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)