

“HellSailor”

Presents

# SHIPS STATS AND RECOGNITION GUIDE

for



Build 14 Final (1st January 2022)



# Introduction

Some, seeing this guide, will probably be surprised, since they will think that a guide already exists. However, it must be said that that guide is from 2010, and we are currently in 2022, so, in these 12 years, there have been many changes, not only in the game, but also in their ships. That old guide, to this day, has become obsolete. However, due to my personal affection as an author that I have for that guide, I have believed it necessary to improve on the steps taken at the time of that work. This one will probably be much more tedious and overwhelming to read, due to the sheer amount of information it offers. Despite this, I think it is good to leave a very complete and detailed guide, so that it can be used for all types of readers and players.

The purpose of this file is to offer the reader / player of this game, Pirates of the Caribbean: New Horizons, a tool that allows them to better understand each of the different classes of ships that exist in this mod. This guide will show the main characteristics of each of the ships, first broken down by tier, from highest to lowest; and second, by price, from lowest to highest. To do this, the sample order of the ships will follow the following order:

1. **Ingame name of the ship.** Since there are multiple ships with the same name (i.e. Light Pinnace, Light Fluyt, etc.), it will be specifically detailed which ship it is, adding extra information about them, which is NOT described as such in the game.
2. **Image of the ship in question.** Miniatures will be used, so that visually we immediately and clearly know which ship we are referring to.
3. **Characteristics table,** which include:
  - a. **Tier.** Indicates the level the ship belongs to. The order of the tier follows a scale from highest to lowest, 8 being the smallest, where the smallest and cheapest ships are also found; up to tier 1, where the largest and best-armed ships are found. The distinction of the tier, in this game, seems to be made by the **number of crew**. This would be an approximate idea of the bands through which each tier moves:
    - i. Tier 8: 1-29 crew.
    - ii. Tier 7: 30-59 crew.
    - iii. Tier 6: 60-99 crew.
    - iv. Tier 5: 100-249 crew.
    - v. Tier 4: 250-399 crew.
    - vi. Tier 3: 400-549 crew.
    - vii. Tier 2: 550-899 crew.
    - viii. Tier 1: 900+ crew.
  - b. **HP.** They represent the hit points, in absolute values, of the ship's hull. The higher the number, the more damage the ship can take before being sunk.
  - c. **Speed.** It represents an approximate estimation of the speed of the ship in normal conditions, and downwind. This value can be altered by improvements in the shipyard, the skill level with 'Navigation', the player's skills in that field, and the ship's load, among others.



- d. Maneuverability. It represents an approximate estimation of the maneuverability of the ship under normal conditions, and downwind. This value can be altered by improvements to the shipyard, the skill level with 'Navigation', the player's skills in that field, and the ship's load, among others.
  - e. Cargo. Represents the maximum capacity of the ship to load goods. The higher the number, the more quantity of goods you can load. It can be improved by modifying the ship in the shipyard with the 'Corsair Refit' upgrade.
  - f. Maximum Crew: Represents the maximum number of crew that can be on the ship. The greater the number of crew members, the easier it is to board enemy ships, but it also increases the consumption of food and rum. It also affects the ability to reload cannons faster in naval combat.
  - g. Minimum Crew: Represents the minimum number of crew necessary to properly handle the ship. If the number of crew is less than this, either due to casualties in naval battles, or after a boarding, the ship will handle worse and slower in raising and lowering the sails; in the response of the ship to maneuvers with the rudder; and the reload time of the cannons will be increased.
  - h. Cannons: Indicates the maximum number of cannons the ship can have. Just as important as the number of cannons, is the arrangement of the armament in the hull. Each ship has different configurations, but all have guns on the sides, port and starboard. Many ships will have guns in the bow and stern; others, only in the stern or in the bow; and others do not have guns in the bow and stern.
  - i. Maximum caliber: Indicates the maximum caliber of cannons that you can install on your ship. This one refers to the 'Long Guns', the minimum being 4, and the maximum 32. In Vanderdecken's cabin, you can skip this maximum limit, and put 32-pound 'Long Guns' in a lugger, for example.
  - j. Approximate price: Indicates the approximate value of a ship, without taking into account the interferences of the sale. The higher the number, the more money you can get from its sale, and the more it costs you to buy it at the shipyard, and vice versa.
4. **Ship type**: Indicates the main function that the ship performs. This function is recommended to follow, although you are free to do whatever you want with your ship. They are divided into four categories: Merchant, Military, Pirate, and Versatile. A brief description of each of the categories will be made.
- a. Merchant: The function of this ship is to transport goods from one island to another, buying and selling, to make a profit. They usually have a very large cargo capacity, and a not very high crew. Within this category there are, in turn, subcategories: there are those that are slow, but well-armed and robust, like galleons; little armed, but fast, like the luggers; and those that make a balance in their characteristics, such as fluyts, among others.
  - b. Military: The function of this ship is to enter into naval battles with other ships, whether with merchant ships, pirates, or other military ships. Mainly they favor high HP and armament, and in many cases, a good number of crew according to their tier. In return, they sacrifice cargo capacity up to a point. The ships of this category that are of higher tier,



have a lot of armament, HP and crew, but low performance in speed and maneuverability; while in the mid-level tiers, they have a balance between these characteristics, being more agile.

- c. **Pirate:** The ships of this category have very good maritime performance, high crew, and good armament, although inferior to military ships. However, to achieve this they sacrifice a lot on HP and cargo capacity. This configuration is made to pursue a specific strategy: to pursue merchant ships, weaken them, board them, and capture them, to then sell their goods, and obtain income. It is also used to be able to attack less agile military ships, taking advantage of the potential of these characteristics, and fight on your terms. Ships that follow this strategy do not have to be exclusively pirates; it can be used as such by every other nation.
  - d. **Versatile:** This type of ships try to balance all their characteristics to be able to perform one or more functions at the same time, in the same ship. Normally, it can perform the functions of the other types of ships mentioned, but it does not stand out favorably in any of them. Examples of this ship type are the schooners, the snow brigs, or the xebec. They mainly appear between tiers 7 to 4.
5. **Periods in which it appears:** Indicates in which period or periods of the game that ship appears, of the six there are.
  6. **Pros:** It offers the advantages and the most positive points of each ship.
  7. **Cons:** It offers the disadvantages and the most negative points of each ship.
  8. **Information:** It offers more specific details of each ship, data to take into account, comparisons with previous mentioned ships, and recommended strategies to follow with each one of them.



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## **Ship designs**

An important matter to take into account, are the differences in the design of the ships that exist in the different nations of the game. Each nation has particular characteristics with each of the characteristics that exist in ships. For example, a pirate design ship will have less HP and cargo capacity than a Spanish design ship of the same class. The following table shows the variations that exist in different nations.

	MaxCaliber	Weight	Capacity	MaxCrew	MinCrew	SpeedRate	TurnRate	Price	HP
English	1.00	0.95	1.20	0.95	1.05	1.05	1.00	1.10	1.15
French	1.00	1.00	1.05	1.15	1.00	1.05	1.00	1.05	1.05
Dutch	1.00	1.00	1.30	0.90	1.00	1.05	0.95	1.00	1.00
Portuguese	1.00	1.05	1.20	1.05	1.00	1.00	1.15	1.00	0.95
Spanish	1.00	1.15	1.35	1.05	1.00	0.95	1.00	1.05	1.10
United States	1.00	1.00	1.10	1.00	1.05	1.15	1.00	1.05	1.10
Pirate	1.00	0.90	1.00	1.05	1.10	1.10	1.10	0.95	0.80
Personal	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00

### **Analysis by nations**

#### **English**

##### Pros:

- HP +++
- Cargo ++
- Speed +

##### Cons:

- MaxCrew –
- MinCrew –
- Price --

Comment: Ships with balanced characteristics, favoring robust ships with good cargo capacity, at the expense of being the most expensive of the nations, and with a smaller crew. Useful for military-type ships, followed by versatile, and to a lesser extent, merchant ships.

#### **French**

##### Pros:

- MaxCrew +++
- Speed +
- HP +

##### Cons:

- Price –

Comment: Balanced ships with good maximum crew but sacrificing improvements to cargo capacity. The rest are slightly positive, so they are ideal ships for pirate type, followed by military type, and to a lesser extent, versatile ships.



## **Dutch**

### **Pros:**

- Cargo +++
- Speed +
- Price +

### **Cons:**

- MaxCrew --
- Turn --

Comment: Ships that favor cargo capacity and speed at the cost of reducing maneuverability and maximum crew. They are ideal ships for merchant tasks, since their smaller crew lowers salary costs and the consumption of food and rum.

## **Portuguese**

### **Pros:**

- Turn +++
- Cargo ++
- MaxCrew +
- Price +

### **Cons:**

- HP –

Comment: Ships with very good maneuverability, remarkable cargo capacity, and appreciable maximum crew, at the cost of sacrificing a little HP hull. They are ideal for versatile and merchant type ships. In naval combat it is at a disadvantage with other nations.

## **Spanish**

### **Pros:**

- Cargo +++
- HP ++
- MaxCrew +

### **Cons:**

- Speed --
- Price –

Comment: Ships that put cargo capacity and HP first at the cost of being the slowest of all nations. They are perfect ships for merchant or military type. In naval combat, they can find themselves in trouble when fleeing from the enemy, or when pursuing it.



## **United States / Swedish**

### **Pros:**

- Speed +++
- HP ++
- Cargo +

### **Cons:**

- MinCrew –
- Price –

Comment: They are the fastest ships of all nations, have resistant hulls, and appreciable load capacity, at the expense of their higher cost and a greater number of minimum crew members. They are ideal for versatile ships, military, and to a lesser extent, pirates.

## **Pirates**

### **Pros:**

- Speed ++
- Turn ++
- MaxCrew +
- Price +

### **Cons:**

- HP ---
- MinCrew –

Comment: Ships that favor a specific type of strategy: reach merchant ships, board them, and capture them, to keep their cargo loot. This design focus on being agile, in addition to having a good amount of crew, but they sacrifice enormously the HP and the cargo capacity. This means that they are not suitable for naval battles against military ships, and they do not have enough cargo capacity to store food or ammunition for long-duration voyages or intense naval battles.

However, when this design is applied to well-armed and well-manned merchant ships, or versatile ships, it can balance their characteristics, or to focus on a more intercepting role.



## **Personal**

Comment: It is the base value to be compared with the rest of the nations. These types of designs only appear if you control a city under your own command, and the shipyard is under your control. Almost all the designs of this shipyard will be personal, in addition to having a huge offer of different classes of ships.

- Against British: It only beats them on MaxCrew, MinCrew and Price.
- Against French: It loses in all respects except price.
- Against Dutch: It beats them at MaxCrew and Turn.
- Against Portuguese: It beats them on HP.
- Against Spanish: It beats them on Speed and price.
- Against United States / Swedish: It beats them on MinCrew and price.
- Against Pirates: It beats them on MinCrew and HP.

The characteristics of the ships that will be shown in this guide are taken into account according to the 'Personal' design. Therefore, if you want to find out the values of its characteristics, applied to other designs of ships from other nations, you should take the table shown above, and make the variations of the values in each of its characteristics. It will start with Tier 8 ships.

Excepted from this standard list are the special ships that you can purchase from Hendrick Vanderdecken, such as the Black Pearl, the Flying Dutchman, or the Satanist ships, among others. These ships will have their own entry at the end of this guide, separated, on a different chapter.

Note: The maritime data of speed and maneuverability shown are in the case that we are in 'Arcade' mode.



## Tier 8

### Dinghy



Tier: 8	Maximum Crew: 3
HP: 200	Minimum Crew: 1
Speed: 10.0	Cannons: 0
Maneuverability: 60.0	Maximum Caliber: 0
Cargo: 100	Approximate price: 2.000.

Ship category: Merchant.

Periods in which it appears: All.

Pros:

- Food and rum consumption almost non-existent.
- Very high maneuverability.
- Extremely cheap.
- Difficult to hit by enemy fire.

Cons:

- No armament.
- Very low speed.
- Terrible cargo capacity.
- Very few HP.

Information: The cheapest of the Tartana class, this boat should not be any self-respecting captain's ship. It only serves as an emergency ship in case your ship is sunk, or when you start a new game as "Castaway." You do not have access to the cargo hold, captain's cabin or crew's quarters, while you are controlling your character in the "Ship deck" mode. You should change ships as soon as finances allow it. This boat is based on the small boat captained by Captain Jack Sparrow, that sunk on the pier of Port Royale.



## Tartane



Tier: 8	Maximum Crew: 5
HP: 300	Minimum Crew: 2
Speed: 10.0	Cannons: 0
Maneuverability: 60.0	Maximum Caliber: 0
Cargo: 200	Approximate price: 2.600.

Ship category: Merchant.

Periods in which it appears: All.

Pros:

- Food and rum consumption almost non-existent.
- Very high maneuverability.
- Extremely cheap.
- Difficult to hit by enemy fire.

Cons:

- No armament.
- Very low speed.
- Very poor cargo capacity.
- Very few HP.

Information: This boat should not be any self-respecting captain's ship. It only serves as an emergency ship in case your ship is sunk, or when you start a new game as "Castaway." You do not have access to the cargo hold, captain's cabin or crew's quarters, while you are controlling your character in the "Ship deck" mode. You should change ships as soon as finances allow it.



## Gunboat



Tier: 8	Maximum Crew: 20
HP: 250	Minimum Crew: 7
Speed: 10.0	Cannons: 5
Maneuverability: 60.0	Maximum Caliber: 6
Cargo: 100	Approximate price: 7.000.

Ship category: Pirate.

Periods in which it appears: All.

Pros:

- Food and rum consumption almost non-existent.
- Very high maneuverability.
- Extremely cheap.

Cons:

- Very poor armament.
- Very low speed.
- Very few HP.
- Terrible cargo capacity.

Information: It is a better boat than the tartane, but only when the captain has not managed to improve his finances much. It is only useful for attacking other merchant ships of the same Tier. Despite the fact that it has cannons, it is not recommended that you enter naval battles with other pirates or military-type ships. You do not have access to the cargo hold, captain's cabin or crew's quarters, while you are controlling your character in the "Ship deck" mode. You should change ships as soon as finances allow it, or board a merchant ship better than yours, and appropriate it.



## Armed Tartane (Standard model)



Tier: 8	Maximum Crew: 16
HP: 500	Minimum Crew: 5
Speed: 10.0	Cannons: 8
Maneuverability: 60.0	Maximum Caliber: 4
Cargo: 150	Approximate price: 9.600.

Ship category: Military, Pirate.

Periods in which it appears: All.

Pros:

- Very low food and rum consumption.
- Very high maneuverability.
- Extremely cheap.

Cons:

- Very poor armament.
- Very low speed.
- Terrible cargo capacity.
- Very low HP.

Information: A tartane that sacrifices its merchant ability to dedicate it to combat, although it does not really do much. It is only useful for attacking other merchants' ships of the same Tier, and mainly for boarding them. Although it has armament, it is not recommended that you enter naval battles with other pirates or military ships. You do not have access to the cargo hold, captain's cabin or crew's quarters, while you are controlling your character in the "Ship deck" mode. You should change ships as soon as finances allow it, or board a merchant ship better than yours, and appropriate it.



## Lugger (Model 1)



Tier: 8	Maximum Crew: 24
HP: 600	Minimum Crew: 5
Speed: 14.0	Cannons: 12
Maneuverability: 50.0	Maximum Caliber: 4
Cargo: 800	Approximate price: 12.000.

Ship category: Merchant.

Periods in which it appears: All.

Pros:

- Very low food and rum consumption.
- Good maritime performance.
- Appreciable cargo capacity.
- Very good price-performance ratios.

Cons:

- Poor armament.
- Little crew.
- Low HP.

Information: The first of the available luggers, this ship could already be considered decent for any captain who wants to start his professional career in the Caribbean. Its meager defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with its good speed; or to attack other merchant ships of the same Tier. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## Armed Tartane (French model)



Tier: 8	Maximum Crew: 26
HP: 600	Minimum Crew: 6
Speed: 14.0	Cannons: 4
Maneuverability: 50.0	Maximum Caliber: 9
Cargo: 1200	Approximate price: 14.300.

Ship category: Merchant, Pirate.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Very low food and rum consumption.
- Good maritime performance.
- Good cargo capacity.

Cons:

- Very scarce armament.
- Little crew.
- Low HP.

Information: An armed tartane that greatly improves in some merchant aspects with respect to its standard model, and also partly in the military field in terms of its crew. This model is much better than the standard model in its merchant task, since it has a high cargo capacity, and it is also faster. However, it sacrifices the number of cannons, at the cost of substantially increasing its maximum caliber. It is the only ship in its tier that has such a caliber for its cannons.

It is only useful for attacking other merchant ships of the same Tier, and mainly for boarding them. Although it has armament, it is not recommended that you enter naval battles with other pirates or military ships. You should change ships as soon as finances allow it, or board a merchant ship better than yours, and appropriate it.



## Coastal Lugger



Tier: 8	Maximum Crew: 26
HP: 700	Minimum Crew: 5
Speed: 14.0	Cannons: 8
Maneuverability: 50.0	Maximum Caliber: 4
Cargo: 1150	Approximate price: 14.300.

Ship category: Merchant.

Periods in which it appears: All.

Pros:

- Very low food and rum consumption.
- Good maritime performance.
- Good cargo capacity.
- Very good price-performance ratios.

Cons:

- Very poor armament.
- Little crew.
- Low HP.

Information: A type of lugger which gives up part of its armament in favor of increasing its cargo capacity. This ship could already be considered decent for any captain who wants to start his professional career in the Caribbean. Its meager defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with its good speed; or to attack other merchant ships of the same Tier. This ship does not have bow and stern cannons. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## Lugger (Model 2)



Tier: 8	Maximum Crew: 26
HP: 600	Minimum Crew: 5
Speed: 14.0	Cannons: 12
Maneuverability: 50.0	Maximum Caliber: 4
Cargo: 950	Approximate price: 14.600.

Ship category: Merchant.

Periods in which it appears: All.

Pros:

- Very low food and rum consumption.
- Good maritime performance.
- Decent cargo capacity.
- Very good price-performance ratios.

Cons:

- Poor armament.
- Little crew.
- Low HP.

