

ID: Name:

Small Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Small Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Small Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Small Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Small Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Small Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Large Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Large Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Large Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Large Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Large Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Large Merchant

⌄ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

5 Mast - 25 Crew

⚔ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

3 Mast - 16 Crew

⚔ F Ma Mz

Thrust: 6 - 5 - 4 - 3 - 2 - 1 - 0

ID: Name:

4 Mast - 18 Crew

⚔ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

3 Mast - 16 Crew

⚔ F Ma Mz

Thrust: 6 - 5 - 4 - 3 - 2 - 1 - 0

ID: Name:

3 Mast - 16 Crew

⚔ F Ma Mz

Thrust: 6 - 5 - 4 - 3 - 2 - 1 - 0

ID: Name:

3 Mast - 16 Crew

⚔ F Ma Mz

Thrust: 6 - 5 - 4 - 3 - 2 - 1 - 0

ID: Name:

1 Mast - 6 Crew

‡ F Ma Mz

Thrust: 12 - 10 - 8 - 6 - 4 - 2 - 0

ID: Name:

1 Mast - 6 Crew

‡ F Ma Mz

Thrust: 12 - 10 - 8 - 6 - 4 - 2 - 0

ID: Name:

2 Mast - 10 Crew

‡ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

2 Mast - 10 Crew

‡ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

2 Mast - 10 Crew

‡ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

2 Mast - 10 Crew

‡ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

2S Mast - 8 Crew

‡ F Ma Mz

Thrust: 10 - 8 - 6 - 5 - 3 - 2 - 0

ID: Name:

2S Mast - 8 Crew

‡ F Ma Mz

Thrust: 10 - 8 - 6 - 5 - 3 - 2 - 0

ID: Name:

2S Mast - 8 Crew

‡ F Ma Mz

Thrust: 10 - 8 - 6 - 5 - 3 - 2 - 0

ID: Name:

3S Mast - 15 Crew

‡ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

3S Mast - 15 Crew

‡ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

4S Mast - 16 Crew

⚔ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

4S Mast - 16 Crew

⚔ F Ma Mz

Thrust: 8 - 7 - 5 - 4 - 3 - 1 - 0

ID: Name:

4 Mast - 18 Crew

⚔ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

5 Mast - 25 Crew

⚔ F Ma Mz

Thrust: 4 - 4 - 3 - 3 - 2 - 1 - 0

ID: Name:

Fort  
 Note: Cannons miss on a 4, do one pt. on a 5, do two pts. plus reroll on a 6.  
 Cannon fire that goes through a destroyed side gets marked off against the other side, plus creates automatic thresholds against all sides - else, thresholds only affect cannons on that side.

TOP

LEFT

RIGHT

BOTTOM

ID: Name:

3 Mast - 16 Crew

⚔ F Ma Mz

Thrust: 6 - 5 - 4 - 3 - 2 - 1 - 0