Ship Limitations

There are several ship limitations that will be imposed for Season 3.

The first will be that no company or person is allowed to construct or utilise shotgun or turtle ships. This means ships that utilise more than one tier of above deck guns, and ships that utilise structures to create armour out of the ships bounds. Both of these ships are pictured below, and if any server member is found utilising these ships, they will face serious repercussions.

Ships that utilise wheelhouses or “pope boxes” must have an access route into the wheelhouse that can be used by anyone, for example an open doorway or a ladder with an open trapdoor. These routes into the wheelhouse cannot be closed off from the rest of the ship, and must remain open at all times.

Example images to be inserted here

The following ship types will be limited in the following ways:

Galleon

Galleons may station silent crew on all sails and any cannon on the lowest deck, but may not have silent crew stationed anywhere else. Brigantines & Schooners will be limited on the amount of cannons they can have above deck.

Brigantine

- Full Lower Deck (12) + 16 Cannons Above Deck
- Upper Deck Cannon Arrangement: 4 Rear, 4 Front, 4 Each Side.

Schooner

- Full Lower Deck (10) + 12 Cannons Above Deck
- Upper Deck Cannon Arrangement: 4 Rear, 2 Front, 3 Each Side.

All Ships

All Ships will be limited to a maximum of 4 Ballista.

Torpedo usage is to be limited to a single schooner per company.

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