Information: The second of the available classic luggers, this ship has positive differences with respect to its similar model. She has more cargo capacity, and a small increase in crew, at the cost of being slightly more expensive. However, it is worth the price increase for what she earns. You should prioritize this lugger model before the previous one mentioned.

This ship could already be considered decent for any captain who wants to start his professional career in the Caribbean. Its meager defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with its good speed; or to attack other merchant ships of the same Tier. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## Hoy



Tier: 8	Maximum Crew: 24
HP: 800	Minimum Crew: 5
Speed: 15.3	Cannons: 8
Maneuverability: 55.0	Maximum Caliber: 4
Cargo: 1200	Approximate price: 14.600.

Ship category: Merchant.

Periods in which it appears: 1680-1789 (Three periods).

Pros:

- Very low food and rum consumption.
- Notable maritime performance.
- Good cargo capacity.
- Very good price-performance ratios.

Cons:

- Very poor armament.
- Little crew.

Information: The Hoy appears on three periods, and it is probably one of the best ships in its tier, along with the heavy lugger. It is practically superior to the coastal lugger in almost all its characteristics, considering that both have the same price. It is similar to a sloop in appearance, having only one mast, and its performance in the wind is also similar. It does not have bow and stern cannons.

This ship could be considered very decent for any captain who wants to start his professional career in the Caribbean. Its meager defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with its good speed; or to attack other merchant ships of the same Tier. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## Heavy Lugger



Tier: 8	Maximum Crew: 28
HP: 900	Minimum Crew: 5
Speed: 14.4	Cannons: 12
Maneuverability: 51.0	Maximum Caliber: 4
Cargo: 1100	Approximate price: 15.300.

Ship category: Merchant.

Periods in which it appears: All.

Pros:

- Very low food and rum consumption.
- Good maritime performance.
- Good cargo capacity.
- Very good price-performance ratios.

Cons:

- Poor armament.
- Little crew.

Information: The last type of lugger in Tier 8, this is arguably the best ship in its tier, along with the Hoy and the coastal lugger. The differences with the Hoy are that it has more HP and cannons, while the Hoy is faster and has a bit more cargo. Of all the luggers, it should be the priority to choose.

This ship could be considered very decent for any captain who wants to start his professional career in the Caribbean. Its meager defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with its good speed; or to attack other merchant ships of the same Tier. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## **Tier 7**

### **Armed Schooner**



Tier: 7	Maximum Crew: 30
HP: 900	Minimum Crew: 9
Speed: 14.5	Cannons: 4
Maneuverability: 38.0	Maximum Caliber: 6
Cargo: 900	Approximate price: 16.000.

Ship category: Merchant.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Very low food and rum consumption.
- Good speed.
- Adequate cargo capacity.

Cons:

- Armament almost non-existent.
- Little crew.
- Low maneuverability.

Information: The armed schooner only appears in the last two periods of the game. It is a merchant ship with hardly any armament, making her easy prey for pirates. Coupled with her low maneuverability, her characteristics make this ship a poor decision for captains wanting to move from one tier 8 ship to the next. If you come across military ships or pirates, your best option is to flee downwind or, if the situation arises, it can go well against the wind. You should change ships as soon as finances allow. In any case, it should be escorted by a well dedicated ship to face the pirates or the military ships.



## European Barque



Tier: 7	Maximum Crew: 32
HP: 1000	Minimum Crew: 7
Speed: 14.9	Cannons: 16
Maneuverability: 42.0	Maximum Caliber: 4
Cargo: 1250	Approximate price: 16.800.

Ship category: Merchant.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Very low food and rum consumption.
- Good maritime performance.
- Good cargo capacity.
- Very good price-performance ratios.

Cons:

- Small caliber armament.
- Little crew.
- Low HP for its tier.

Information: The European barque has good balanced characteristics that make it a very decent option for new captains looking to trade in the Caribbean. Compared to the luggers, they have a little more defensive armament and crew, although they are less manoeuvrable. They are also good with the wind, but not too much when going upwind or cross-wind.

Its defensive armament makes him useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with his good speed; or to attack other Tier 8 merchant ships. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## Barque Longue



Tier: 7	Maximum Crew: 32
HP: 1000	Minimum Crew: 7
Speed: 15.6	Cannons: 16
Maneuverability: 44.0	Maximum Caliber: 4
Cargo: 1500	Approximate price: 16.800.

Ship category: Merchant.

Periods in which it appears: 1600-1830 (Five periods).

Pros:

- Very low food and rum consumption.
- Very good maritime performance.
- Notable cargo capacity.
- Very good price-performance ratios.

Cons:

- Small caliber armament.
- Little crew.
- Low HP for its tier.

Information: The barque longue has good balanced characteristics that make it good for new captains looking to trade in the Caribbean. Compared with the European barque, with the same price, the barque longue is superior in several aspects, standing out in cargo capacity and maritime benefits, so it is highly recommended to prioritize this when buying. It is not suitable for going upwind.

Its defensive armament makes him useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with his good speed; or to attack other Tier 8 merchant ships. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## English Bark (Vanilla model)



Tier: 7	Maximum Crew: 32
HP: 1000	Minimum Crew: 7
Speed: 12.7	Cannons: 16
Maneuverability: 42.0	Maximum Caliber: 4
Cargo: 1250	Approximate price: 16.800.

Ship category: Merchant.

Periods in which it appears: 1600-1830 (Five periods).

Pros:

- Very low food and rum consumption.
- Good cargo capacity.
- Good price-performance ratios.

Cons:

- Small caliber armament.
- Little crew.
- Low HP for its tier.
- Low Speed.

Information: The English Bark has adequate characteristics that make it decent to engage in trade in the Caribbean. Comparing it with the European barque, with the same price, the English Bark is lower in its speed, so, between both models, it is better to choose the European one. It is also inferior to the barque longue in several respects. This ship also struggles upwind.

Its defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them; or to attack other Tier 8 merchant ships. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself. Given its low speed, it should be escorted by a well dedicated ship to engage pirates or military ships.



## Armed Merchantman



Tier: 7	Maximum Crew: 44
HP: 1000	Minimum Crew: 6-7
Speed: 13.8	Cannons: 14
Maneuverability: 37.0	Maximum Caliber: 4
Cargo: 1250	Approximate price: 19.200-19.900.

Ship category: Merchant.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Relatively low food and rum consumption.
- Decent maritime performance.
- Good cargo capacity.
- Good price-performance ratios.

Cons:

- Limited and small-caliber armament.
- Low HP for its tier.

Information: The armed merchantman has good balanced characteristics that make it a suitable choice for new captains looking to trade in the Caribbean. They slightly lose some armament and maritime performance in exchange for a larger crew, compared to the previously mentioned barques. They are good downwind, and not good when upwind.

Its limited defensive armament makes him useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them with his good speed; or to attack other Tier 8 merchant ships. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself.



## Light Fluyt (Derfflinger model)



Tier: 7	Maximum Crew: 54
HP: 1250	Minimum Crew: 11
Speed: 12.8	Cannons: 16
Maneuverability: 38.0	Maximum Caliber: 6
Cargo: 1750	Approximate price: 26.000.

Ship category: Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Very good cargo capacity.
- Decent crew number.
- Good HP.

Cons:

- Low maritime performance.
- Enough armament.

Information: The Derfflinger model light fluyt specializes more in its task as a merchant, at the cost of sacrificing maritime performance, so its food consumption will be somewhat higher than other ships of the same tier. Still, her features are good for any captain who wants to specialize in trade. It is worth mentioning that this ship does not have cannons in the bow and stern, so it will be more difficult to flee from her adversaries, or to pursue them.

Its defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them; or to attack other Tier 8 merchant ships. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself. Given her low maritime performance, it should be escorted by a well dedicated ship to face the pirates or the military ships.



## Light Pinnace (French model)



Tier: 7	Maximum Crew: 54
HP: 1250	Minimum Crew: 11
Speed: 12.6	Cannons: 16
Maneuverability: 29.0	Maximum Caliber: 6
Cargo: 2000	Approximate price: 26.600.

Ship category: Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Very good cargo capacity.
- Decent crew number.
- Good HP.

Cons:

- Low maritime performance, especially maneuverability.
- Enough armament.

Information: The tier 7 light pinnace, compared to the light fluyt, specializes even more in its task as a merchant, gaining more cargo capacity, at the cost of sacrificing maritime performance, so its food consumption will be somewhat higher than other ships of its own tier for the same journey. Still, its features are good for any captain who wants to specialize in trade. This ship class only appears as of French design.

Its defensive armament makes it useful only to keep the pirates at bay from afar, using chains to slow them down and flee from them; or to attack other Tier 8 merchant ships. It would be advisable to increase your finances with this ship before acquiring a better ship for yourself. Given her low maritime performance, it should be escorted by a well dedicated ship to face the pirates or the military ships.



## **English Bark (New Horizons model)**



Tier: 7	Maximum Crew: 48
HP: 1000	Minimum Crew: 10
Speed: 14.9	Cannons: 16
Maneuverability: 45.0	Maximum Caliber: 6
Cargo: 1250	Approximate price: 27.200.

Ship category: Versatile.

Periods in which it appears: 1600-1789 (Four periods).

Pros:

- Relatively low food and rum consumption.
- Good cargo capacity.
- Good maritime performance.
- Very good price-performance ratios.

Cons:

- Enough armament.
- Low HP for its Tier.
- No class specialization.

Information: The English Bark NH model has two square sail masts, making it very good for downwind. It is a better model than its vanilla model in many respects. Compared to the Jackass Bark, however, it is not so suitable upwind.

This ship is one of the best balanced in its tier, and it has little disadvantage with other ships in its group, making it very useful for all kinds of functions and strategies. From merchant tasks, to military tasks, and to being a pirate, this ship can perform them all with some efficiency. However, as it is not specialized in any type of category, it is below other ships with a dedicated class, which it is surpassed.

It could be considered good for any captain who wants to start his professional career in the Caribbean. It is also an excellent choice for new smugglers, due to the characteristics



mentioned above. Given its versatile class, multiple strategies can be performed with it. If the naval battle turns against you, you can always flee without difficulty.

### **Jackass Bark**



Tier: 7	Maximum Crew: 48
HP: 1000	Minimum Crew: 10
Speed: 15.3	Cannons: 16
Maneuverability: 45.0	Maximum Caliber: 6
Cargo: 1250	Approximate price: 27.200.

Ship category: Versatile.

Periods in which it appears: 1600-1789 (Four periods).

Pros:

- Relatively low food and rum consumption.
- Good cargo capacity.
- Good maritime performance.
- Very good price-performance ratios.

Cons:

- Enough armament.
- Low HP for its Tier.
- No class specialization.

Information: The Jackass Bark is a variant of the English Bark (New Horizons model), that has the same hull, but differs in the arrangement of the type of sails it has. The English Bark has two square sail masts, making it very good for downwind; the Jackass Bark, on the other hand, replaces the mid square sail mast with lateen sails, allowing for better upwind and cross-wind speed. This makes it more agile, and can outmaneuver other slow and less agile ships, attacking them against its stern and being behind them.



This ship is one of the best balanced in its tier, and it has little disadvantage with other ships in its group, making it very useful for all kinds of functions and strategies. From merchant tasks, to military tasks, and to being a pirate, this ship can perform them all with some efficiency. However, as it is not specialized in any type of category, it is below other ships with a dedicated class, which it is surpassed.

It could be considered good for any captain who wants to start his professional career in the Caribbean. It is also an excellent choice for new smugglers, due to the characteristics mentioned above. Given its versatile class, multiple strategies can be performed with it. If the naval battle turns against you, you can always flee without difficulty.



## Ketch



Tier: 7	Maximum Crew: 48
HP: 1000	Minimum Crew: 12
Speed: 15.0	Cannons: 16
Maneuverability: 55.0	Maximum Caliber: 6
Cargo: 700	Approximate price: 27.200.

Ship category: Pirate, Military.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Relatively low food and rum consumption.
- Good maritime performance.

Cons:

- Enough armament.
- Low HP for its Tier.
- Low cargo capacity.

Information: The ketch is a two-masted ship, with characteristics very similar to a sloop. Its strategy is mainly on the offensive theme, with characteristics that define it as a suitable ship for piracy, or privateering. Given her low cargo capacity, it is not ideal for merchant tasks. Due to her rig setup, she can go faster upwind than other ships.

This ship could be considered good for any captain who wants to start his professional career in the Caribbean as a pirate or privateer. Its main strategy is to attack merchant ships of his own tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## **Sloop (Vanilla model)**



Tier: 7	Maximum Crew: 48
HP: 1000	Minimum Crew: 12
Speed: 15.3	Cannons: 16
Maneuverability: 55.0	Maximum Caliber: 6
Cargo: 700	Approximate price: 27.200.

Ship category: Pirate, Military.

Periods in which it appears: All.

Pros:

- Relatively low food and rum consumption.
- Good maritime performance.

Cons:

- Enough armament.
- Low HP for its Tier.
- Low cargo capacity.

Information: The sloop is a single-masted ship, with characteristics very similar to a ketch. Its strategy is mainly to the offensive theme, with characteristics that define it as an ideal ship for piracy, or privateering. Due to her rig setup, she can go faster upwind than other ships.

This ship could be considered good for any captain who wants to start his professional career in the Caribbean as a pirate or privateer. Its main strategy is to attack merchant ships of his own tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## Corsair Schooner



Tier: 7	Maximum Crew: 48 [50-51]
HP: 1000 [800]	Minimum Crew: 10 [11]
Speed: 14.3 [15.73]	Cannons: 12
Maneuverability: 35.0 [38.50]	Maximum Caliber: 6
Cargo: 800	Approximate price: 28.000 [26.600].

Ship category: Pirate, Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Relatively low food and rum consumption.
- Good speed.
- Adequate crew.

Cons:

- Inferior armament.
- Low maneuverability.
- Limited cargo capacity.

Information: The corsair schooner only appears in the last two periods of the game. It is an armed schooner captured by pirates and substantially modified, causing her original role to change. She notably improves her HP and her crew, and increases her armament considerably, from 4 to 12. However, she sacrifices a bit of her cargo capacity and her maritime performance for it. This ship only appears with the pirate design.

This ship is suitable for those who want to dedicate themselves to piracy or privateering, although it is inferior compared to other options available within its tier. Useful for attacking only merchant ships of the same tier or lower.



## Naval Ketch



Tier: 7	Maximum Crew: 38
HP: 1000	Minimum Crew: 8
Speed: 10.0	Cannons: 8
Maneuverability: 60.0	Maximum Caliber: 6
Cargo: 250	Approximate price: 28.600.

Ship category: Military.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Low food and rum consumption.
- Very high Maneuverability.

Cons:

- Little armament.
- Very low cargo capacity.
- Terrible speed.

Information: The naval ketch is a single-masted ship, intended to resemble a naval cutter, but falls short, and fails in its mission. Its terrible speed, its meager cargo capacity, and its meager weaponry make it probably the worst ship in its Tier. It is unable to perform any of her duties adequately, whether for piracy or for naval service. It does not have bow and stern cannons.

This ship is a terrible decision for captains looking to move from one tier 8 ship to the next. You should change ships as soon as finances allow. On occasion, this ship can be your initial ship as a naval officer if you start on the lowest possible rank, so it is also highly recommended to get promoted as soon as you can to get a new and better ship.



## **Bermuda Sloop**



Tier: 7	Maximum Crew: 38
HP: 1100	Minimum Crew: 12
Speed: 15.5	Cannons: 10
Maneuverability: 43.0	Maximum Caliber: 6
Cargo: 1100	Approximate price: 29.000.

Ship category: Versatile, Merchant, Pirate.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Low food and rum consumption.
- Notable maritime performance.
- Decent cargo capacity.

Cons:

- Weak armament.

Information: The Bermuda sloop is a single-masted ship, with characteristics somewhat similar in terms of maritime performance to the normal sloop, which means it can sail well against the wind. Its strategy is different from the traditional sloop, since it favors cargo capacity, at the cost of losing crew and cannons. Therefore, this ship can be used for several strategies, although it does not excel in any of them.

This ship could be considered a good one for any captain who wants to start his professional career in the Caribbean. The sufficient armament of her makes it useful to keep the pirates at bay from afar, using chains to flee from them; or to attack other Tier 8 or Tier 7 lower merchant ships. You can get good finances by trading with this ship.



## Naval Cutter



Tier: 7	Maximum Crew: 54
HP: 1500	Minimum Crew: 11
Speed: 15.0	Cannons: 12
Maneuverability: 70.0	Maximum Caliber: 6
Cargo: 300	Approximate price: 39.600.

Ship category: Pirate, Military.

Periods in which it appears: All.

Pros:

- Impressive maneuverability.
- Notable speed.
- Very high HP for its tier.
- High crew for its tier.

Cons:

- Inferior armament.
- Very low cargo capacity.
- High price for its tier.

Information: The naval cutter is a single-mast ship, with maritime, hull and crew performance far superior to the rest of the ships in its tier, which makes it the ideal ship for piracy or corsair attacks. She is a fully specialized ship in those fields. Likewise, her rig allows her to go upwind better than other ships. However, its inferior armament makes it also unsuitable for naval battles. Coupled with this, the fact that it has such a low cargo capacity means that it cannot make long-duration voyages or naval battles.

This ship could be considered excellent for any captain who wants to start his professional career in the Caribbean as a pirate or privateer. His main strategy is to attack merchant ships of his own tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulties. As a fun fact, this ship's hull is based on the original lugger of the stock game.



## American Brig / (British) Brig



Tier: 7	Maximum Crew: 57
HP: 2000	Minimum Crew: 12
Speed: 14.5	Cannons: 18
Maneuverability: 37.0	Maximum Caliber: 4
Cargo: 1000	Approximate price: 40.800.

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Very high HP for its tier.
- Decent cargo capacity.
- Good maritime performance.
- High number of crew for its tier.

Cons:

- Weak caliber armament.

Information: The American brig only appears in the last two periods. It is the first ship of all those that have appeared in the list that is fully dedicated to the military theme. Due to its characteristics, it is able to face all ship types, even those of a tier higher than its own, tier 6. However, although it has a good number of cannons, its caliber is the smallest, so it has difficulties to compete against other ships with a higher caliber. It can make up for this with longer naval battles, allowing her to exhaust and wear down its rival over time, ultimately defeating him, or forcing him to flee the fight.

