

Blood & Plunder Ship Capacity Table

#	Ship Name	Deck 1	Deck 2	Deck 3	Deck 4	Fighting Tops	Sub sections	Total Capacity	Artillery			
									Deck 1	Deck 2	Deck 3	Deck 4
1	Canoa	9	-	-	-	-	-	9	-	-	-	-
2	Canoe, Birchbark	11	-	-	-	-	-	11	-	-	-	-
3	Longboat	13	-	-	-	-	-	13	1 Swivel	-	-	-
4	Piragua w/Chaser	23	-	-	-	-	-	23	1 Gun 2 Swivels	-	-	-
5	Piragua w/o Chaser	23	-	-	-	-	-	23	4 Swivels	-	-	-
6	Bark	23	12	-	-	-	-	35	4 Guns 2 Swivels	2 Swivels	-	-
7	Barco Luengo	25	15	-	-	-	-	40	2 Chasers 2 Swivels	4 Guns 4 Swivels	-	-
8	Balandra	22	15	-	-	-	-	37	6 Guns 4 Swivels	2 Guns 4 Swivels	-	-
9	Bermuda Sloop	22	15	-	-	-	-	37	6 Guns 4 Swivels	2 Guns 4 Swivels	-	-
10	Sloop	30	16	-	-	-	-	46	6 Guns 2 Swivels	2 Guns 4 Swivels	-	-
11	Sloop, Privateer	30	16	-	-	-	-	46	6 Guns 2 Swivels	2 Guns 4 Swivels	-	-
12	Heavy Bark (Sloop)	30	16	-	-	-	-	46	6 Guns 2 Swivels	4 Swivels	-	-
13	Tartana	21	20	-	-	-	-	41	4 Swivels	4 Guns 2 Swivels	-	-
14	Corvette, Mizzen Mast	31	18	-	-	8	6	63	6 Guns 2 Swivels	2 Guns 4 Swivels	-	-
15	Corvette, Square Sails	31	18	-	-	8	6	63	6 Guns 2 Swivels	2 Guns 0-2 Chasers 4 Swivels	-	-
16	Brigatine	17	22	19	-	-	-	58	4 Swivels	4 Guns	4 Guns 2 Swivels	-
17	Brigantine, Privateer	17	22	19	-	-	-	58	4 Swivels	4 Guns	4 Guns 2 Swivels	-
18	Sloop of War (Brigantine)	17	22	19	-	4	-	62	4 Swivels	4 Guns	4 Guns 2 Swivels	-
19	Light Frigate	18	32	21	-	8	-	79	2 Guns 2 Swivels	6 Guns	4 Guns 2 Chasers 2 Swivels	-
20	Merchant Frigate	18	32	21	-	8	-	79	2 Guns 2 Swivels	6 Guns	4 Guns 2 Chasers 2 Swivels	-
21	Fluyt	21	29	15	-	8	7	80	4 Guns 4 Swivels	4 Guns	4 Guns 2 Chasers 4 Swivels	-
22	Fluyt, Privateer	21	29	15	-	8	7	80	4 Guns 2 Swivels	4 Guns	4 Guns 2 Chasers 2 Swivels	-
23	6th Rate Frigate	18	35	26	16	12		107	4 Guns 0-2 Chasers 4 Swivels	6 Guns	8 Guns 2 Swivels	4 Guns 0-2 Chasers 2 Swivels
24	Galleon (with gundecks)	26+20	35+20	27+20	18+20	12	6	204	6 Guns 2 Chasers 4 Swivels	8 Guns	8 Guns 4 Swivels	2 Guns 2 Chasers

Subsections = Refers to all subsections other than Fighting Tops and Gun Decks
Fighting Tops = These may require upgrades to add to the ship