

Ship Name:	The Deadwater Bay		
Type & Size:	Caravel (Sailing Ship) – Medium Vehicle	Speed:	Wind + 30 (6)
Space:	60 ft. by 20 ft.; Height 10 ft.; Draft 10 ft.		
Hull	Hardness: 5	AC: 15	HP: 480
Rigging	Hardness: 0	AC: 16	HP: 240
Maneuverability:	1 average	Seaworthiness:	+4 Shiphandling: +2
Weapons Fore:	(1) Ballista – Medium +4 (2d8/20x2) / Reload 3 / Range 9		
Crew 2 / AC 19 / HP 48 / Hardness 5 / Weapon Crew: Base Attack +2			
Weapons Broadside:	(1) Catapult – Medium +0 (4d6/20x3) / Reload 2 / Range 9		
Crew 3 / AC 19 / HP 48 / Hardness 5 / Weapon Crew: Base Attack +2			
Weapons Aft:	None		
Max./Actual Cargo: 120 tons / 20 tons			
Max./Actual Complement: 30/23			
Min./Actual Watch: 7/14			
Profession (sailor) bonus [Captain's]: +7			
Profession (Shipwright) bonus [Carpenter's]: +3			

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Space:			
Hull	Hardness:	AC:	HP:
Rigging	Hardness:	AC:	HP:
Maneuverability:		Seaworthiness:	Shiphandling:
Weapons Fore:			
Weapons Broadside:			
Weapons Aft:			
Max./Actual Cargo:			
Max./Actual Complement:			
Min./Actual Watch:			
Profession (sailor) bonus [Captain's]:			
Profession (Shipwright) bonus [Carpenter's]:			