This ship could be considered quite good for any captain who wants to start his professional career in the Caribbean as a privateer. Its strategy is to go well loaded with ammunition and supplies, and face other military ships of the same tier or lower, with long naval battles. Once the enemy ship is weakened, you can defeat it with more volleys, board it, or make it flee the battle. And if the naval battle turns against you, you can always flee without difficulty.



## **Tier 6**

### **Polacca**



Tier: 6	Maximum Crew: 65
HP: 1250	Minimum Crew: 12
Speed: 12.8	Cannons: 14
Maneuverability: 38.0	Maximum Caliber: 6
Cargo: 1850	Approximate price: 26.000

Ship category: Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Good cargo capacity.
- Appreciable number of crew.
- Good HP.

Cons:

- Low maritime performance.
- Inferior armament.

Information: The Polacca is a quirky looking hybrid rig ship. It is not a ship that stands out for her maritime performance, so it cannot flee well from the pirates. Therefore, it is recommended that she be adequately escorted by a good ship dedicated to her protection. Even so, her characteristics are good for any captain who wants to specialize in the trade.

This ship could be considered a good one for any captain who wants to start his professional career in the Caribbean. Her sufficient defensive capacity allows her to keep the pirates at bay from afar, using chains to flee from them; or to attack other merchant ships from lower tiers. It should be noted that this ship does not have cannons in the bow



and stern, so it is more difficult for her to flee from the enemy. You can get good finances by trading with this ship.

### **Light Pinnace (spanish, portuguese or dutch models)**



Tier: 6	Maximum Crew: 75
HP: 1250	Minimum Crew: 12
Speed: 12.6	Cannons: 20
Maneuverability: 29.0	Maximum Caliber: 6
Cargo: 2000	Approximate price: 26.600

Ship category: Merchant.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Quite good cargo capacity.
- Notable crew.
- Good HP.
- Decent defensive armament.

Cons:

- Low maritime performance, especially maneuverability.

Information: The light pinnace in tier 6, compared to its same French model in tier 7, hardly has any noticeable differences. The only thing this ship gains is an increase in crew and armament, while the rest of the characteristics remain the same. To some extent, it is balanced according to the tier it is in. The characteristics of it are good for any captain who wants to specialize in trade. It is recommended that it be escorted by other well-dedicated military ships.

Its defensive weaponry makes it useful to keep pirates at bay from afar, using chains to flee from them; or to attack other Tier 7 or Tier 6 lower merchant ships. You can get good finances by trading with this ship.



## (Light) English Galleon



Tier: 6	Maximum Crew: 95
HP: 1250	Minimum Crew: 12
Speed: 12.6	Cannons: 22
Maneuverability: 29.0	Maximum Caliber: 6
Cargo: 2000	Approximate price: 26.600

Ship category: Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Quite good cargo capacity.
- High crew.
- Good HP.
- Good defensive armament.

Cons:

- Low maritime performance, especially maneuverability.

Information: The Light English galleon is the first galleon on the list, and the cheapest and smallest. Compared to the tier 6 light pinnace, it has hardly any noticeable differences. The only thing that this ship gains is a notable increase in crew and armament, while the rest of the characteristics remain the same. This makes it a tough nut to crack for pirates or corsairs. The characteristics of it are good for any captain who wants to specialize in trade. With the shipyard upgrades, this ship may become a little more versatile in the strategies it can perform. It almost only appears as of English design.

Its good defensive weaponry makes it useful to keep pirates at bay from afar, using chains to flee from them; or to attack other Tier 7 or Tier 6 lower merchant ships. You can get good finances by trading with this ship.



## Light Fluyt (Vanilla model)



Tier: 6	Maximum Crew: 60
HP: 1250	Minimum Crew: 12
Speed: 12.8	Cannons: 20
Maneuverability: 35.0	Maximum Caliber: 6
Cargo: 2000	Approximate price: 29.000

Ship category: Merchant.

Periods in which it appears: 1500-1769 (Four periods).

Pros:

- Quite good cargo capacity.
- Adequate number of crew.
- Good HP.
- Decent defensive armament.

Cons:

- Low maritime performance.

Information: The tier 6 light fluyt, compared to its minor class in tier 7, only receives a few minor improvements in its characteristics, adapting it to its new tier. Slightly improvement in cargo, crew and armament capacity, keeping the rest of the characteristics the same. This makes it much better as a merchant, and it is able to keep the pirates at bay better. Its characteristics are good for any captain who wants to specialize in trade. You can get good finances by trading with this ship.

As a fun fact, this ship has two models which are from the vanilla fluyt of the stock game. From this original ship model, several variants have been made.



## Hybrid-rigged Caravel



Tier: 6	Maximum Crew: 78 (82)
HP: 1200 (1140)	Minimum Crew: 13
Speed: 11.8	Cannons: 32
Maneuverability: 35.0 (40.25)	Maximum Caliber: 4
Cargo: 1800 (2160)	Approximate price: 29.000

Ship category: Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Good cargo capacity.
- Quite good number of crew.

Cons:

- Very low speed.
- Small caliber armament.

Information: The hybrid-rigged caravel is the first of the caravels to appear on this list. This ship only appears in the game as of Portuguese design, so its characteristics will be linked to what the design of that nation does. This particular model, having a hybrid rig, allows it to adapt adequately to all types of wind, both upwind and downwind, although it is not specialized with either of the two, and good cross-wind performance.

Caravels are generally slow ships, with good crew and cargo, and therefore relatively easy targets for pirates or corsairs. Its hallmark is its high number of cannons for its tier and as a merchant, but on the other hand, they are of the smallest caliber. In this way, they follow a different strategy, but with similar results. However, it is recommended that you go well escorted, since its armament and its slowness make it vulnerable to military or pirate attacks.

Its defensive ability makes him useful in keeping the pirates at bay from afar; or to attack other lower tier merchant ships. You can get good finances by trading with this ship.



## Lateen Caravel



Tier: 6	Maximum Crew: 78
HP: 1250	Minimum Crew: 13
Speed: 11.8	Cannons: 32
Maneuverability: 40.0	Maximum Caliber: 4
Cargo: 2000	Approximate price: 30.600

Ship category: Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Good cargo capacity.
- Quite good number of crew.

Cons:

- Low speed.
- Small caliber armament.

Information: The lateen caravel is the second of the caravels to appear on this list. This particular model has only a square sail mast, and the rest of lateen sails, allowing it to maneuver faster, and sail better upwind than other merchant ships.

Its defensive ability makes him useful in keeping the pirates at bay from afar; or to attack other lower tier merchant ships. You can get good finances by trading with this ship.

As a fun fact, this ship has the hull of one of the two models of the vanilla caravel, with changes to its rigging. Most significantly, it changes from an original three-masted ship, to a four-masted ship.



## Square-rigged Caravel



Tier: 6	Maximum Crew: 78
HP: 1250	Minimum Crew: 13
Speed: 12.0	Cannons: 32
Maneuverability: 30.0	Maximum Caliber: 4
Cargo: 2000	Approximate price: 30.900

Ship category: Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Good cargo capacity.
- Quite good number of crew.

Cons:

- Low speed.
- Small caliber armament.

Information: The square-rigged caravel is the third of the caravels to appear on this list. This particular model has two masts for square sails, and only one for lateen sails, which makes it maneuver slower, and sails better downwind than the other caravels.

Its defensive ability makes him useful in keeping the pirates at bay from afar; or to attack other lower tier merchant ships. You can get good finances by trading with this ship.

As a fun fact, this ship is the second of the two models of the vanilla caravel of the stock game. The easiest way to distinguish the unmodified stock caravel from the other ones, is the number of masts. The stock one has three masts, whereas the other new variants have four masts.



## **Sloop (New Horizons model) / Naval Sloop**



Tier: 6	Maximum Crew: 72
HP: 1500	Minimum Crew: 14
Speed: 15.3	Cannons: 14
Maneuverability: 55.0	Maximum Caliber: 6
Cargo: 800	Approximate price: 31.000 / 46.800

Ship category: Pirate, Military.

Periods in which it appears: All.

Pros:

- Very good maritime performance.
- Quite good number of crew.

Cons:

- Inferior armament.
- Low cargo capacity.

Information: The naval sloop is a single-masted ship, with characteristics very similar to a vanilla sloop. This variant, in particular, has a square sail added to its mast, which allows it not only to go with decent speed in the upwind, but also in its favor, giving it outstanding maritime performance with all wind directions. The standard sloop NH model is available to all nations, whereas the naval sloop is only available for the French, and mainly as of French design, with different appearance.

It is mainly dedicated to the offensive theme, with characteristics that define it as an ideal ship for piracy or privateer service. Its main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. With no bow cannons, it is more difficult to pursue fleeing ships. If the naval battle turns against you, you can always flee without difficulties.



## **Brigantine (Castell Friedrichsburg model)**



Tier: 6	Maximum Crew: 85
HP: 1500	Minimum Crew: 20
Speed: 13.8	Cannons: 16
Maneuverability: 38.0	Maximum Caliber: 9
Cargo: 1550	Approximate price: 36.000

Ship category: Versatile, Military, Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Acceptable cargo capacity.
- Good HP.
- Notable armament.
- Notable crew number.
- Good price-performance ratios.

Cons:

- No class specialization.

Information: The brigantine Castell model is the first one mentioned on the list. Due to its characteristics, it is capable of facing all the ships in its tier, even those of a higher tier than its own, tier 5. It has a lower number of cannons than expected from its tier, but it makes up for it with a higher maximum caliber, so it can do more damage. Since it does not particularly excel in any field, positive or negative, this ship can be used for multiple strategies. Thanks to its rigging, it can perform reasonably well upwind, so you can use it to your advantage, whether by fleeing upwind, or to outmanuever less agile ships.

This ship is one of the best balanced in its tier, and it has little disadvantages with other ships in its group, making it very useful for all kinds of functions and strategies. From merchant tasks, to military tasks, to being a pirate, this ship can perform them all with some efficiency. However, as it is not specialized in any type of class, it falls short of other boats with a dedicated class.



## Spanish Gunship



Tier: 6	Maximum Crew: 72
HP: 1250	Minimum Crew: 14
Speed: 14.2	Cannons: 16
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 700	Approximate price: 41.800

Ship category: Military, Pirate.

Periods in which it appears: All.

Pros:

- Good maritime performance.
- Notable armament.
- Notable crew number.

Cons:

- Low HP for its Tier.
- Low cargo capacity.

Information: The spanish gunship is a two-masted ship, with characteristics inferior to the naval sloop except for its armament, which is superior. Due to her rigging, it can sail upwind better than other ships. It is dedicated mainly to the offensive theme, with characteristics that define it as an ideal ship for piracy, or privateer service. Its main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulties.

As a fun fact, this ship is based on the original Galeoth of the stock game.



## **Snow Brig (Model 1)**



Tier: 6	Maximum Crew: 90
HP: 1250	Minimum Crew: 18
Speed: 14.0	Cannons: 20
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 1250	Approximate price: 42.000

Ship category: Military, Pirate.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Notable armament.
- Notable crew number.
- Acceptable price-performance ratios.

Cons:

- Enough cargo capacity and HP.

Information: The model 1 snow brig resembles a small brig, but is not. Since its cargo capacity is not the best, it is more oriented to the military or piracy theme. It stands out mainly for its weapons and its crew. This ship can be used for some valid strategies. It is not good upwind due to its rigging configuration.

This ship is well balanced in its tier, and it has little disadvantages with other ships in its group, making it very useful for all kinds of functions and strategies. From merchant tasks, to military tasks, to being a pirate, this ship can perform them all with some efficiency. However, as it is not specialized in any type of class, it falls short of other ships with a dedicated class.

As a fun fact, this ship uses the hull from the vanilla schooner of the stock game, with some modifications.



## **Snow Brig (Model 2)**



Tier: 6	Maximum Crew: 90
HP: 1250	Minimum Crew: 18
Speed: 14.0	Cannons: 20
Maneuverability: 45.0	Maximum Caliber: 6
Cargo: 1450	Approximate price: 44.000

Ship category: Versatile, Pirate, Merchant.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Notable crew number.
- Decent cargo capacity.
- Acceptable price-performance ratios.

Cons:

- Enough HP.

Information: The model 2 snow brig resembles a small brig, but it is not. Its benefits in general are acceptable, with hardly any disadvantages. This model, compared to model 1, sacrifices a maximum caliber level to gain more cargo capacity. Due to this change, the ship is no longer as useful as a naval ship, but opens the possibilities for new strategies. It is not good upwind due to its rigging configuration.

This ship is well balanced in its tier, and it has little disadvantages with other ships in its group, making it very useful for all kinds of functions and strategies. From merchant tasks, to military tasks, to being a pirate, this ship can perform them all with some efficiency. However, as it is not specialized in any type of class, it falls short of other boats with a dedicated class.

As a fun fact, this ship uses the hull from the vanilla schooner of the stock game, with some modifications.



## Caravela Redonda



Tier: 6	Maximum Crew: 70 (74)
HP: 1750 (1663)	Minimum Crew: 20
Speed: 12.0	Cannons: 10
Maneuverability: 30.0 (34.5)	Maximum Caliber: 9
Cargo: 1350 (1620)	Approximate price: 44.000

Ship category: Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- High HP for its tier.
- Acceptable crew number.

Cons:

- Low maritime performance.
- Little armament.

Information: The caravela redonda is the fourth of the caravels to appear on this list. Similar to the lateen caravel in its rigging arrangement, it is inferior to the other caravels in some respects. Although it has higher hull HP, it loses cargo capacity and armament, although it makes up for it with having a high caliber. However, the great loss of armament, in general, makes it more vulnerable to naval battles, since the loss of one of its cannons significantly reduces its fire capacity.

Caravels are generally slow ships with good crews, making them relatively easy targets for pirates or corsairs. This one in particular is tougher to crack, but is weaker against pirates because of its limited defensive capabilities and low maritime performance. It also appears only as of Portuguese design. Useful for attacking other lower tier merchant ships. It is recommended to choose another of the caravels instead of this one. It is not suitable for merchant tasks, so it is recommended that you receive a good escort from other well-armed ships.



## **‘Speedy’ class Brig**



Tier: 6	Maximum Crew: 72
HP: 1600	Minimum Crew: 14
Speed: 14.1	Cannons: 14
Maneuverability: 47.0	Maximum Caliber: 6
Cargo: 650	Approximate price: 44.800

Ship category: Pirate, Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- High HP for its tier.
- Good maritime performance.
- Quite good crew number.

Cons:

- Little armament.
- Low cargo capacity.

Information: The ‘Speedy’ class brig only appears in the last two periods. It is similar in its characteristics to the naval sloop, although with less cargo, and inferior maritime benefits. It is dedicated mainly to the offensive theme, with characteristics that define it as an ideal ship for piracy or corsair service.

This ship could be considered decent for any captain looking to start his career in the Caribbean as a privateer. Its main strategy is to attack merchant ships of his own tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## Light Brig



Tier: 6	Maximum Crew: 90
HP: 1500	Minimum Crew: 15
Speed: 14.0	Cannons: 16
Maneuverability: 45.0	Maximum Caliber: 6
Cargo: 1350	Approximate price: 46.000

Ship category: Military, Pirate.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Good maritime performance.
- Notable crew number.
- Decent cargo capacity for its class.

Cons:

- Enough armament.

Information: The light brig is a well-trained ship for military or piracy. Due to its characteristics, it is able to face all ships that are of the same tier. Its rig arrangement makes it have poor upwind performance.

This ship is well balanced in its tier, and it has little disadvantages with other ships in its group, making it very useful for all kinds of functions and strategies. From merchant tasks, to military tasks, to being a pirate, this ship can perform them all with some efficiency. If the naval battle turns against you, you can always flee without difficulty.



## **Gaff Schooner (Model 1 and Model 2)**



Tier: 6	Maximum Crew: 90
HP: 1250	Minimum Crew: 18
Speed: 16.0	Cannons: 20
Maneuverability: 45.0	Maximum Caliber: 6
Cargo: 1250 / 1500	Approximate price: 46.000 / 48.000

Ship category: Versatile, Pirate, Military.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Very notable maritime performance.
- Notable crew number.
- Good price-performance ratios.
- Decent cargo capacity.

Cons:

- Enough HP.

Information: The gaff schooner is an agile ship, with a more than decent armament, and a cargo capacity sufficient for small commercial tasks or smuggling. It can be valid for several strategies, although she mainly excels as an interceptor, so corsairs and pirates, will benefit a lot when using this ship. Due to her characteristics, she is able to face all ships that are of the same tier. Its rigging configuration makes it quite good for sailing against the wind. This is the original schooner from the stock game, with its aft mast here being different and taller. The differences between both models are that the model 2 has more cargo capacity, and it is a bit more expensive, making it more viable for merchant tasks than model 1.

This ship is well balanced in its tier, and it has little disadvantages with other ships in its group, making it very useful for all kinds of functions and strategies. From merchant tasks, to military tasks, to being a pirate, this ship can perform them all with some efficiency. If the naval battle turns against you, you can always flee without difficulty.



## American Topsail Schooner



Tier: 6	Maximum Crew: 60
HP: 1500 (1650)	Minimum Crew: 12 (13)
Speed: 15.0 (17.25)	Cannons: 14
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 600 (660)	Approximate price: 46.000 (48.300)

Ship category: Military, Pirate.

Periods in which it appears: 1790-1830 (One period).

Pros:

- Notable maritime performance.
- Heavy caliber armament for its tier.

Cons:

- Poor cargo capacity.
- Little crew for its tier.
- Little armament.

Information: The american topsail schooner only appears in the "Napoleonic" period. Comparatively speaking with the model 1 gaff schooner, it is slightly slower, has a smaller crew and cargo capacity, and less armament, although it makes up for it with larger caliber cannons, and with a little more HP from its hull. Due to this configuration, this ship is most useful for military or pirate use. Also, due to her characteristics, she is not qualified to face all ships that are of the same tier. Its rigging arrangement makes it no so good for sailing upwind as other schooners or ships. Finally, this ship only appears as of American design.

Its main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulties.



