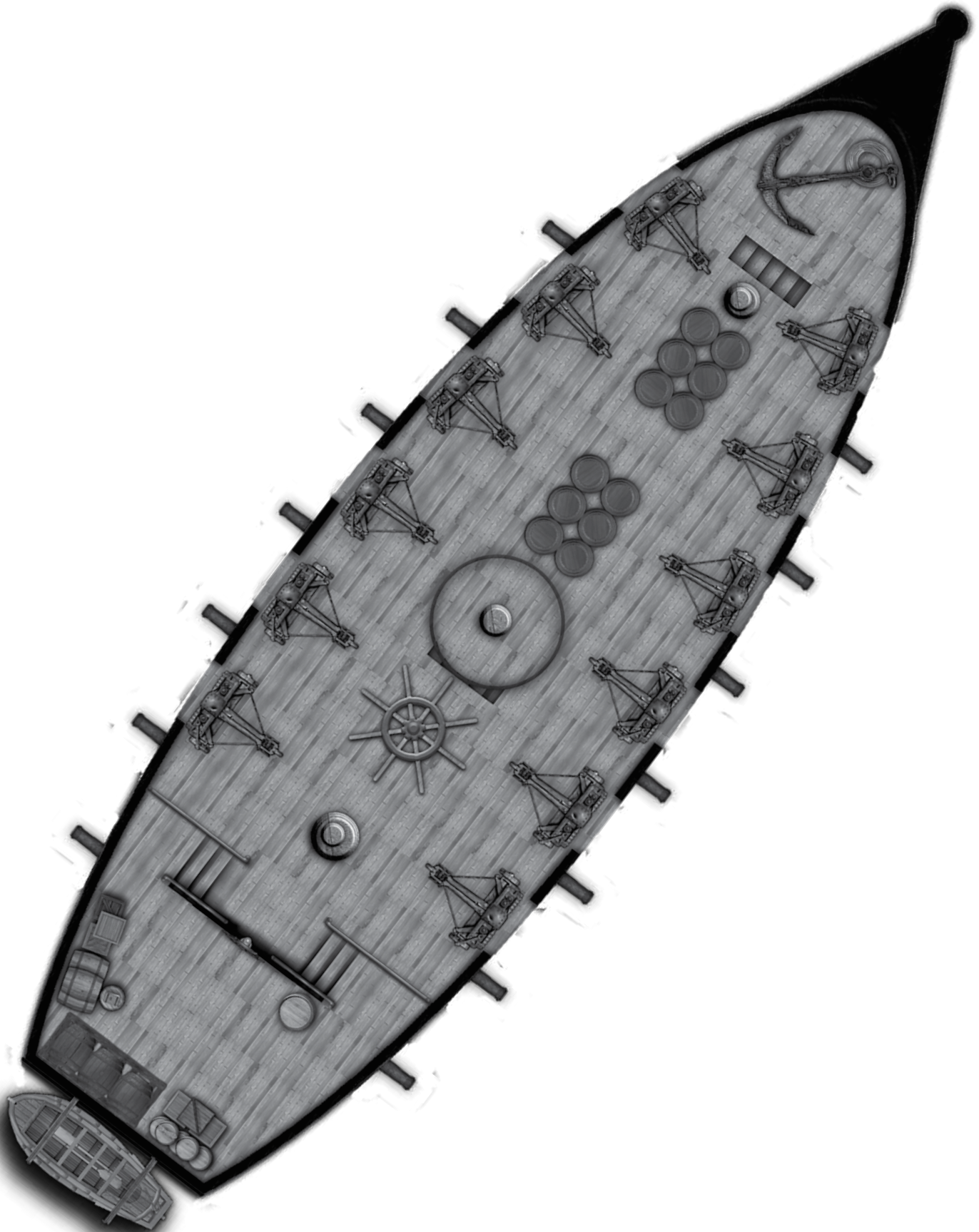
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