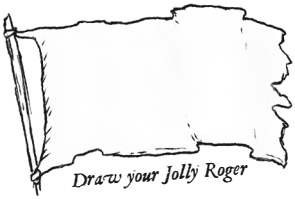

Ship Name

Ship Type

HP	DMG	Speed	Pieces of Eight

Morale

1 ○ ○ ○ ○ ○ ○ ○ ○ ○ 10 ○ ○ 12

Ace Up Your Sleeve

- ☐ *Quartermaster.* Roll 3d6 for morale checks and keep the lowest two.
- ☐ *Sorcerer.* +1 max speed and fog banks have no effect.
- ☐ *Master Gunner.* Advantage on attacks (roll twice, keep higher)
- ☐ *Master Carpenter.* All repairs cost -20s and can be done 1 extra time per visit.
- ☐ *Spyglass.* Avoid d4 encounters (but still get their Booty).
- ☐ *Compass.* d4+2 times per game you can roll for an adjacent hex before moving into it.

Upgrades & Supplies

- ☐ *Barrels of Rum.* Drink to prevent 1 mutiny, 20s.
- ☐ *Better Guns.* +2 damage, 200s.
- ☐ *Trained Crew.* +1 to attack, 200s.
- ☐ *Extra Guns.* +1 to attack, 200s.
- ☐ *Finely Crafted Sails.* +1 to speed, 200s.
- ☐ *Mortar.* Deal double damage, d4 uses, 200s.
- ☐ *Armored Hull.* Prevent d4 damage, 400s.

Levels

- ☐ *New ship: Man of War.* HP 30 DMG d10 Speed 3
- ☐ *Experienced Crew.* +1 to attack rolls.
- ☐ *Improved Hull.* Your ship gains +5 HP.
- ☐ *Island Mansion.* Permanent +1 to crew morale.
- ☐ *Legendary Crew.* d4: new *Ace Up Your Sleeve.*
- ☐ *Pirate Lord.* Repairs are free at your hideout.