## Xebec



Tier: 6	Maximum Crew: 90 (95)
HP: 1250 (1000)	Minimum Crew: 18 (20)
Speed: 14.0 (15.4)	Cannons: 20
Maneuverability: 55.0 (60.5)	Maximum Caliber: 9
Cargo: 1250	Approximate price: 46.000 (43.700)

Ship category: Versatile, Pirate, Military.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Good maritime performance, especially maneuverability.
- Notable crew number.
- Heavy caliber armament for its tier.
- Good price-performance ratios.

Cons:

- Enough cargo capacity and HP.

Information: The xebec is a ship with characteristic triangular sails, highly favored and used only by pirates. It has similar characteristics to the gaff schooner model 1, having as differences a slower speed but a greater maneuverability, and a caliber of armament superior to the schooner. Its lateen rigs give it a very good cross-wind and upwind performance. It is an agile and maneuverable ship, with a good armament, and a sufficient cargo capacity for small commercial tasks or smuggling. It can be valid for several strategies, so privateers and pirates will benefit a lot from using this ship. Due to its characteristics, it is able to face all ships of the same tier, even a higher tier, tier 5.

This ship is well balanced within her tier, and has little disadvantages with other ships in her group, making it very useful to perform all kinds of functions and strategies, although it is not very suitable for merchant tasks. If the naval battle turns against you, you can always flee without difficulty.



## Naval Light Brig



Tier: 6	Maximum Crew: 72
HP: 1500	Minimum Crew: 14
Speed: 14.0	Cannons: 16
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 750	Approximate price: 46.800

Ship category: Military, Pirate.

Periods in which it appears: 1600-1789 (Four periods).

Pros:

- Good maritime performance.
- Quite good crew number.
- Heavy caliber armament for its tier.

Cons:

- Little cargo capacity.
- Enough number of cannons.

Information: The naval light brig is a well-trained ship for military or piracy. Its strategy is mainly to the offensive theme, with characteristics that define it as an ideal ship for piracy, or corsair service. Due to its characteristics, it is able to face all ships that are of the same tier. Comparing it to the light brig, it sacrifices part of the cargo capacity and her crew in order to gain a higher maximum caliber. It struggles a little bit upwind.

Its main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## Topsail Schooner



Tier: 6	Maximum Crew: 90 (95)
HP: 1250 (1188)	Minimum Crew: 18
Speed: 16.3	Cannons: 20
Maneuverability: 46.55 (53.53)	Maximum Caliber: 6
Cargo: 1250 (1500)	Approximate price: 50.000

Ship category: Versatile, Pirate, Military.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Excellent maritime performance.
- Notable crew number.
- Good price-performance ratios.
- Decent cargo capacity.

Cons:

- Enough HP.

Information: The topsail schooner is an agile and maneuverable ship, with a more than decent armament, and a cargo capacity sufficient for small commercial tasks. She can be valid for several strategies, although she mainly excels as an interceptor, so corsairs, and pirates will benefit a lot from using this ship. Due to its characteristics, she is able to face any ship that is of the same tier. The only noticeable difference between this and the gaff variant is the arrangement of its rigging: the gaff schooner has sails that are more suitable to go upwind, while the topsail schooner is better downwind, but worse against the wind. Finally, this ship only has a Portuguese design, so its characteristics are linked to that nation.

This ship is well balanced within its tier, and has little disadvantages with other ships in its group. If the naval battle turns against you, you can always flee without difficulties.



## Advanced Topsail Schooner



Tier: 6	Maximum Crew: 90
HP: 1250 (1375)	Minimum Crew: 18 (19)
Speed: 16.4 (18.86)	Cannons: 20
Maneuverability: 46.7	Maximum Caliber: 6
Cargo: 1250 (1375)	Approximate price: 55.000 (57.750)

Ship category: Versatile, Pirate, Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Excelent maritime performance.
- Notable crew number.
- Good price-performance ratios.
- Decent HP and cargo capacity.

Cons:

- None.

Information: The advanced topsail schooner appears only in the last two periods. It is a very agile and maneuverable ship, with a more than decent armament, and a cargo capacity sufficient for small commercial tasks. She can be valid for several strategies, although she mainly excels as an interceptor, so corsairs and pirates will benefit a lot from using this ship. Its rigging arrangement makes it excellent downwind, but it is limited when going upwind or with some cross-wind. Due to her characteristics, she is able to face all ships that are of the same tier. Finally, this ship only has an American design, so its characteristics are linked to that nation.

This ship is very well balanced within its tier, and has no disadvantages with other ships in its group, making it very useful to perform all kinds of functions and strategies, although for merchant tasks it is not its strong suit. If the naval battle turns against you, you can always flee without difficulty. It is probably one of the best ships in its tier.



## **Tier 5**

### **Brigantine (XVII century model)**



Tier: 5	Maximum Crew: 100
HP: 1800	Minimum Crew: 12
Speed: 14.1	Cannons: 16
Maneuverability: 47.0	Maximum Caliber: 9
Cargo: 1000	Approximate price: 36.000

Ship category: Pirate, Military.

Periods in which it appears: 1600-1679 (One period).

Pros:

- Good maritime performance.
- Low minimum Crew.

Cons:

- Low cargo capacity.
- Low HP.
- Low crew number.
- Enough armament.

Information: The brigantine, XVII century model, unlike its class in tier 6, is more specialized for pirates and corsairs, and less for merchant tasks. Its armament within her tier is nothing special now; in fact, it is inferior in some cases. Thanks to its configuration, she is better able to go upwind than other traditional brigs. Its main strategy is to attack lower tier merchant ships, board them, and capture them. If the naval battle turns against you, you can always flee without difficulties.



## Carrack



Tier: 5	Maximum Crew: 110
HP: 2000	Minimum Crew: 20
Speed: 12.0	Cannons: 30
Maneuverability: 30.0	Maximum Caliber: 6
Cargo: 2200	Approximate price: 44.000

Ship category: Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Appreciable cargo capacity.
- Acceptable defensive armament.
- Affordable price.

Cons:

- Low maritime performance.
- Low crew for its tier.

Information: The carrack is an old-looking merchant ship, with similar characteristics to light pinnaces or tier 6 light fluyts. It is not the best of the merchants in its tier, but it is more or less decent. However, it is recommended that it be escorted by a military ship that is capable of protecting her from pirates' attacks. Its rigging arrangement makes it have poor performance upwind and cross-wind.

Its good defensive ability makes him useful in keeping the pirates at bay from afar. With this ship you will not get the best finances for trade, so it is recommended that you choose a better option, although with this you can save good money compared to other more expensive ones.



## American Schooner-Brig



Tier: 5	Maximum Crew: 130
HP: 2500 (2750)	Minimum Crew: 30 (32)
Speed: 15.0 (17.25)	Cannons: 24
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 1200 (1320)	Approximate price: 46.000 (48.300)

Ship category: Military.

Periods in which it appears: 1790-1830 (One period).

Pros:

- Very notable maritime performance.
- Decent crew number.
- Good HP.
- Acceptable armament.

Cons:

- Enough cargo capacity.

Information: The American schooner-brig only appears in the "Napoleonic" period, and is quite an interesting hybrid ship. As a military ship, is superior to the heavy brig in cargo capacity and maritime performance. It is a very agile ship, with a good armament, and a sufficient cargo capacity for her military tasks. Its mixed rigging configuration makes it suitable for sailing well with all wind directions. It can engage in naval battles with other military and pirate ships without much difficulty, and it is well dedicated to both combat and boarding.

Due to its characteristics, it is able to face any ship that is of the same tier. Finally, this ship only has an American design, so its characteristics are linked to that nation. If the naval battle turns against you, you can always flee without difficulty.



## **Pinnace (Vanilla model)**



Tier: 5	Maximum Crew: 108
HP: 3500	Minimum Crew: 35
Speed: 12.6	Cannons: 24
Maneuverability: 29.0	Maximum Caliber: 9
Cargo: 5000	Approximate price: 51.200

Ship category: Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Quite good cargo capacity.
- Notable HP.
- Acceptable defensive armament.
- Affordable price.

Cons:

- Low maritime performance.
- Low crew for its tier.

Information: The classic pinnace is a large merchant ship, with characteristics that allow it to be a self-sufficient merchant ship, without the need for it to be forcibly escorted at all times. It only becomes weak when it faces military ships of a higher tier than him. It is recommended that it be escorted by a military ship, although not essential. Likewise, its cargo capacity is quite wide, allowing it to be a good investment for merchants and smugglers. It is recommended that it be escorted by a military ship, although not essential.

Thanks to its defensive capacity with its armament, it can keep pirates and some military ships at bay, and it can also take a lot of damage. With this ship you will be able to make good sums of money through trade, so it is a great option for those merchants who want to acquire a self-sufficient merchant.



## Merchant Pinnace



Tier: 5	Maximum Crew: 120
HP: 3500	Minimum Crew: 40
Speed: 12.6	Cannons: 26
Maneuverability: 29.0	Maximum Caliber: 9
Cargo: 5000	Approximate price: 51.200

Ship category: Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Quite good cargo capacity.
- Notable HP.
- Acceptable defensive armament.
- Affordable price.

Cons:

- Low maritime performance.

Information: The merchant pinnace, with respect to the classic pinnace, acquires slightly a little more defensive armament and crew, keeping the same price. Therefore, it is an even more self-sufficient merchant, which allows her not to need an escort. It only becomes weak when it faces military ships of a tier higher than him. Likewise, its cargo capacity is quite wide, allowing it to be a good investment for merchants and smugglers. It is recommended that it be escorted by a military ship, although not essential.

Thanks to its defensive capacity with its armament, it can keep pirates and some military ships at bay, and it can also take a lot of damage. With this ship you will be able to make good sums of money through trade, so it is a great option for those merchants who want to acquire a self-sufficient merchant.



## Pinnace (Dutch)



Tier: 5	Maximum Crew: 117 (105)
HP: 2300	Minimum Crew: 23
Speed: 12.6 (13.23)	Cannons: 26
Maneuverability: 29.0	Maximum Caliber: 9
Cargo: 3000 (3900)	Approximate price: 54.800

Ship category: Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Acceptable defensive armament.
- Low requirement of minimum crew.
- Affordable price.
- Decent cargo capacity.

Cons:

- Low maritime performance.
- Low HP for its class.

Information: The dutch pinnace, compared to the merchant pinnace, is a disappointment in many respects. It loses quite HP and cargo capacity, gaining nothing in return, and being more expensive. This ship should only be chosen as an emergency if you cannot find anything better in the shipyard. As she has less HP, it is necessary for her to be well escorted so as not to suffer too much damage. Regardless, it maintains the same defensive armament as the merchant pinnace. It appears solely as Dutch in design.

Its good defensive armament makes him useful in keeping the pirates at bay from afar. With this ship you will not get the best finances for trade, so it is recommended that you choose a better option, although with this you can save good money compared to other more expensive.



## Medium Pinnace



Tier: 5	Maximum Crew: 117
HP: 2300	Minimum Crew: 23
Speed: 12.6	Cannons: 18
Maneuverability: 29.0	Maximum Caliber: 9
Cargo: 3500	Approximate price: 54.800

Ship category: Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Low requirement of minimum crew.
- Affordable price.
- Quite decent cargo capacity.

Cons:

- Low maritime performance.
- Low HP for its class.
- Enough defensive armament.

Information: The medium pinnace, compared to the Dutch pinnace, gains slightly in cargo capacity at the cost of losing defensive armament. It is still a disappointment as a pinnace. As it has less HP, and also less cannons, it is mandatory that you go well escorted so as not to suffer too much damage.

Its defensive armament makes him useful in keeping the pirates at bay from afar. With this ship you will not get the best finances for trade, so it is recommended that you choose a better option, although with this you can save good money compared to other more expensive.



## **Heavy Brig (New Horizons model)**



Tier: 5	Maximum Crew: 140
HP: 3500	Minimum Crew: 30
Speed: 14.3	Cannons: 22
Maneuverability: 47.0	Maximum Caliber: 9
Cargo: 1500	Approximate price: 67.500

Ship category: Military, Pirate.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Good maritime performance buenas.
- Good crew number.
- Good cargo capacity for its class.
- Notable and remarkable HP for its class.

Cons:

- None.

Information: The New Horizons Model Heavy Brig is probably one of the best ships for military or pirate use in its tier. The most notable characteristic of her is the robustness of its hull, which allows to get into naval battles with rivals of superior tiers, with better endurance than other brigs of its class. This, together with the fact that its cargo capacity is also higher, allows it to carry more ammunition and food for combat and long journeys. Its strategy is mainly on the offensive theme, with characteristics that define it as an excellent ship for piracy or privateering.

From military tasks, to being a pirate, this ship can perform them effectively. If the naval battle turns against you, you can always flee without difficulty. It is a wise choice for any captain who wants to make a name for himself.



## Fluyt



Tier: 5	Maximum Crew: 135
HP: 3500	Minimum Crew: 27
Speed: 12.8	Cannons: 30
Maneuverability: 35.0	Maximum Caliber: 9
Cargo: 5000	Approximate price: 68.000

Ship category: Merchant.

Periods in which it appears: 1500-1769 (Four periods).

Pros:

- Quite good cargo capacity.
- Notable HP.
- Good defensive armament.

Cons:

- Low maritime performance.

Information: The fluyt, with respect to the merchant pinnace, acquires a little more defensive armament and crew, although with a price increase to take into account. Therefore, it is a much better self-sufficient merchant, which allows it not to need an escort. It only becomes weak when she faces military ships of a tier higher than him. Likewise, its cargo capacity is quite wide, allowing it to be a good investment for merchants and smugglers. It is recommended that it be escorted by a military ship, although not essential.

Thanks to its defensive capacity with its armament, it can keep pirates and some military ships at bay, and it can also take a lot of damage. With this ship you can make good sums of money through trade, so it is a great option for those merchants who want to acquire a self-sufficient merchant.



## Heavy Pinnace



Tier: 5	Maximum Crew: 135 (142)
HP: 3500 (3850)	Minimum Crew: 27
Speed: 12.6 (12.0)	Cannons: 30
Maneuverability: 29.0	Maximum Caliber: 9
Cargo: 5000 (6750)	Approximate price: 68.000 (71.400)

Ship category: Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Quite notable cargo capacity.
- Notable HP.
- Good defensive armament.

Cons:

- Low maritime performance.

Information: The heavy pinnace, with respect to the classic pinnace, acquires slightly more defensive armament and crew, although at a higher price. Therefore, it is a more self-sufficient merchant than the classic variant of it, which allows it not to need an escort. It only becomes weak when she faces military ships of a tier higher than it. This ship only appears in shipyards as of Spanish design.

Its good defensive ability makes him useful in keeping the pirates at bay from afar. With this ship you can make good sums of money through trade, so it is a great option for those merchants who want to acquire a self-sufficient merchant.



## **Brig sloop**



Tier: 5	Maximum Crew: 120
HP: 1750	Minimum Crew: 24
Speed: 14.0	Cannons: 18
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 1000	Approximate price: 69.000

Ship category: Pirate, Military.

Periods in which it appears: 1790-1830 (One period).

Pros:

- Good maritime performance.

Cons:

- Low cargo capacity.
- Low HP.
- Inferior armament.

Information: The brig sloop is a military ship that appears in the "Napoleonic" period, and that turns out to be inferior to the brigs of the same class. It has the HP and cargo of the standard brigantine, but with less armament, which makes it more suitable for a pirate strategy than military.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulties.



## Squaresail Schooner



Tier: 5	Maximum Crew: 120
HP: 1750	Minimum Crew: 24
Speed: 15.5	Cannons: 20
Maneuverability: 46.0	Maximum Caliber: 9
Cargo: 1000	Approximate price: 69.000

Ship category: Pirate, Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Notable maritime performance.

Cons:

- Low cargo capacity.
- Low HP.

Information: The squaresail schooner is a ship that appears in the last two periods. Compared to the aforementioned brig sloop, it gains better maritime performance and a slight increase in armament, making her much more ideal as a pirate or privateer ship. This ship can be found mainly in the hands of pirates. Due to the additional sails that it has, it is worse when going upwind than other schooners.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulties.



## Grand Schooner



Tier: 5	Maximum Crew: 120
HP: 2000	Minimum Crew: 24
Speed: 14.0	Cannons: 24
Maneuverability: 55.0	Maximum Caliber: 9
Cargo: 1400	Approximate price: 71.600

Ship category: Military, Pirate.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Good maritime performance, especially maneuverability.
- Acceptable offensive armament.

Cons:

- Enough cargo capacity.

Information: The grand schooner is a ship with a particular appearance, since it seems to have the hull of a xebec, with a basic arrangement of sails for schooners, and, in addition, with characteristics more similar to those of a heavy brig. It is a balanced ship, which it does not stand out much except for its maritime performance and its good offensive armament, with hardly any disadvantages. Not having such a robust hull, she cannot withstand such extensive naval battles, so, against military ships, she may not be as effective. Due to its rigging arrangement, its decent for going upwind, better than other ships.

Its strategy is mainly on the offensive theme, with characteristics that define it as an ideal ship for piracy or privateering. If the naval battle turns against you, you can always flee without difficulties.



## **Brigantine (Vanilla model)**



Tier: 5	Maximum Crew: 132
HP: 1750	Minimum Crew: 26
Speed: 14.1	Cannons: 22
Maneuverability: 47.0	Maximum Caliber: 9
Cargo: 1000	Approximate price: 73.800

Ship category: Pirate, Military.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Good maritime performance.
- Good crew.

Cons:

- Low cargo capacity.
- Low HP.

Information: The brigantine, vanilla model, has a hybrid rig, which allows it to be better upwind than the traditional brig. However, in exchange for that, it has to sacrifice in HP, so it becomes a weaker ship for long naval battles. This ship is perfect for pirates, since its characteristics are more oriented to that type of strategy.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## Naval Topsail Schooner



Tier: 5	Maximum Crew: 120
HP: 1750	Minimum Crew: 24
Speed: 16.3	Cannons: 20
Maneuverability: 46.55	Maximum Caliber: 9
Cargo: 1000	Approximate price: 75.000

Ship category: Pirate, Military.

Periods in which it appears: 1680-1830 (Four periods).

Pros:

- Excellent maritime performance.

Cons:

- Low HP.
- Low cargo capacity.

