Hammership

Tonnage: 60
Hull Points: 60
Crew: 24/60
Maneuver Class: D
Landing-Land: No
Landing-Water: Yes
Armor Rating: 6
Saves As: Thick wood
Power: Major or Minor Helm
SR: Per Helsman
Armament:
 2 heavy catapults Crew 5
 1 heavy ballista Crew 4
 1 blunt ram
Cargo: 30 tons
Keel: 250
Beam: 25Hammership

Size: Colossal
HP: 200
Crew: 12/30
Speed: 60 (poor)
LC: water
Init: -8
AC: 8 (-8 size, +6 natural)
Material: Reinforced wood (6)
Helm: Major

Armament
 2 Heavy Cannons (f/p, f/s)
 4 Light Cannons (a/p,a/s)
SA: Bludgeoning Ram
Cargo: 10
Face: 30 ft by 120 ft

**Sphyrna:** Helm: Major (100), STR 12, DEX 8, HP: 12d12, AC: 16, SLOTS: 120

Armaments: 2 heavy cannons, 4 light cannons. Crew: 24, Cargo: 20

SLOTS: TOTAL 100 - Thick Reinforced Wood Hull (40), Landing Capability – Water (6), Bludgeoning Ram (6), Weapons (10), Weapons crew (20), Bridge (12), Mess (6)

**Militis:** Helm: Major (100), STR 9, DEX 11, HP: 9d12, AC: 20, SLOTS: 90

Armaments: 4 heavy ballista. Crew: 28, Cargo: 3

SLOTS: TOTAL 100 – Thick Ironwood Hull (30), Landing Capability – Water (4.5), Weapons (16), Weapons crew (24), Bridge (8), Mess (4.5)

**Dicanthus:** Helm: Minor (60), STR 7, DEX 8, HP: 5d10; AC 16, SLOTS: 70

Armaments: 3 medium ballista

SLOTS: TOTAL 70 – Standard Reinforced Wood Hull (17.5), Landing Capability – Land (3.5), Bludgeoning Ram (3.5), Weapons (6), Weapons Crew (12), Bridge (12), Mess (3.5), Cargo (12)

**Memphis Scow:** Helm: Minor (100), STR 12, DEX 5, HP 12d8, AC 16, SLOTS 120

Armaments:4 Medium Ballista, 2 50-pdr Mangonel, 2 Light Ballista

SLOTS: TOTAL 120 – Light Reinforced Wood Hull(20), Landing Capability – Water (6), Piercing Ram (6), Weapons (18), Weapons Crew (36), Bridge (12), Mess (6), Cargo (16)