

[The Cut of her Jib - common vessels of the Middle Ages and Renaissance](#) (Player-friendly version)

Type of ship	Size of vessel	Masts	Average speed	Full speed	Seaworthiness	Manoeuvrability	Remarks
Rowboat, wherry	Tiny boat	0	Slow/-	Swift / -	Feeble	Nimble	Ferry on rivers, lakes & ports
Gig, dinghy	Tiny boat	0	Lumbers/-	Swift / -	Frail	Nimble	Ferry, sounding & boarding
Longboat	Tiny boat	0-1	Lumbers/Slow	Swift / Rapid	Modest	Nimble	Ferry, conveying & lifeboat
River barge	Small boat	0	Slow/-	Swift / -	Feeble	Clumsy	12-18' long, often horse-drawn
River boat	Fair boat	1	Lumbers	Swift	Feeble	Ponderous	24' long, can carry 30 passengers
Faering	Tiny boat	1	Lumbers/Swift	Rapid / Wickedly	Modest	Nimble	Small fishing boat with 4 oars
Karve	Small boat	1	Slow/Brisk	Swift / Extremely	Modest	Agile	Medium fisher/small trader 16 oars
Byrding	Small boat	1	Very Slow/Brisk	Sluggish/Very Fast	Modest	Lively	Coastal fisher/trader with 4-14 oars
Knarr	Fair boat	1	Crawls/Swift	V Slow/Lightning	Sturdy	Moderate	Medium trader with 4 oars
Snekke (Snekkja)	Small boat	1	Lumbers/Rapid	Fleet/Wickedly	Modest	Agile	Small warship with 13 oars
Drakkar (Skeid)	Fair boat	1	Slow/Fleet	Fair/Incredibly	Modest	Lively	Great warship with 60 oars
Dogger	Small boat	1-2	Slow	Swift	Stable	Moderate	Medium fisher or small warship
Pinnace	Fair boat	2	Brisk	Fast	Modest	Nimble	Trader or boarder with 4-8 guns
Herring Buss	Small ship	2-3	Very slow	Fair	Sturdy	Clumsy	Bulgy trawler, cheap to crew & run
Sloop, elven*	Large boat	1-2	Rapid	Lighting	Sturdy	Nimble	Only a few (4-8) light (3-/4-) guns
Cog (Kogge), Nef	Small ship	1-2	Sluggish	Quick	Frail	Ponderous	Fore, top & stern castle give viz
Carrack, Nao	Great ship	2-3	Fair	Fast	Modest	Clumsy	Bailinger: 120t scout & raider (oared)
Caravel	Middling ship	2-3	Brisk	Fleet	Sturdy	Agile	Cheap & stout but small cargo
Razee galleon	Middling ship	3	Brisk	Fleet	Sturdy	Clumsy	Typically 2 decks with 8 guns each
Galleon	Great ship	3-4	Fair	Fleet	Modest	Clumsy	Many demi-culverin & demi-cannon
Great galleon	Royal ship	4	Fair	Fleet	Modest	Ponderous	Expensive trader & warship
Fluyt (Fluit)	Middling ship	2-3	Slow	Swift	Sturdy	Lively	Cheap & reliable but few guns
Xebec	Middling ship	2-3	Swift	Very Fast	Sturdy	Lively	Many (18-30) guns and corsairs
East Indiamen	Middling ship	3	Swift	Quick	Modest	Moderate	Large yet cheap & efficient
Clipper, elven*	Middling ship	3	Fast	Impossibly fast	Sturdy	Moderate	Tea, opium, spices, people & letters
Frigate, elven*	Middling ship	3	Rapid	Very Fast	Modest	Lively	Only 1 deck so limited to 16-20 guns
Galea sottile (trireme)	Large boat	1-2	Fair/Swift	Fast / Extremely	Frail	Nimble	Guns/catapult, archers, ram & marines but limited to 2-3 days
Galea grossa (bireme)	Small ship	2-3	Lumbers/Rapid	Quick / Very Fast	Modest	Nimble	High capex & opex yet small cargo so bore spices, silk and/or steel
Sambuk (dhow)	Fair boat	1-2	Lumbers	Rapid	Modest	Lively	Cheap but fragile, lateen = flexibility
Baghlah (dhow)	Middling ship	2-3	Fair	Fast	Sturdy	Moderate	Curved prow & ornately carved stern
Sampan	Small boat	0-1	Crawls/Very slow	Lumbers/ Swift	Frail	Nimble	Dirt cheap local fisher/trader
Junk	Great ship	2-4	Lumbers	Quick	Stable	Lively	No keel, flat bow & high stern

* Historically inaccurate as they're from the 18-19th centuries but so significant they should not be excluded. So their advanced designs are limited to the sea elves!

Size of vessel: as determined by burthen, masts & guns; **Royal ship** > **Great ship** > **Middling ship** > **Small ship** > **Large boat** > **Fair boat** > **Small boat** > **Tiny boat**

Burthen: the ship's cargo capacity measured in tons (if not 50-80% of displacement). However if a warship, the burthen is usually non-existent, i.e. - (XXt)

Crew: a '+' symbol indicates that the number of crew followed by the number of passengers or marines (soldiers, archers, etc.). For every 20% of crew that is absent, the ship suffers -10% to all *Sail* tests. A skeleton crew (approximately 1 man per 6 burthen tons) is the smallest possible crew but it's risky (-30 to *Sail* test).

Average speed: typified by safe (dozen knots) and fair (Beam Reach) winds. If 2 speeds are marked then the first describes "under oar" and the second "under sail".

Full speed: reached when a vessel is at full sail, the winds are both high (25-35 knots) and favourable (Broad Reach). Usually 3-4 knots faster than average but riskier.

Flank speed: even faster speeds are possible but they require gale-force winds (35+ knots) and run a serious risk to the ship of being damaged, capsized or even sunk

Impossibly fast 17 knots	Devilishly fast 16 knots	Wickedly fast 15 knots	Incredibly fast 14 knots	Insanely fast 13 knots	Wildly fast 12 knots	Lightning fast 11 knots	Extremely fast 10 knots	Very fast 9 knots	Fast 8 knots
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Quick 7 knots	Rapid 6 knots	Fleet 5.5 knots	Swift 5 knots	Brisk 4.5 knots	Fair 4 knots	Sluggish 3.5 knots	Lumbers 3 knots	Slow 2.5 knots	Very Slow 2 knots	Crawls 1.5 knots
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Seaworthiness: describes a ship's ability to survive the changing and harsh conditions at sea. Where **Stable** (+10) > **Sturdy** (+5) > **Modest** (-) > **Frail** (-5) > **Feeble** (-10)

Manoeuvrability: describes a vessel's speed at manoeuvring (turning) and is measured in degrees per round (10 seconds).

Manoeuvrability	Per round	Typical ship type
Nimble	30° turn	Small oared
Agile	20° turn	Large oared
Lively	15° turn	Small sailed
Moderate	10° turn	Medium sailed
Clumsy	5° turn	Large sailed
Ponderous	2° turn	Huge sailed