Information: The Naval topsail schooner is a very agile ship, with adequate armament but inferior to other ships in its tier, and a low cargo capacity. Downwind, almost nothing can escape it. It can be valid for several strategies, although it mainly excels as an interceptor, so corsairs and pirates will benefit a lot from using this ship.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## East Indiaman



Tier: 5	Maximum Crew: 170
HP: 3000	Minimum Crew: 40
Speed: 11.5	Cannons: 32
Maneuverability: 30.0	Maximum Caliber: 12
Cargo: 4500	Approximate price: 75.000

Ship category: Merchant.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Quite good cargo capacity.
- Very good HP.
- Quite notable defensive armament.
- High crew number.

Cons:

- Very low maritime performance.

Information: The East Indiaman is a merchant ship that looks similar to a frigate or corvette, that has a good cargo capacity, although inferior to pinnaces or fluyts. She has even more crew and defensive armament than the fluyt, although in return, she has worse maritime performance, HP and cargo capacity. Therefore, although it is more self-sufficient, and military ships and pirates must be careful when attacking this class of ships, it is recommended that it be escorted by a dedicated military ship.

Its remarkable defensive capabilities make it useful in keeping pirates and military ships at bay from afar. With this ship you can make good sums of money through trade, so it is a great option for those merchants who want to acquire a self-sufficient merchant.



## **Heavy Brig (Vanilla model)**



Tier: 5	Maximum Crew: 132
HP: 2000	Minimum Crew: 26
Speed: 14.1	Cannons: 22
Maneuverability: 47.0	Maximum Caliber: 9
Cargo: 1000	Approximate price: 76.800

Ship category: Pirate, Military.

Periods in which it appears: 1600-1830 (Five periods).

Pros:

- Good maritime performance.
- Good crew.

Cons:

- Low cargo capacity.
- Enough HP.

Information: The heavy brig vanilla model is the standard military ship that you can find in the Caribbean. Good hull, good maritime performance, and decent armament, albeit with low cargo capacity. This ship is perfect for pirates or corsairs, since its characteristics are more oriented to that type of strategy.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## **Sloop-of-War (Neptunus model)**



Tier: 5	Maximum Crew: 132
HP: 2000	Minimum Crew: 26
Speed: 14.1	Cannons: 16
Maneuverability: 47.0	Maximum Caliber: 12
Cargo: 1400	Approximate price: 76.800

Ship category: Military, Pirate.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Good maritime performance.
- Good crew.
- Good maximum caliber.

Cons:

- Inferior armament.
- Enough cargo capacity.

Information: The Neptunus model Sloop-of-War, compared with the heavy brig, gains greater cargo capacity at the cost of losing armament, although it compensates with a higher maximum caliber. It should also be borne in mind that it does not have the bow and stern cannons, so it is not good either to be an interceptor or to flee from the enemy. This ship is more oriented to the military theme than the pirate theme.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## Sloop-of-War (Vanilla model)



Tier: 5	Maximum Crew: 144 (151)
HP: 2000 (1600)	Minimum Crew: 26 (29)
Speed: 14.1 (15.5)	Cannons: 22
Maneuverability: 47.0 (51.7)	Maximum Caliber: 9
Cargo: 1000	Approximate price: 81.600 (77.520)

Ship category: Pirate, Military.

Periods in which it appears: 1600-1830 (Five periods).

Pros:

- Good maritime performance.
- Very good crew.

Cons:

- Low cargo capacity.
- Enough HP.

Information: The Sloop-of-War, vanilla model, is the second of the sloop-of-war class to be mentioned in this list. However, its appearance and characteristics more closely match that of a three-masted vanilla heavy brig. This means that is not good for sailing upwind. Good hull, good maritime performance, and decent armament, albeit with low cargo capacity. Unlike the heavy brig, this ship has a little more crew. This ship is perfect for pirates or corsairs, since its characteristics are more oriented to that type of strategy. Besides, this ship class only appears for Pirates, with its design also being mainly Pirate.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty.



## American Brig (USS Enterprise)



Tier: 5	Maximum Crew: 144
HP: 2000 (2200)	Minimum Crew: 20 (21)
Speed: 13.8 (15.9)	Cannons: 24
Maneuverability: 37.0	Maximum Caliber: 4
Cargo: 1000 (1100)	Approximate price: 81.600 (85.680)

Ship category: Pirate, Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Decent maritime performance.
- Very good crew.

Cons:

- Terrible maximum caliber.
- Low cargo capacity.
- Enough HP.

Information: The American Brig, USS Enterprise, is a light brig with weak armament, but that has a very good crew for its tier. Its characteristics are similar to the Sloop-of-War, vanilla model, except that it has less maneuverability, and very low maximum caliber for its cannons. This means that is not suitable at all for military tasks, since it causes much less damage with its cannons than every other ship of its tier. Also, you are very limited for attacking ships that are well armed, even merchant ones of the same tier.

Therefore, your best strategy would be to attack ships of tiers 6 to 8, especially merchant ones, since your armament is more or less balanced on those tiers. Another possible alternative would be to install the 'Reinforced Hull' upgrade in the shipyard, which increases its maximum caliber by one level, as well as increasing its hull HP. This could compensate for its weak armament, but it does not change too much. This ship struggles going upwind. It only appears at the hands of United States, and only as of American design. If possible, try to get another and better military or pirate ship than this one.



## Improved Xebec



Tier: 5	Maximum Crew: 150 (158)
HP: 2500 (2000)	Minimum Crew: 30 (33)
Speed: 14.5 (16.0)	Cannons: 20
Maneuverability: 55.0 (60.5)	Maximum Caliber: 9
Cargo: 1100	Approximate price: 84.300 (80.085)

Ship category: Pirate, Military.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Good maritime performance, especially maneuverability.
- Notable crew number.
- Good HP.

Cons:

- Low cargo capacity.

Information: The improved xebec is a ship with characteristic triangular sails, much favored by pirates. Its lateen rigs give it a very good cross-wind and upwind performance. Compared to its tier 6 model, it gains a lot more hull HP and crew, at the cost of slightly losing a bit of cargo capacity. In this way, it specializes more in its pirate or military task, and less as a versatile ship.

It is an agile and maneuverable ship, with an armament that is sufficient for this tier. It can be valid for several strategies, so privateers and pirates will benefit a lot from using this ship. Due to her characteristics, it is able to face all ships that are of the same tier. If the naval battle turns against you, you can always flee without difficulties.



## 'Arcadia' Xebec



Tier: 5	Maximum Crew: 170
HP: 3000	Minimum Crew: 30
Speed: 14.0	Cannons: 30
Maneuverability: 50.0	Maximum Caliber: 9
Cargo: 1500	Approximate price: 85.000

Ship category: Military, Pirate.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Good maritime performance.
- Very notable crew number.
- Very good HP.
- Good offensive armament.

Cons:

- Enough cargo capacity.

Information: The 'Arcadia' xebec is a ship with characteristic triangular sails, with a quite artistic and striking visual style. It is quite a difficult ship to find both at sea and in shipyards. It is the only one of the xebec classes that is not available to pirates. Compared to the tier 5 improved xebec, it gains more hull, crew, armament, and cargo capacity, at the cost of slightly losing maritime performance. Its lateen rigs give it a very good cross-wind and upwind performance. Due to this configuration, this ship specializes more as a military ship and a little less as a pirate.

It is an agile and maneuverable ship, with an armament that is good for this tier. It can be valid for several strategies, so privateers and pirates will benefit a lot from using this ship. Due to its characteristics, it is able to face all ships that are of the same tier, even against ships of a higher tier, tier 4. If the naval battle turns against you, you can always flee without difficulties.



## Fast Merchantman



Tier: 5	Maximum Crew: 150
HP: 2400	Minimum Crew: 30
Speed: 14.0	Cannons: 26
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 2200	Approximate price: 90.000

Ship category: Versatile, Merchant.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Decent defensive armament.
- Good maritime performance.
- Notable crew number.

Cons:

- Cargo capacity and HP lower than other merchant ships.

Information: The Fast Merchantman is an 'Aurora' class frigate auctioned to a trader, modified and converted to be a merchant ship. Due to this, and compared to said ship, which will be seen later, it gains more cargo capacity at the cost of losing crew and armament. This makes it more versatile, although its main function is to be a self-sufficient merchant, just as the fluyt and pinnace are. Her strategy, in fact, is different: it is not cut out to engage in naval battles with military ships, so it uses her good maritime performance to flee from combat, and keep them at bay from a distance with its good defensive ability. It does not have bow and stern cannons.

This ship, on "Colonial Powers" period, it is inferior to other more dedicated merchant ships, since its cargo capacity is lower. However, for the last two periods, this will be the best merchant ship you can get, and the most common. It is not necessary for it to be escorted by military ships, although it is appreciated. With this ship you will not be able to make great sums of money through trade, so you need to choose valuable cargo to sell, whether it is gold, silver, or smuggling goods, amongst others.



## Light Fluyt-of-War



Tier: 5	Maximum Crew: 204
HP: 3500	Minimum Crew: 41
Speed: 12.8	Cannons: 34
Maneuverability: 32.0	Maximum Caliber: 12
Cargo: 3500	Approximate price: 109.600

Ship category: Versatile.

Periods in which it appears: 1500-1769 (Four periods).

Pros:

- Optimal offensive armament.
- Excellent crew number.
- Notable cargo capacity.
- Notable HP.

Cons:

- Low maritime performance.

Information: The light fluyt-of-war is probably one of the best tier-by-tier ships in the game. It can be applied for multiple strategies, thanks to its high number of positive characteristics. As a merchant ship, it is not the best, but it certainly can be useful for carrying a good amount of valuable goods. As a military ship, it is excellent, since it has a hard hull, very remarkable armament, and an excellent number of crew members. And as a pirate ship, it also turns out to be quite good, as it can take on military ships without much trouble, and catch up with slow, cargo-packed merchants.

Unfortunately, its maritime performance is not good, so it is not good at chasing fleeing ships, or fleeing from ships superior to you. However, this can be corrected in a certain sense, thanks to the modifications that you can make to your ship in the shipyard, some of which are aimed at improving its maritime performance. This is further accentuated with the pirate design, which further favors maritime performance, at the cost of sacrificing HP and cargo capacity, but it is not a major problem. With all that done, you



can make this class of ship great for both pirates and corsairs. Its optimal offensive ability makes it useful for taking on all ships, even Tier 3 or Tier 4 ones.

As a fun fact, this ship class is based on one of the models of the vanilla fluyt of the stock game, with several modifications to its characteristics and appearance.

### **Heavy Sloop-of-War**



Tier: 5	Maximum Crew: 155
HP: 3000	Minimum Crew: 36
Speed: 13.1	Cannons: 24
Maneuverability: 40.0	Maximum Caliber: 12
Cargo: 1800	Approximate price: 110.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Notable crew.
- Decent cargo capacity.
- Good maximum caliber.
- Very good HP.

Cons:

- None.

Information: The heavy Sloop-of-War is the third of the Sloop-of-War class mentioned in this list. It is a ship with very good features and characteristics, focused on the military theme. It is a ship with few disadvantages, although it is not useful for merchant tasks. It must be taken into account, in addition, that it does not have the cannons fore and aft, so it is not good either to be an interceptor or to flee from the enemy. This ship is more oriented to the military theme than the pirate theme. This Sloop-of-War model is quite worth it. If the naval battle turns against you, you can always flee without difficulties.



## **6th Rate Frigate (Postillionen model)**



Tier: 5	Maximum Crew: 146
HP: 2400	Minimum Crew: 24
Speed: 13.5	Cannons: 20
Maneuverability: 40.0	Maximum Caliber: 12
Cargo: 1800	Approximate price: 128.800

Ship category: Military, Pirate.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Appreciable maritime performance.
- Very good crew.
- Decent cargo capacity.
- Good maximum caliber.
- Good HP.

Cons:

- Enough armament.

Information: The 6th Rate Frigate, Postillionen model, is the first of the frigate class of ships mentioned on this list. It is a ship with good features and characteristics, focused on the military theme. If we compare it with the Neptunus model Sloop-of-War, it gains more cargo, HP, crew and armament capacity, at the cost of a noticeable increase in price. It must be taken into account, in addition, that it does not have the cannons fore and aft, so it is not good either to be an interceptor or to flee from the enemy. It is better, if your finances allow it, to choose this model of corvette over the other.

Your main strategy is to attack merchant ships of the same tier or lower, board them, and capture them. If the naval battle turns against you, you can always flee without difficulty, although bear in mind that it is not suitable for sailing upwind.



## **6th Rate Frigate (Greyhound model)**



Tier: 5	Maximum Crew: 120
HP: 2000	Minimum Crew: 24
Speed: 13.0	Cannons: 22
Maneuverability: 45.0	Maximum Caliber: 9
Cargo: 1250	Approximate price: 138.000

Ship category: Military, Pirate.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Appreciable maritime performance.

Cons:

- Enough cargo capacity.
- Enough HP.

Information: The 6th Rate Frigate, Greyhound model, is the second of the frigate class mentioned on this list. It is a military ship with standard characteristics that you can find in the Caribbean. Good hull, decent maritime performance, and decent armament, albeit with a somewhat low cargo capacity. This ship is perfect for corsairs, since its characteristics are more oriented to that type of strategy. If the naval battle turns against you, you can always flee without difficulty.



## Light East Indiaman



Tier: 5	Maximum Crew: 200 (180)
HP: 5000	Minimum Crew: 54
Speed: 11.0 (11.55)	Cannons: 28
Maneuverability: 30.0 (28.5)	Maximum Caliber: 18
Cargo: 2500 (3250)	Approximate price: 140.800

Ship category: Military, Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Good cargo capacity.
- Excellent HP.
- Impressive armament for its tier.
- Excellent crew number.

Cons:

- Very low maritime performance.

Information: The Light East Indiaman is a ship with a greater emphasis on military aspects than merchant ones. The impressive robustness of her hull, her impressive armament, and her large number of crew make her one of the best military ships you can acquire early in the game. It only appears as of Dutch design.

Its excellent armament capacity makes it the perfect ship within its tier to face other military ships of the same tier and higher, such as 3 or 4. However, the pirates can pose a problem due to their high agility, but they must be careful if they don't want to be decimated in a few broadsides. It is recommended that you go accompanied in a convoy with one or two more agile and maneuverable ships, such as corvettes or frigates.



## **‘Lyme’ class Frigate**



Tier: 5	Maximum Crew: 200
HP: 2500	Minimum Crew: 25
Speed: 13.5	Cannons: 38
Maneuverability: 40.0	Maximum Caliber: 9
Cargo: 1500	Approximate price: 145.200

Ship category: Military, Pirate.

Periods in which it appears: 1740-1789 (Two periods).

Pros:

- Appreciable maritime performance.
- Excellent crew number.
- Impressive number of cannons.
- Good HP.

Cons:

- Enough cargo capacity.

Information: The ‘Lyme’ class frigate is the third of the frigate class mentioned on this list. It is a military ship that stands out for its impressive number of cannons, having a similar caliber to other ships of the same tier. It is a ship with good features and characteristics. It can take on tier 4 ships without much trouble, but you have to be careful, since it does not have a strong hull for intense naval battles.



## **Tier 4**

### **Fast Galleon**



Tier: 4	Maximum Crew: 360
HP: 4000	Minimum Crew: 64
Speed: 12.5	Cannons: 38
Maneuverability: 31.0	Maximum Caliber: 9
Cargo: 5000	Approximate price: 110.000

Ship category: Merchant, Pirate.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Quite notable cargo capacity.
- Quite good HP.
- Notable defensive armament.
- Very high crew number.

Cons:

- Low maritime performance.
- Inferior maximum caliber for its tier.

Information: The fast galleon is a robust ship, of great cargo capacity and armament, perfectly self-sufficient, designed for multiple roles, although it stands out more for its merchant or pirate facet. It is equally valid for military tasks, but her lower maximum caliber limits it to some extent. It keeps military ships and pirates at bay without much difficulty, and if heavy warships try to attack it, it can flee much better than other galleons. One thing to notice is that this ship has poor acceleration, so it takes a long time to get at max speed. In the game you can find it both as a merchant and as a military ship. With this ship you can make good sums of money through trade or piracy, so it is a great option for those merchants who want to acquire a self-sufficient merchant, or loot them.



## Corvette



Tier: 4	Maximum Crew: 270
HP: 2500	Minimum Crew: 54
Speed: 13.0	Cannons: 30
Maneuverability: 45.0	Maximum Caliber: 12
Cargo: 1250	Approximate price: 138.000

Ship category: Military.

Periods in which it appears: 1740-1789 (Two periods).

Pros:

- Appreciable crew number.
- Good offensive armament.

Cons:

- Low cargo capacity.

Information: The corvette is the fourth frigate mentioned on the list. It is considered a light frigate. Compared to the 'Aurora' class frigate, which we will see later, it has a lower cargo and crew capacity, so it is one of the lowest in her tier.

The frigates stand out for having a balance between maritime performance and firepower, but they are not very resistant to enemy fire, and they have little cargo capacity.

It is a ship with good features and characteristics, focused on the military theme. It can take on tier 4 ships without much trouble, but you have to be careful, since it doesn't have a strong hull for intense naval battles.



## **Fragata Latina**



Tier: 4	Maximum Crew: 270 (284)
HP: 2500 (2375)	Minimum Crew: 58
Speed: 13.8	Cannons: 32
Maneuverability: 55.0 (63.25)	Maximum Caliber: 12
Cargo: 1500 (1800)	Approximate price: 140.000

Ship category: Military.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Appreciable crew number.
- Good offensive armament.
- Good maritime performance, especially Maneuverability.
- Appreciable cargo capacity.

Cons:

- None.

Information: The fragata latina, compared to the corvette, has greater cargo capacity, and better maritime performance. In addition, her rigging gives her better maneuverability, and better performance upwind than other ships, thanks to its lateen sails. This ship only appears as a Portuguese design, so its characteristics are aimed at that design. It can, therefore, better dictate the rhythm and the rules of combat better than other frigates. Its characteristics make it good to attack enemy ships up close and behind them, attacking its stern.

As a fun fact, this ship uses the hull from the vanilla corvette of the stock game, with a different appearance.