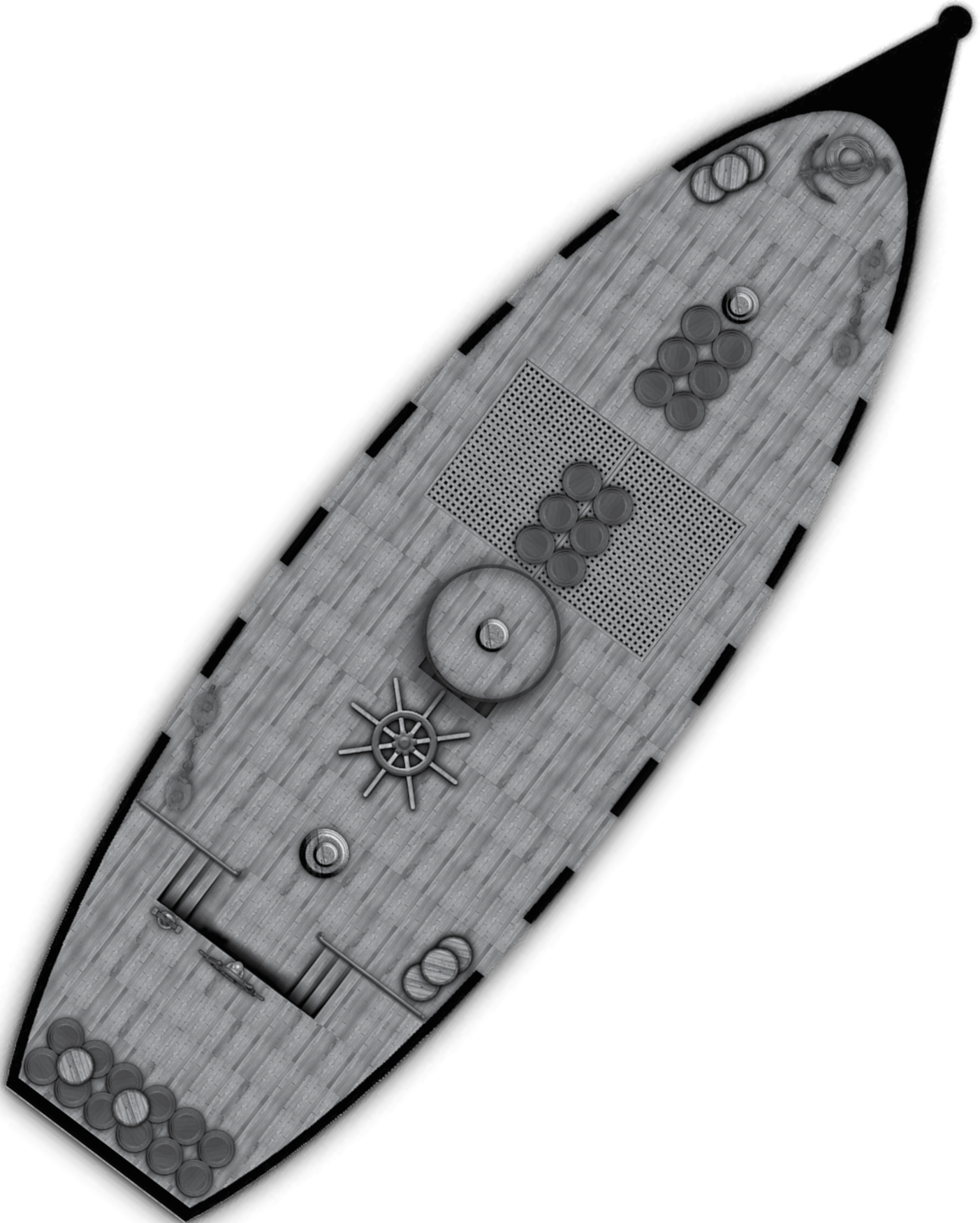
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