SHIP NAME

SHIP TYPE | TOTAL CREW | MAX PASSENGERS | MAX CARGO (TONS)

DAMAGE THRESHOLD | RAM DAMAGE | BASE COST | TOTAL COST

CAPTAIN, SHIP AND CREW DETAILS

ARMOR CLASS

SPEED

Hit Point Maximum

CURRENT HIT POINTS

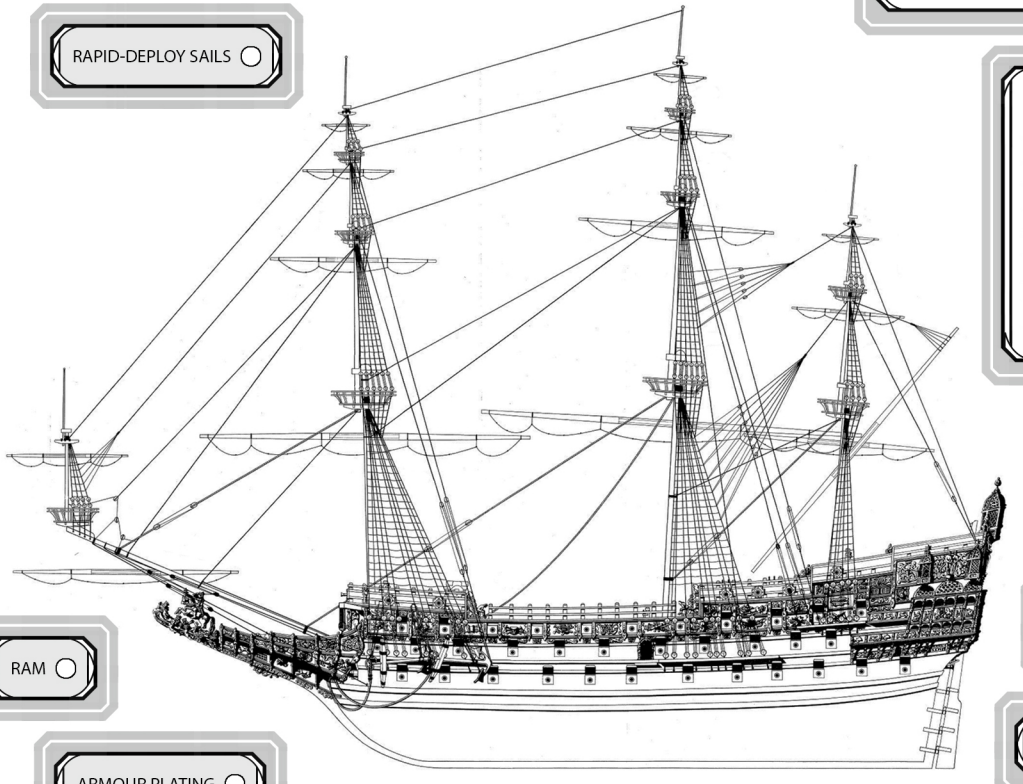
TOTAL UPGRADE POINTS (AND ROOM POINTS)

UPGRADE POINTS USED | ROOM POINTS USED

SILK SAILS ○

RAPID-DEPLOY SAILS ○

SHIP UPGRADE	COST



CONCEALED WEAPON PORT ○

INCREASED CARGO CAPACITY ○

SMUGGLING COMPARTMENTS ○

RAM ○

ARMOUR PLATING ○

MOON POOL ○

GLASS BOTTOM ○

WEAPONRY DETAILS

ROOM UPGRADE	COST