## **‘Aurora’ class Frigate / Corsair Frigate**



Tier: 4	Maximum Crew: 288
HP: 2500	Minimum Crew: 58
Speed: 13.5	Cannons: 30
Maneuverability: 45.0	Maximum Caliber: 12
Cargo: 1500	Approximate price: 145.200

Ship category: Military.

Periods in which it appears: 1740-1789 (Two periods).

Pros:

- Appreciable crew number.
- Good offensive armament.
- Decent maritime performance.

Cons:

- Enough cargo capacity.

Information: The ‘Aurora’ class frigate is a type of light frigate with some improved characteristics, this class being the most frequent you can find in the Caribbean. There is the possibility that you can encounter these ships as pirates, although is very rare.

It is a ship with good features and characteristics, focused on the military theme. It can take on tier 4 ships without much trouble, but you have to be careful, since it doesn't have a strong hull for intense naval battles.

As a fun fact, this ship is the New Horizons ship replacement of the vanilla corvette of the stock game, which is more historically accurate.



## Treasure Galleon



Tier: 4	Maximum Crew: 260 (273)
HP: 5200 (5720)	Minimum Crew: 64
Speed: 8.0 (7.6)	Cannons: 30
Maneuverability: 25.0	Maximum Caliber: 18
Cargo: 4650 (6288)	Approximate price: 152.800 (160.440)

Ship category: Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Notable cargo capacity.
- Quite good HP.
- Quite notable defensive armament.
- Appreciable crew number.

Cons:

- Terrible maritime performance.

Information: The Treasure Galleon is a robust ship, with great capacity and armament, which, however, has a notorious reputation for being the slowest ship in the entire game, including tartanas or naval ketch. It can keep pirates and military ships at bay, but is required to be heavily escorted by military ships. This ship only appears as of Spanish design, so its characteristics are linked to that nation.

This ship may be suitable for trade, but given its terrible maritime performance, it is better to seek another more valid option. It is said that, if you find these ships both on the coast and in the ocean, they have a high probability of carrying gold, silver, or both in their holds. The perfect loot for Corsairs and Pirates.



## Spanish Light Galleon



Tier: 4	Maximum Crew: 342
HP: 5500	Minimum Crew: 68
Speed: 11.5	Cannons: 36
Maneuverability: 20.0	Maximum Caliber: 18
Cargo: 7500	Approximate price: 155.800

Ship category: Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Impressive cargo capacity.
- Very notable HP.
- Strong defensive armament.
- Very high crew number.

Cons:

- Poor maritime performance.

Information: The Spanish light galleon is a robust ship, of enormous capacity and strong armament, which, however, has poor maritime performance. It can keep pirates and military ships at bay, but it is required to be well escorted. It has the second highest cargo capacity in the entire game, second only to the Spanish royal galleon.

With this ship you can make huge sums of money through trade, so it is an ideal option for those merchants who want to acquire trade with huge amounts of goods, or to do serious smuggling business.

As a fun fact, this ship is one of the two models of the vanilla galleon present on the stock game. In this mod, this ship model is shown as its own ship class. The other vanilla model appears as the first of two models for the Spanish Royal Galleon, being its own ship class.



## English Galleon



Tier: 4	Maximum Crew: 320 (304)
HP: 4500 (5175)	Minimum Crew: 40 (42)
Speed: 10.0 (10.5)	Cannons: 40
Maneuverability: 40.0	Maximum Caliber: 12
Cargo: 4800 (5760)	Approximate price: 160.000 (176.000)

Ship category: Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Notable cargo capacity.
- Good HP.
- Notable defensive armament.
- High crew number, and low minimum crew requirement.
- Good maneuverability within its class.

Cons:

- Poor speed.

Information: The English galleon is a ship with a good hull, large capacity and armament, which, however, has a very slow speed. It can keep pirates and military ships at bay, but it is mandatory that it be well escorted. This ship only appears in English design.

Comparatively speaking to the fast galleon, it has several differences. It has a better hull, at the cost of slightly losing some cargo; it has better defensive weapons, but has less crew, although this can be compensated thanks to the fact that her minimum crew is very low; and lastly, it is slower, but much more maneuverable. It should be noted that it does not have bow cannons.

With this ship you can make good sums of money through trade, so it is a good option for those merchants who want to dedicate themselves fully to it.



## **Spanish Royal Galleon (Model 1)**



Tier: 4	Maximum Crew: 350
HP: 5500	Minimum Crew: 68
Speed: 11.5	Cannons: 40 [2/17/17/4]
Maneuverability: 20.0	Maximum Caliber: 18
Cargo: 8000	Approximate price: 166.800

Ship category: Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Impressive cargo capacity.
- Very notable HP.
- Strong defensive armament.
- Very high crew number.

Cons:

- Poor maritime performance.

Information: The Spanish royal galleon is a robust ship, of enormous capacity and strong armament, which, however, has poor maritime performance. It can keep pirates and military ships at bay, but it is required to be well escorted. It is superior to the Spanish light galleon, although it is a bit more expensive. It has the highest cargo capacity in the entire game.

This model in particular is the most widely used by all nations, but it appears mainly at the hands of both Portuguese and Spanish. This model has bow and stern cannons, whereas the model 2 does not have on both bow and stern.

With this ship you can make huge sums of money through trade, so it is an ideal option for those merchants who want to acquire trade with huge amounts of goods, or to do serious smuggling business.



## **Spanish Royal Galleon (Model 2)**



Tier: 4	Maximum Crew: 350
HP: 5500	Minimum Crew: 72
Speed: 11.5	Cannons: 40 [0/20/20/0]
Maneuverability: 24.0	Maximum Caliber: 18
Cargo: 8000	Approximate price: 166.800

Ship category: Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Impressive cargo capacity.
- Very notable HP.
- Strong defensive armament.
- Very high crew number.

Cons:

- Poor maritime performance.

Information: The Spanish royal galleon is a robust ship, of enormous capacity and strong armament, which, however, has poor maritime performance. It can keep pirates and military ships at bay, but it is required to be well escorted. It is superior to the Spanish light galleon, although it is a bit more expensive. It has the highest cargo capacity in the entire game.

This model is exclusively used by the Spanish and Portuguese. It is inferior to the model 2 in its disposition of its armament, although it has a little better maneuverability. This one does not have bow and stern cannons.

With this ship you can make huge sums of money through trade, so it is an ideal option for those merchants who want to acquire trade with huge amounts of goods, or to do serious smuggling business.



## **English War Galleon (Standard version)**



Tier: 4	Maximum Crew: 370 (352)
HP: 5000 (5750)	Minimum Crew: 45 (47)
Speed: 11.0 (11.55)	Cannons: 40
Maneuverability: 40.0	Maximum Caliber: 18
Cargo: 3500 (4200)	Approximate price: 190.000 (209.000)

Ship category: Military, Merchant.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Good cargo capacity.
- Quite good HP.
- Strong offensive armament.
- Excellent crew number, and low minimum crew.
- Good maneuverability within its class.

Cons:

- Very low speed.

Information: The standard English war galleon is a ship with a remarkable hull, with strong armament and good cargo capacity, which, however, has a very slow speed. It can keep pirates and military ships at bay, although it is recommended that she be part of a convoy. This ship only appears in English design.

Comparatively speaking with the standard English galleon, it has a better hull, although less cargo capacity; it has a larger crew, increased maximum caliber of armament, and slightly better speed. It does not have bow cannons.

This ship is more dedicated to the military theme, since it has a lower cargo capacity. Also, since it has good maneuverability, you could try to get close to enemy ships, and attack them from the rear, where they will not have enough firepower to respond you.



## **'Kreyser' class Frigate**



Tier: 4	Maximum Crew: 378
HP: 3250	Minimum Crew: 76
Speed: 13.0	Cannons: 36
Maneuverability: 33.0	Maximum Caliber: 12
Cargo: 1750	Approximate price: 190.200

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Excellent crew number.
- Notable offensive armament.
- Good HP.
- Appreciable cargo capacity.

Cons:

- Somewhat sluggish maritime performance for its class.

Information: The 'Kreyser' class frigate is a type of heavy frigate, which has a more robust hull, a greater number of crew and armament, at the cost of its maritime performance and its higher price, making it more effective to deal with ships of the same tier and higher, tier 3. It is the second most frequent class of frigates that you can find in the Caribbean.

The frigates stand out for having a balance between maritime performance and firepower, but they are not very resistant to enemy fire, and they have little cargo capacity. The heavy type ones enhance more their characteristic attributes of armament, hull and crew, sacrificing a little of their maritime performance, but still being superior to other heavier and slower ships. Interestingly, this case has the pirate version superior to the original class.



It is a ship with good features and characteristics, focused on the military theme. It can take on tier 4 and tier 3 ships without much trouble, but you have to be careful, as it doesn't have a strong hull for intense naval battles. As a fun fact, this ship is the New Horizons ship replacement of the vanilla frigate of the stock game, which is more historically accurate.

### **(Heavy) Corsair Frigate**



Tier: 4	Maximum Crew: 378 (397)
HP: 3250 (2600)	Minimum Crew: 76 (84)
Speed: 13.5 (14.85)	Cannons: 36
Maneuverability: 34.0 (37.4)	Maximum Caliber: 12
Cargo: 2000	Approximate price: 190.200 (180.690)

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Excellent crew number.
- Notable offensive armament.
- Good maritime performance.
- Decent cargo capacity.

Cons:

- None.

Information: The heavy Corsair Frigate is a 'Kreyser' class frigate captured by pirates, with a few minor improvements over its original design. Compared with its standard version, this has slightly better maritime performance, a little more cargo, maintaining the same values for everything. Therefore, this is a much better version, but since this ship only appears with a pirate design, its upgrades are balanced by that design. It is also very rare to find on the coast and on random encounters.



## 'Raa' class Frigate



Tier: 4	Maximum Crew: 300
HP: 3250	Minimum Crew: 70
Speed: 13.0	Cannons: 32
Maneuverability: 33.0	Maximum Caliber: 12
Cargo: 1250	Approximate price: 190.200

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Notable crew number.
- Good offensive armament.
- Good HP.

Cons:

- Low cargo capacity.

Information: The 'Raa' class frigate is a type of heavy frigate, whose characteristics are balanced between the 'Aurora' frigate and the 'Kreyser' frigate. Comparing it with the latter, it has much less cargo and crew capacity, and a little less armament, maintaining its same maritime performance. That is why, taking into account the same price of it, it is better to choose the Kreyser before the Raa.



## **‘Unité’ class Frigate**



Tier: 4	Maximum Crew: 320
HP: 4000	Minimum Crew: 64
Speed: 13.5	Cannons: 32
Maneuverability: 34.0	Maximum Caliber: 12
Cargo: 1500	Approximate price: 228.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- High crew number.
- Good offensive armament.
- Decent maritime performance.
- Notable HP.

Cons:

- Enough cargo capacity.

Information: The ‘Unité’ class frigate is a type of heavy frigate, whose characteristics are balanced between the ‘Aurora’ frigate and the ‘Kreyser’ frigate. Its hull is sturdier than both, but its cargo is the same as the ‘Aurora’; the number of its crew is higher than ‘Raa’, but less than ‘Kreyser’; its armament is identical to the ‘Raa’; and it has maritime performances similar to ‘Kreyser’.

It is a ship with good features and characteristics, focused on the military theme. It can take on tier 4 and tier 3 ships without much trouble. This ship can withstand intense naval battles better than her competition.



## Heavy East Indiaman



Tier: 4	Maximum Crew: 344
HP: 8000	Minimum Crew: 84
Speed: 11.0	Cannons: 52
Maneuverability: 30.0	Maximum Caliber: 12
Cargo: 5000	Approximate price: 272.000

Ship category: Military, Merchant.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Very good cargo capacity.
- Excellent HP.
- Impressive armament.
- Very high crew number.

Cons:

- Very low maritime performance.

Information: The heavy East Indiaman is a ship with a very robust and hard to crack hull, of great capacity and impressive armament, which can be used mainly for military tasks, although it is also useful for merchant tasks as a self-sufficient ship. It keeps military ships and pirates at bay without much difficulty, but it is recommended that it be escorted by dedicated military ships of the same tier, since it is slow and not very maneuverable. In fact, in the game you can find it both as a merchant and as a military ship.



## **Tier 3**

### **Fast War Galleon**



Tier: 3	Maximum Crew: 400
HP: 4500	Minimum Crew: 90
Speed: 12.5	Cannons: 38
Maneuverability: 31.0	Maximum Caliber: 18
Cargo: 4000	Approximate price: 120.000

Ship category: Versatile, Military.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Good cargo capacity.
- Appreciable armament.
- Good crew number.

Cons:

- Low maritime performance.

Information: The fast war galleon is a robust ship, of great capacity and appreciable armament, perfectly self-sufficient, designed for multiple roles. This ship, unlike the tier 4 version of her, is capable of being able to multitask without much inconvenience, although she does not excel positively in any of them.

To some extent it can stand out as a military ship, but its armament is inferior to other ships of its tier and periods, as well as its HP. It does not particularly stand out as a merchant, but she can carry some cargo without much trouble. And as a pirate ship, it could only be suitable if it had a pirate or Swedish design, and underwent all the improvements of the shipyard. With this, it could be a much more versatile ship, useful for all kinds of strategies, and face ships of the same tier.



## **English War Galleon (Heavy version)**



Tier: 3	Maximum Crew: 440 (418)
HP: 5000 (5750)	Minimum Crew: 45 (47)
Speed: 10.0 (10.5)	Cannons: 40
Maneuverability: 35.0	Maximum Caliber: 24
Cargo: 3500 (4200)	Approximate price: 190.000

Ship category: Military.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Decent cargo capacity.
- Good offensive armament.
- Good crew number, and low minimum crew.
- Decent maneuverability within its class.

Cons:

- Poor speed.

Information: The heavy English war galleon is a variant of the standard English war galleon, with a greater emphasis on firepower, raising its maximum caliber, and its crew, at the cost of sacrificing some more its maritime performance. This ship only appears in English design. It does not have bow cannons.

This ship is more dedicated to the military theme, since it has a lower cargo capacity. Since it has good maneuverability, you could try to get close to enemy ships, and attack them from the rear, where they will not have enough firepower to respond you.



## Fluyt-of-War



Tier: 3	Maximum Crew: 414
HP: 4000	Minimum Crew: 83
Speed: 11.0	Cannons: 46
Maneuverability: 32.0	Maximum Caliber: 18
Cargo: 4000	Approximate price: 199.600

Ship category: Military.

Periods in which it appears: 1500-1769 (Four periods).

Pros:

- Good cargo capacity.
- Very decent armament.
- Good crew number.

Cons:

- Very low maritime performance.

Information: The Fluyt-of-War is a military ship with characteristics similar to the fast war galleon, but without being versatile. Compared to said ship, it has less HP, lower maritime performance, but with a bit more armament and crew. Due to these characteristics, this ship could only be suitable as a military ship, which leaves it inferior to the other mentioned one. Its armament is inferior to other ships of her tier and periods, as is its HP.



## Spiegelretourschip



Tier: 3	Maximum Crew: 414 (373)
HP: 4000	Minimum Crew: 83
Speed: 12.0 (12.6)	Cannons: 46
Maneuverability: 35.0 (33.25)	Maximum Caliber: 18
Cargo: 4000 (5200)	Approximate price: 199.600

Ship category: Versatile, Military.

Periods in which it appears: 1740-1789 (Two periods).

Pros:

- Good cargo capacity.
- Very decent armament.
- Good crew number.

Cons:

- Low maritime performance.

Information: The Spiegelretourschip is a ship with characteristics very similar to the fluyt-of-war, but it has a somewhat better maritime performance. She is a robust ship, of great capacity and appreciable armament, perfectly self-sufficient, designed for multiple roles. Because her maritime performances are somewhat better, it allows her to be more versatile. This ship is capable of being able to multitask without many inconveniences, although she does not stand out positively in any of them.

To some extent it can stand out as a military ship, but its armament is inferior to other ships of its tier and periods, as well as its HP. If you want to use it on a military theme, you could outmaneuver slower and less agile ships, attacking them from behind at their stern. She does not particularly stand out as a merchant, but she can carry some cargo without much trouble. And as a pirate ship, she could only be suitable if she had a pirate or swedish design, and underwent all the shipyard improvements. She usually appears in the ocean as a military ship, although on occasion, you can find her as a merchant, and she only appears as a Dutch design.



## **Spanish War Galleon (Model 1)**



Tier: 3	Maximum Crew: 400
HP: 6000	Minimum Crew: 80
Speed: 11.5	Cannons: 40
Maneuverability: 20.0	Maximum Caliber: 24
Cargo: 5000	Approximate price: 208.000

Ship category: Military, Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Notable cargo capacity.
- Good HP.
- Good armament.

Cons:

- Poor maritime performance.

Information: The Spanish war galleon is a robust ship, of remarkable capacity and good armament, which, however, has poor maritime performance. It can keep pirates and military ships at bay, but it is recommended that it be accompanied by one or more other military ships in the fleet. It is superior to the heavy English war galleon in HP and Cargo capacity, so it can also serve as a merchant to a lesser extent, and can endure intense naval battles.

This ship can be found both as military, and as merchant. You will not be able to make large sums of money, but at least it has a solid defence with which to face any pirate or military ship that wants to attack her.

As a fun fact, both of these models are based on the two vanilla galleon models of the stock game, with changes to their appearance. The model 1 is based on the one shown as the Spanish Light Galleon; the model 2 is based on the one shown as the first model of the Spanish Royal Galleon.



## Spanish War Galleon (Model 2)



Tier: 3	Maximum Crew: 400 (420)
HP: 6000 (6600)	Minimum Crew: 80
Speed: 11.5 (10.93)	Cannons: 40
Maneuverability: 22.0	Maximum Caliber: 24
Cargo: 5000 (6750)	Approximate price: 208.000 (218.400)

Ship category: Military, Merchant.

Periods in which it appears: 1500-1739 (Three periods).

Pros:

- Notable cargo capacity.
- Good HP.
- Good armament.

Cons:

- Poor maritime performance.

Information: The Spanish war galleon is a robust ship, of remarkable capacity and good armament, which, however, has poor maritime performance. It can keep pirates and military ships at bay, but it is recommended that it be accompanied by one or more other military ships in the fleet. It is superior to the heavy English war galleon in HP and Cargo capacity, so it can also serve as a merchant to a lesser extent, and can endure intense naval battles. This model is used only by the Spanish, and it is only of Spanish design.

