

COMMANDER SHEET

Player Name: Commander Name:

Nationality: Force Type:

Militia Privateers Pirates

Total XP: Current RP:

Commander Experience Level:

Untested (0XP) Experience (10XP) Seasoned (25XP) Legendary (40XP)

Skills:

NAUTICAL	STRATAGEM	LEADERSHIP	CHARACTER
<input type="checkbox"/> Primary <input type="checkbox"/> Secondary	<input type="checkbox"/> Primary <input type="checkbox"/> Secondary	<input type="checkbox"/> Primary <input type="checkbox"/> Secondary	<input type="checkbox"/> Primary <input type="checkbox"/> Secondary
<input type="checkbox"/> Sailors	<input type="checkbox"/> Elusive	<input type="checkbox"/> Inspiring	<input type="checkbox"/> Vendetta
<input type="checkbox"/> Broadside	<input type="checkbox"/> Scout	<input type="checkbox"/> Ruthless	<input type="checkbox"/> Connected
<input type="checkbox"/> Pilot	<input type="checkbox"/> Skirmisher	<input type="checkbox"/> Booming voice	<input type="checkbox"/> Resourceful
<input type="checkbox"/> Commodore	<input type="checkbox"/> Lead by example	<input type="checkbox"/> Tough	<input type="checkbox"/> Lucky
<input type="checkbox"/> Expert broadside	<input type="checkbox"/> Swordsman	<input type="checkbox"/> Very inspiring	<input type="checkbox"/> Cunning
<input type="checkbox"/> Gunnery Captain	<input type="checkbox"/> Guerilla Commander	<input type="checkbox"/> Determination	<input type="checkbox"/> God's Blessing or Devil's luck
<input type="checkbox"/> Master Gunner	<input type="checkbox"/> Aggressive	<input type="checkbox"/> Terror	<input type="checkbox"/> Motivated

Resources:

Armaments: <input type="checkbox"/> Tier 1 <input type="checkbox"/> Tier 2	Local Support: <input type="checkbox"/> Tier 1 <input type="checkbox"/> Tier 2
Training and discipline: <input type="checkbox"/> Tier 1 <input type="checkbox"/> Tier 2	Artillery: <input type="checkbox"/> Tier 1 <input type="checkbox"/> Tier 2 <input type="checkbox"/> Tier 3
Ships: <input type="checkbox"/> Tier 1 <input type="checkbox"/> Tier 2 <input type="checkbox"/> Tier 3	

Tactics:

ATTACKER	DEFENDER
<input type="checkbox"/> Caught Unaware	<input type="checkbox"/> Vigilant
<input type="checkbox"/> Cause Distraction	<input type="checkbox"/> Savvy
<input type="checkbox"/> Undisciplined louts	<input type="checkbox"/> High Tolerance
<input type="checkbox"/> Concealed numbers	<input type="checkbox"/> Concealed numbers
<input type="checkbox"/> Ambush	<input type="checkbox"/> Ambush
<input type="checkbox"/> Informant	<input type="checkbox"/> Informant
<input type="checkbox"/> Dawn Raid	<input type="checkbox"/> Stalling Tactics
<input type="checkbox"/> High Tolerance	<input type="checkbox"/> Undisciplined louts