This ship can be found both as military, and as merchant. You will not be able to make large sums of money, but at least it has a solid defence with which to face any pirate or military ship that wants to attack her.

As a fun fact, both of these models are based on the two vanilla galleon models of the stock game, with changes to their appearance. The model 1 is based on the one shown as the Spanish Light Galleon; the model 2 is based on the one shown as the first model of the Spanish Royal Galleon.



## 5th Rate Warship



Tier: 3	Maximum Crew: 400
HP: 5000	Minimum Crew: 80
Speed: 11.0	Cannons: 40
Maneuverability: 32.0	Maximum Caliber: 24
Cargo: 2500	Approximate price: 220.000

Ship category: Military.

Periods in which it appears: 1740-1789 (Two periods).

Pros:

- Very decent armament.
- Appreciable HP.

Cons:

- Very low maritime performance.
- Low cargo capacity.

Information: The 5th rate Warship is a military ship with characteristics similar to the Spanish war galleon. It is not a ship that stands out particularly much in her role, since its crew and its cargo are among the lowest of its class; its maritime performance leaves much to be desired; and its armament and HP are not flashy. Therefore, it is preferable to look for other warships with better characteristics than this one.

To some extent it can stand out as a military ship, but its armament is inferior to other ships of its tier and periods, as well as its HP. In order to be effective, you need to get far away with other enemy ships, and blast them with your superior armament of your broadsides, before they try to outmaneuver you, using chains as well.

Fun fact: This ship class is the stock *Black Pearl* used in the vanilla game. This ship appeared at the end of the storyline, as the ship to defeat in the final battle. Now with the New Horizons mod, a new *Black Pearl* model is instead used, which is more accurate to the film's portrayal.



## Flushdeck Frigate (Boussole and Razée)



Tier: 3	Maximum Crew: 420
HP: 5000	Minimum Crew: 84
Speed: 13.5	Cannons: 42
Maneuverability: 34.0	Maximum Caliber: 12
Cargo: 2500	Approximate price: 228.000

Ship category: Military.

Periods in which it appears: 1740-1830 (Three periods).

Pros:

- Appreciable HP.
- Decent maritime performance.

Cons:

- Low cargo capacity.
- Inferior maximum caliber for its tier.

Information: The flushdeck frigate is a heavy type frigate, with decent maritime performance, and which is superior to the 5th rate warship in that respect. She also surpasses it in crew, although her weapons are inferior. Therefore, your best strategy against slow and more powerful ships, will be to attack and outmaneuver them up close, zigzagging across their stern, and use your better agility, using 'Carronade' guns.

The frigates stand out for having a balance between maritime performance and firepower, but they are not very resistant to enemy fire, and they have little cargo capacity. The heavy type ones enhance more their characteristic attributes of armament, hull and crew, sacrificing a little of their maritime performance, but still being superior to other heavier and slower ships.

It is a ship with good features and characteristics, focused on the military theme. It can take on tier 3 ships without much trouble, but you have to be careful, as it doesn't have a strong hull for intense naval battles.



## Pinnacle-of-War



Tier: 3	Maximum Crew: 492
HP: 5000	Minimum Crew: 98
Speed: 10.0	Cannons: 82
Maneuverability: 25.0	Maximum Caliber: 12
Cargo: 4000	Approximate price: 236.800

Ship category: Military.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Good cargo capacity.
- Impressive number of cannons.
- Very high crew number.

Cons:

- Very poor maritime performance.

Information: The Pinnacle-of-War is a military ship with a strong hull, whose most notable feature is the enormous number of cannons it has. As a drawback, they are of a very low caliber for their tier, so it focuses more on hitting a lot of shots, rather than the individual damage itself. Its crew, moreover, is quite remarkable. However, its maritime performance is relegated to a minimum level, and its hull is not one of the strongest in her tier either, so it does not endure very intense naval battles against other more heavily armed opponents.

Since it has low caliber guns, you could either choose two strategies depending on the cannons you choose. If you choose 'Long Guns', you will still hit enemy ships from longer distances, but its damage and range will be shorter than other military ships with heavier caliber. On the other hand, if you choose 'Carronades', you will deal similar damage of those with heavier caliber, but you will be very limited on range, and also reload speed. Against frigates, you should choose 'Long Guns'; against warships, you should choose the 'Carronades'.



## 4th Rate Warship



Tier: 3	Maximum Crew: 440
HP: 6000	Minimum Crew: 88
Speed: 11.0	Cannons: 44 / 52
Maneuverability: 32.0	Maximum Caliber: 24
Cargo: 2500	Approximate price: 248.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Notable armament.
- Appreciable HP.

Cons:

- Very low maritime performance.
- Low cargo capacity.

Information: The 4th rate Warship is a military ship with improved characteristics compared to its 5th rate counterpart. It has a more resistant hull, a larger crew, and better armament, without sacrificing its already low maritime performance. There is a variant, belonging to the Royal Navy, which improves its armament, going from 44 to 52 cannons.

It is not a ship that stands out particularly much in its role, but at least it tries to be more competitive. It is preferable to look for other warships with better characteristics than this one. It can to some extent stand out as a military ship, but its armament is inferior to other ships of its tier and periods, as is its HP.

Fun fact: This ship class appeared in the stock game as the “Fearless”, a ship that was never used for anything. You could not buy, nor encounter it, anywhere. Its colour scheme was different than what it now shows here on this mod.



## **‘Essex’ class Frigate**



Tier: 3	Maximum Crew: 440
HP: 5100	Minimum Crew: 84
Speed: 13.4	Cannons: 46
Maneuverability: 33.0	Maximum Caliber: 18
Cargo: 2500	Approximate price: 260.000

Ship category: Military.

Periods in which it appears: 1790-1830 (One period).

Pros:

- Appreciable HP.
- Decent maritime performance.
- Notable armament for its class.

Cons:

- Low cargo capacity.

Information: The ‘Essex’ class frigate is a heavy type frigate, with decent maritime performance, only appearing in the “Napoleonic” period. She is superior to the flushdeck frigate in many respects, especially in her armament, with which she can already cope with heavier, slower and better armed ships. It is preferable to attack with these ships up close, outmaneuvering them, and attacking them against their stern.

It is a ship with good features and characteristics, focused on the military theme. It can take on tier 3 ships without much trouble, but you have to be careful, as it doesn't have a strong hull for intense naval battles.



## Advanced Warship



Tier: 3	Maximum Crew: 460 (437)
HP: 7000 (8050)	Minimum Crew: 92 (97)
Speed: 12.2 (12.8)	Cannons: 58
Maneuverability: 36.0	Maximum Caliber: 24
Cargo: 3000 (3600)	Approximate price: 272.000 (299.200)

Ship category: Military.

Periods in which it appears: 1680-1739 (One period).

Pros:

- High crew number.
- Very notable HP.
- Strong offensive armament.
- Decent cargo capacity.

Cons:

- Low maritime performance.

Information: The Advanced Warship is a military ship that only appears in the "Golden Age of Piracy". It is a privately built 4<sup>th</sup> ship-of-the-line, purchased by the Royal Navy. It has a strong and robust hull, strong large-caliber armament, a large crew, and low maritime performance, although decent for its class. It only appears as of English design. This ship is able to perfectly face military ships of the same tier, and even some weaker tier 2 ships.



## **Heavy Pinnace-of-War (Standard model)**



Tier: 3	Maximum Crew: 540
HP: 7000	Minimum Crew: 108
Speed: 12.6	Cannons: 54
Maneuverability: 29.0	Maximum Caliber: 24
Cargo: 4000	Approximate price: 272.000

Ship category: Military, Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Excellent crew number.
- Very high HP.
- Strong offensive armament.
- Good cargo capacity.

Cons:

- Low maritime performance.

Information: The heavy pinnace-of-war is a military ship that has a strong and robust hull, a strong armament of great caliber, an excellent number of crew members, and a low maritime performance, although decent for its class. This ship is able to perfectly face military ships of the same tier, and even some weaker tier 2 ships.

This ship can be found in the ocean mainly as a military ship, although sometimes you can also find it as a merchant ship. And it is that, although the capacity of its cargo is not the best, it can have a certain cargo of goods, and serve for trade or smuggling, in addition to being perfectly self-sufficient. With the right shipyard upgrades, this ship can be more versatile, and make it an even greater threat.



## Heavy Pinnace-of-War (Dutch model)



Tier: 3	Maximum Crew: 540 (486)
HP: 7000	Minimum Crew: 108
Speed: 11.0 (11.55)	Cannons: 54
Maneuverability: 28.0 (26.6)	Maximum Caliber: 24
Cargo: 4000 (5200)	Approximate price: 272.000

Ship category: Military, Merchant.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Excellent crew number.
- Very high HP.
- Strong offensive armament.
- Notable cargo capacity.

Cons:

- Very low maritime performance.

Information: The heavy pinnace-of-war is a military ship that has a strong and robust hull, a strong armament of great caliber, an excellent number of crew members, and poor maritime performance, for this particular model. This ship is able to perfectly face military ships of the same tier, and even some weaker tier 2 ships. It only appears as of Dutch design.

This ship can be found in the ocean mainly as a military ship, although sometimes you can also find it as a merchant ship. And it is that, although the capacity of its cargo is not the best, it can have a certain cargo of goods, and serve for trade, in addition to being perfectly self-sufficient. With the right shipyard upgrades, this ship can be more versatile, and make it an even greater threat.



**‘Artémise’, ‘Endymion’, ‘United States’ class Frigate**  
**(Heavy Battle Frigate)**



Tier: 3	Maximum Crew: 540
HP: 5500	Minimum Crew: 108
Speed: 13.0	Cannons: 56
Maneuverability: 30.0	Maximum Caliber: 24
Cargo: 2500	Approximate price: 282.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Appreciable HP.
- Strong offensive armament.
- Excellent crew number.

Cons:

- Low cargo capacity.

Information: The ‘Artémise’, ‘Endymion’, and ‘United States’ class Frigate, are heavy battle frigates, with decent maritime performance, which only appears in the last two periods. It has the firepower and crew of a heavy pinnace-of-war, with similar maritime performance, although with less cargo capacity. This frigate can cope with heavier, slower and better armed ships without problems. It is better to get up close and outmaneuver slow and heavier warships, attacking them at its stern.

It is a ship with good features and characteristics, focused on the military theme. She can handle tier 3 and tier 2 ships without much trouble, but you have to be careful, since she doesn't have a strong hull for intense naval battles.



## 'Razée' Frigate



Tier: 3	Maximum Crew: 420
HP: 8000	Minimum Crew: 84
Speed: 12.5	Cannons: 48
Maneuverability: 30.0	Maximum Caliber: 24
Cargo: 2500	Approximate price: 428.000

Ship category: Military.

Periods in which it appears: 1790-1830 (One period).

Pros:

- Very high HP.
- Notable offensive armament.

Cons:

- Low cargo capacity.
- Low maritime performance.

Information: The 'Razée' frigate was a third-rate ship-of-the-line that was cut down ("razéed"), to become a heavy frigate. It has mixed elements of both heavy frigates and heavy lineships, giving it a powerful combination. It has better maritime performance than heavy warships and lineships, although it is lesser than traditional heavy frigates. It only appears in the "Napoleonic" period. For comparison, it has the firepower and crew of a 4th rate warship, with superior maritime performance. Also, when comparing to the Heavy Battle Frigates, this has better HP but poorer maritime performance.

The highlight of her is the impressive amount of HP of its hull, which allows her to face warships of tier 2 without much difficulty, and endure intense naval battles with those of the same tier. It is a ship with good features and characteristics, focused on the military theme.



## **Tier 2**

### **Spanish Heavy War Galleon**



Tier: 2	Maximum Crew: 560 (588)
HP: 7000 (7700)	Minimum Crew: 112
Speed: 11.5 (10.93)	Cannons: 56
Maneuverability: 20.0	Maximum Caliber: 24
Cargo: 6000 (8100)	Approximate price: 280.000 (294.000)

Ship category: Military.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Quite excellent cargo capacity for its tier.

Cons:

- Very poor maritime performance.
- Inferior crew for its tier.
- Enough armament for its tier.
- Low HP for its tier.

Information: The Spanish heavy war galleon is a robust ship, of remarkable cargo capacity and good armament, which, however, has very poor maritime performance. It can keep pirates and military ships at bay, but it is recommended that it be accompanied by one or more other military ships in the fleet. It is the only one on the list in its tier that has a quite remarkable cargo capacity, so it can also serve as a somewhat merchant ship, although in the latter it will be limited, since it has to carry a lot of ammunition and supplies. It is one of the weakest ships in its tier, so pick another one as soon as possible. However, it should be noted that for the periods in which it appears, it is a more than decent option. It appears only as of Spanish design.



## **Heavy Pinnacle-of-War (Seven Provincien Dutch model)**



Tier: 2	Maximum Crew: 580 (522)
HP: 7000	Minimum Crew: 116
Speed: 12.6 (13.23)	Cannons: 58
Maneuverability: 29.0 (27.55)	Maximum Caliber: 24
Cargo: 5000 (6500)	Approximate price: 288.000

Ship category: Military.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Very notable cargo capacity.

Cons:

- Low maritime performance.
- Low crew for its tier.
- Enough armament within its tier.
- Low HP for its tier.

Information: The Dutch heavy pinnacle-of-war is a military ship that has a strong hull, good large-caliber armament, and a good number of crew members, although all are inferior within its tier. The maritime performance of it is, likewise, low. However, it should be noted that for the periods in which it appears, it is a more than decent option.

This ship is capable of facing ships of the same tier. It only appears as Dutch in design. Although its cargo capacity is not the best, it may have a certain cargo for goods, and serve for trade, as well as being perfectly self-sufficient. You will not be able to make large sums of money, but at least it has a solid defence with which to face any pirate or military ship that wants to attack her.



## **Brandenburg Frigate**



Tier: 2	Maximum Crew: 560 (504)
HP: 7500	Minimum Crew: 112
Speed: 11.0 (11.55)	Cannons: 56
Maneuverability: 32.0 (30.4)	Maximum Caliber: 24
Cargo: 3500 (4550)	Approximate price: 308.000

Ship category: Military.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Good cargo capacity.

Cons:

- Very low maritime performance.
- Low crew within its tier.
- Enough armament within its tier.
- Low HP for its tier.

Information: The Brandenburg frigate is a military ship with characteristics similar to the Dutch Heavy Pinnace-of-War of the same tier, being inferior in cargo capacity and maritime performance. Although it gains slightly more hull HP, it does not make up the difference, which is why the pinnace is the top pick. However, it should be noted that for the periods in which it appears, it is a more than decent option.

This ship is capable of facing ships of the same tier. She only appears as Dutch in design.



## Escort Ship



Tier: 2	Maximum Crew: 600 (540)
HP: 8000	Minimum Crew: 120
Speed: 11.0 (11.55)	Cannons: 60
Maneuverability: 32.0 (30.4)	Maximum Caliber: 24
Cargo: 2750 (3575)	Approximate price: 336.000

Ship category: Military.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Decent cargo capacity.

Cons:

- Very low maritime performance.
- Inferior crew within its tier.

Information: The escort ship is a military ship with characteristics similar to the Brandenburg frigate, being lower in cargo capacity, although it makes up for it with higher HP and crew. Comparing it to the Dutch heavy pinnace-of-war, however, it is still inferior in some respects, so overall, it does not outperform her. However, it should be noted that for the periods in which it appears, it is a more than decent option.

This ship is capable of facing ships of the same tier. She only appears as Dutch in design.



## 60-Gun 4th Rate



Tier: 2	Maximum Crew: 600 (540)
HP: 8000	Minimum Crew: 120
Speed: 11.0 (11.55)	Cannons: 60
Maneuverability: 32.0 (30.4)	Maximum Caliber: 24
Cargo: 2750 (3575)	Approximate price: 336.000

Ship category: Military.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Decent cargo capacity.

Cons:

- Very low maritime performance.
- Inferior crew within its tier.

Information: The 60-Gun 4th Rate is a military ship with identical characteristics to the Escort ship, so it is indifferent to choose between one and the other. The only possible difference is the arrangement of their cannons. Comparing it to the Dutch heavy pinnace-of-war, however, it is still inferior in some respects, so overall, it does not outperform her. However, it should be noted that for the periods in which it appears, it is a more than decent option.

This ship is capable of facing ships of the same tier. She only appears as Dutch in design.



## French War Galleon



Tier: 2	Maximum Crew: 640
HP: 9000	Minimum Crew: 128
Speed: 11.5	Cannons: 64
Maneuverability: 32.0	Maximum Caliber: 32
Cargo: 3250	Approximate price: 364.000

Ship category: Military.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Good HP.
- Excellent maximum caliber.
- Decent crew within its tier.

Cons:

- Very low maritime performance.

Information: The French war galleon is a robust and strong ship, of decent capacity and good heavy armament, which, however, has poor maritime performance. Its crew already represents a certain challenge to other military ships in her tier. It should be noted that for the periods in which it appears, it is a good option.

This ship is capable of facing ships of the same tier. It only appears as French in design, although it can also appear at the hands of pirates, but it is very rare, with its own design.



### ‘Fleuron’ / ‘Poseidon’ class 3rd Rate



Tier: 2	Maximum Crew: 640
HP: 9000	Minimum Crew: 128
Speed: 11.0	Cannons: 66
Maneuverability: 32.0	Maximum Caliber: 24
Cargo: 3000	Approximate price: 364.000

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Good HP.
- Decent crew within its tier.
- Appreciable armament.

Cons:

- Very low maritime performance.

Information: The ‘Fleuron’ and ‘Poseidon’ class 3rd Rate could be cataloged, together with the French war galleon, within the category of battleships. They are robust and strong ships, of decent capacity and good armament, which, however, have poor maritime performance. Compared with the French war galleon, they lose a maximum caliber level, so it is somewhat indifferent to choose between one and the other. This ship is capable of facing ships of the same tier.



### **‘Centurion’ class 4th Rate**



Tier: 2	Maximum Crew: 700
HP: 9500	Minimum Crew: 140
Speed: 10.5	Cannons: 68
Maneuverability: 25.0	Maximum Caliber: 24
Cargo: 3000	Approximate price: 375.000

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Good HP.
- Notable crew.
- Good armament.

Cons:

- Very poor maritime performance.

Information: The ‘Centurion’ class 4th Rate is a robust and strong armored-class battleship, of decent cargo capacity and good armament, which, however, has poor maritime performance. Compared to the ‘Fleurion’ and ‘Poseidon’, it gains more hull HP and crew, at the expense of worse maritime performance. Therefore, this ship is even more dangerous against others of the same tier. This ship is capable of taking on Tier 3, Tier 2, and to some extent Tier 1 ships.



### **3rd Rate Battleship**



Tier: 2	Maximum Crew: 700
HP: 10000	Minimum Crew: 140
Speed: 10.0	Cannons: 70
Maneuverability: 25.0	Maximum Caliber: 24
Cargo: 3000	Approximate price: 400.000

Ship category: Military.

Periods in which it appears: 1600-1769 (Three periods).

Pros:

- Quite good HP.
- Notable crew.
- Good armament.

Cons:

- Very poor maritime performance.

Information: The 3rd rate Battleship is a heavy, robust and strong military ship, of decent cargo capacity and good heavy armament, which, however, has poor maritime performance. Compared to the 'Centurion', it gains more hull HP and slightly more armament, making it superior to him. It is the typical battleship that you can find in the Caribbean. The second model shown is the only one you can find at the period "The Spanish Main"; in the rest of the periods, there are more models. This ship is capable of taking on Tier 3, Tier 2, and to some extent Tier 1 ships.

Fun fact: This is the original battleship from the stock game.



## Advanced Battleship



Tier: 2	Maximum Crew: 740 (851)
HP: 11000 (11550)	Minimum Crew: 148
Speed: 10.0 (10.5)	Cannons: 74
Maneuverability: 25.0	Maximum Caliber: 24
Cargo: 3250 (3413)	Approximate price: 428.000 (449.400)

Ship category: Military.

Periods in which it appears: 1680-1739 (One period).

Pros:

- Very good HP.
- Very notable crew.
- Notable armament.

Cons:

- Very poor maritime performance.

Information: The advanced battleship is an armored-class heavy military ship, very robust, with a high crew and good armament, which, however, has poor maritime performance. It is a variant of the 3rd rate battleship, which gains more hull, slightly more cannons, and a little more crew, making it superior. It only appears in the "Golden Age of Piracy", exclusively at the hands of the French. This ship is capable of taking on Tier 3, Tier 2, and to some extent Tier 1 ships.



### **‘Scipion’ / ‘Arrogant’ class 3rd Rate**



Tier: 2	Maximum Crew: 740
HP: 11000	Minimum Crew: 148
Speed: 10.0	Cannons: 74
Maneuverability: 25.0	Maximum Caliber: 24
Cargo: 3250	Approximate price: 428.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Very good HP.
- Notable crew.
- Good armament.

Cons:

- Very poor maritime performance.

Information: The ‘Scipion’ and ‘Arrogant’ 3rd rates, are heavy armored-class military ships, with identical characteristics to the advanced warship: robust and strong, of decent capacity and good armament, which, however, have poor maritime performance. This ship is capable of taking on Tier 3, Tier 2, and to some extent Tier 1 ships.



## **‘Téméraire’ / ‘Prins Willem’ / ‘America’ class 3rd Rate**



Tier: 2	Maximum Crew: 740
HP: 12000	Minimum Crew: 148
Speed: 12.5	Cannons: 76
Maneuverability: 34.0	Maximum Caliber: 24
Cargo: 3250	Approximate price: 450.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Excellent HP.
- Notable crew.
- Good armament.

Cons:

- Low maritime performance.

Information: The ‘Téméraire’, ‘Prins Willem’ and ‘America’ 3rd rates, are heavy battleship-class military ships, very robust and strong, with decent capacity and good weapons. In addition to that, their maritime performance is quite good in its class, making it a good choice for privateers who want to hunt big warships. With this in mind, your best strategy would be to outmaneuver less agile and slow warships, attacking them behind its stern. This ship is capable of taking on Tier 3, Tier 2, and to some extent Tier 1 ships.



## Heavy Battleship



Tier: 2	Maximum Crew: 800
HP: 12000	Minimum Crew: 160
Speed: 10.0	Cannons: 80
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 3250	Approximate price: 464.000

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Excellent HP.
- Very high crew.
- Excellent heavy armament.

Cons:

- Very poor maritime performance.

Information: The heavy battleship is a very strong and very robust ship, with a very high crew and excellent heavy armament, which, however, has very poor maritime performance. This ship is excellent for taking on all available tier 2 and tier 1 without problems.



## **‘Centaure’ / ‘Bellona’ / ‘Independence’ class 3rd Rate**



Tier: 2	Maximum Crew: 840
HP: 12500	Minimum Crew: 160
Speed: 12.5	Cannons: 84
Maneuverability: 34.0	Maximum Caliber: 24
Cargo: 3250	Approximate price: 475.000

Ship category: Military.

Periods in which it appears: 1740-1830 (Two periods). / ‘Independence’: 1790-1830 (One period).

Pros:

- Excellent HP.
- Excellent crew.
- Notable armament.

Cons:

- Low maritime performance.

Information: The ‘Centaure’, ‘Bellona’ and ‘Independence’ class 3rd Rates, are heavy military battleship-class ships, very robust and very strong, of decent cargo capacity and remarkable armament. In addition to that, their maritime performance is quite good in its class, making it a good choice for privateers who want to hunt big warships. With this in mind, your best strategy would be to outmaneuver less agile and slow warships, attacking them behind its stern. This ship is capable of facing ships of tier 3, tier 2 and, to a certain extent, tier 1. It is one of the best military ships within its tier.



## **Tier 1**

### **'Trinity' class 2nd Rate**



Tier: 1	Maximum Crew: 960
HP: 13000	Minimum Crew: 200
Speed: 10.0	Cannons: 96
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 3250	Approximate price: 525.000

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Quite excellent HP.
- Excellent crew number.
- Excellent heavy armament.

Cons:

- Very poor maritime performance.

Information: The 'Trinity' class 2nd rate is the first of the heavy man-of-war, which has a very strong and very robust hull, very high crew and excellent heavy armament, although it has very poor maritime performance. This ship is excellent for taking on all available tier 2 and tier 1 without problems.



## **‘Tonnant’ / ‘Barfleur’ / ‘San Luis’ / ‘Franklin’ class 2nd Rate**



Tier: 1	Maximum Crew: 940
HP: 14000	Minimum Crew: 180
Speed: 10.0	Cannons: 94
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 3500	Approximate price: 528.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods). ‘Franklin’: 1790-1830 (One period).

Pros:

- Quite excellent HP.
- Excellent crew number.
- Excellent heavy armament.

Cons:

- Very poor maritime performance.

Information: The 'Tonnant', 'Barfleur', 'San Luis' and 'Franklin' class 2nd Rate, are heavy man-of-war, which have a very strong and very robust hull, excellent crew and heavy armament, although they have very poor maritime performances. These ships are great for taking on all available Tier 2 and Tier 1 ships without a hitch.



## **‘Barfleur’ class 2nd Rate (XVII-XVIII century)**



Tier: 1	Maximum Crew: 960
HP: 15000	Minimum Crew: 200
Speed: 10.0	Cannons: 96
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 3500	Approximate price: 530.000

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Very excellent HP.
- Excellent crew number.
- Excellent heavy armament.

Cons:

- Very poor maritime performance.

Information: The ‘Barfleur’ class 2nd Rate is the third of the heavy man-of-war, which has a very strong and very robust hull, excellent crew and heavy armament, although it has very poor maritime performance. It is an improved variant of the ‘Trinity’, with much more hull HP and somewhat more cargo capacity. This ship is excellent for taking on all available tier 2 and tier 1 without problems.



## 1st Rate Ship of the Line



Tier: 1	Maximum Crew: 1000
HP: 16000	Minimum Crew: 200
Speed: 10.0	Cannons: 100
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 4000	Approximate price: 592.000

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Impressive HP.
- Excellent crew number.
- Excellent heavy armament.
- Decent cargo capacity.

Cons:

- Very poor maritime performance.

Information: The First-Rate Ship of the Line is the quintessential standard heavy man-of-war. It has an impressive and very robust hull, excellent crew and heavy armament, although it has very poor maritime performance. It surpasses the 'Barfleur' in all her characteristics, so this one is a better acquisition. This ship is excellent for taking on all available tier 2 and tier 1 without problems.

As a fun fact, this is one of the ships that you face within a small fleet on the island of Cozumel, during the campaign "Tales of a Sea Hawk" (original campaign of the game), at the end of this one. Also, this ship is the "manowar" of the stock game.



## **Spanish Man O' War (San Felipe)**



Tier: 1	Maximum Crew: 1080 (1134)
HP: 16000 (17600)	Minimum Crew: 204
Speed: 10.0 (9.5)	Cannons: 108
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 4250 (5738)	Approximate price: 592.000 (621.600)

Ship category: Military.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Quite impressive HP.
- Quite impressive crew number.
- Very excellent heavy armament.
- Very notable cargo capacity.

Cons:

- Very poor maritime performance.

Information: The Spanish Man O 'War 'San Felipe' is one of the strongest warships in the entire game. It is an impregnable maritime fortress, which has an impressive and very robust hull, very excellent crew and heavy armament, although it has very poor maritime performance. It surpasses the first-rate ship of the line in all the characteristics of her, so this one is a better acquisition. This ship is excellent to face without problems to all available tier 2 and tier 1. It is exclusively a Spanish design.



## **Royal Man O' War (Soleil Royal)**



Tier: 1	Maximum Crew: 1100 (1265)
HP: 17000 (17850)	Minimum Crew: 200
Speed: 9.0 (9.45)	Cannons: 112
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 4500 (4725)	Approximate price: 600.000 (630.000)

Ship category: Military.

Periods in which it appears: 1600-1739 (Two periods).

Pros:

- Quite impressive HP.
- Very impressive crew number.
- Very excellent heavy armament.
- Very decent cargo capacity.

Cons:

- Horrible maritime performance.

Information: The Royal Man O' War 'Soleil Royal' is one of the strongest warships in the entire game. It is an impregnable maritime fortress, which has an impressive and very robust hull, very excellent crew and heavy armament, although it has horrible maritime performance. This ship is excellent for taking on all available tier 2 and tier 1 without problems. It is exclusively a French design.

As a fun fact, in older Build versions of the mod, you could fight this ship as part of a defence convoy in “Tales of a Sea Hawk” storyline, when escaping in Rabel’s ship from French Speighstown to Jamaica. It does no longer appear on newest versions, though, for this storyline, as it was then anachronistic.



**‘Terrible’ / ‘Victory’ / ‘Santísima Trinidad’ / ‘Columbus’  
class 1st Rate**



Tier: 1	Maximum Crew: 1040
HP: 19000	Minimum Crew: 208
Speed: 10.5	Cannons: 104
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 5000	Approximate price: 624.000

Ship category: Military.

Periods in which it appears: 1770-1830 (Two periods). ‘Columbus’: 1790-1830 (One period).

Pros:

- Very impressive HP.
- Impressive crew number.
- Very excellent heavy armament.
- Quite good cargo capacity.

Cons:

- Very poor maritime performance.

Information: The ‘Terrible’, ‘Victory’, ‘Santísima Trinidad’ and ‘Columbus’ class 1st Rate, are one of the strongest warships in the entire game. It is an impregnable maritime fortress, which has a very impressive and very robust hull, a good cargo capacity, very excellent crew and heavy armament, although it has very poor maritime performance. This ship is excellent for taking on all available tier 2 and tier 1 without problems.



## **Specific ships per sidequests**

In some of the sidequests of Pirates of the Caribbean: New Horizons, you will mostly encounter enemy ships. These enemy ships are special, because they do not follow a random chance of appearing in an encounter. As a matter of fact, some of these ships are very easy to defeat, especially on boarding. This is really useful for captains that want to advance through ship tiers without having to spend money on it. This chapter of the guide will offer you the ships you will encounter on every sidequest of the game that has them.

### **WARNING!!!**

***This chapter will include ships that would be considered as SPOILERS for the sidequests, so if you DO NOT WANT to be spoiled about these ships, or anything about the sidequests, please DO NOT CONTINUE TO READ this chapter. If you want to continue otherwise, YOU DO IT ON YOUR OWN RESPONSIBILITY.***



1. **Edgar Attwood Adventures:** Depending on the choices you make, you might have to fight against a Heavy Brig (vanilla model), which you can take it as yours.
2. **Elizabeth Shaw's Disappearance:** You will encounter the *Flying Dutchman* near the end of the mission. Your best option would be to flee, since it is the cursed variant, and it has tremendous HP. Nevertheless, if you have a strong fleet with you, you can fight back the ship, and you can even sink it. You can't board and capture the ship.
3. **Nigel Blythe (quest):** Depending on the period you are playing; you will encounter two special ships on this quest. If you are playing on "The Spanish Main" or "Golden Age of Piracy", you will encounter a Light Fluyt-of-War, mainly as of Pirate design, and a Sloop-of-War (vanilla model), of Random design. If you are playing on "Colonial Powers", instead of the Light Fluyt-of-War, you will encounter a tier 4 Corsair Frigate ('Aurora' frigate). Remember that you will also lose one of your ships in your fleet (at least tier 6 ship). Check the Wiki on PiratesAhoy! about this quest for more details.

The first ship is very easy to board and capture, if you have at least a military ship of the same tier. The second one is also easy to board and capture, provided you have at least a good military ship of the same tier.
4. **Quest for the Crystal Skull:** Depending on the period you are playing; you will encounter an enemy ship captained by Lewis Vickers, at the end of your mission on Martinique. If you are playing on the first two periods, you will encounter a (Light) English Galleon of Personal design; for the rest of the periods onwards, you will encounter a Heavy Brig (New Horizons model) of Personal design. Both ships are relatively easy to board and capture, provided you have at least a good military ship of the same tier.
5. **Search for Peter Blood's ship:** Your companion Peter Blood will receive his own ship, which you can take advantage of, and take it for yourself. Depending on the period, you will receive a different ship class. For "Early Explorers" and "The Spanish Main": A Lateen Caravel. For "Golden Age of Piracy" and "Colonial Powers": A 6<sup>th</sup> Rate Frigate (Postillionen model). And for "Revolutions" and "Napoleonics": A Fast Merchantman.
6. **Silver for Cartagena:** You will face a fleet whose composition depends on the period you are playing. In "Golden Age of Piracy" or earlier: one Spanish Royal Galleon, three Spanish War Galleons, plus a Fast Galleon. On "Colonial Powers": A Fleuron class 3rd rate, two Heavy Pinnaces-of-War, and two 'Kreyser' class frigates. And for "Revolutions" and "Napoleonic": One Téméraire class 3rd Rate, two Artémise class Frigate, and two Unité class Frigate.
7. **Sink the Pirate Corvette:** Depending on the period you are playing; you will encounter a pirate ship around the coast of Martinique. If you are playing on the first two periods, you will encounter a Light Fluyt-of-War, mainly as of Pirate design. If you play on "Golden Age of Piracy", you will encounter a tier 4 Heavy Corsair Frigate ('Kreyser' frigate), mainly as of Pirate design. If you play on "Colonial Powers", you will encounter a tier 4 Corsair Frigate ('Aurora' frigate), mainly as of Pirate design. And if you are playing on the last two periods, "Revolutions" and "Napoleonics", you will encounter a tier 3 special frigate: the Heavy Patrol Frigate, of Pirate design, named 'Iceni Queen'. Be warned, though: all these ships are extremely tough and difficult to fight, or board and capture successfully, since its captain has high level, and its crew can decimate yours without any help. It is then recommended to fight these ships with a well-prepared higher tier military ship than theirs.



8. **Smuggling for Thomas O'Reily:** Soon after starting this quest, you will encounter four different ships, which will vary depending on the period you are playing. You will first encounter three ships at a time; shortly after, you will encounter a single ship. All of these ships are very easy to board and capture, so these are good ships to start increasing your fleet if you don't have too much level.
- a. If you are playing on "Early Explorers" period: the first three ships will be a Carrack, a Hybrid-Rigged Caravel, and a Lugger, all of them mainly as of Pirate design (except for the caravel, which will be ALWAYS of Portuguese design). Next you will encounter a Lateen Caravel, mainly as of Pirate design.
  - b. If you are playing on "The Spanish Main" period: the first three ships will be a Heavy Brig (vanilla model), a Barque Longue, and a Lugger, all of them mainly as of Pirate design. Next you will encounter a Lateen Caravel, mainly as of Pirate design. From this period onwards, the first three ships will be always the same; it only changes for the fourth and final ship.
  - c. If you are playing on "Colonial Powers" period: the last ship you will encounter will be a tier 6 Brigantine (Castel model), mainly as of Pirate design.
  - d. If you are playing on the last two periods, "Revolutions" and "Napoleonics": the last ship you will encounter will be a Fast Merchantman, mainly as of Pirate design.
9. **Strange things going on in the Caribbean:** In this sidequest, you will first encounter two animist ships off the coast of Barbados island. These two enemy ships will ALWAYS be a Heavy Brig (vanilla model) and a European Barque, regardless of the period in which you are playing. Both ships are mainly of Pirate design. These two ships are very easy to defeat and board, so these are excellent ships for you to increase in your fleet.
- But most importantly, at the end of the sidequest, you will encounter an enemy animist ship. This animist ship will change depending on the period you are playing.
- a. If you are playing on "Early Explorers" and "The Spanish Main", you will encounter an unique Animist Fluyt-of-War, which is like the "big brother" of the Light Fluyt-of-War.
  - b. If you are playing on "The Golden Age of Piracy" and "Colonial Powers", you will encounter an unique Heavy Frigate, which is the vanilla 'Mefisto' frigate of the stock game, and this one is also a variant of the stock frigate.
  - c. If you are playing on "Revolutions", you will encounter an unique Heavy Frigate, which is an improved variant of the 'Kreyser' class frigate.
  - d. If you are playing on "Napoleonics", you will encounter an unique Heavy Frigate, which is a slightly improved variant of the 'Essex' class frigate.
10. **The French pirate at the tavern:** If you choose to play until the end this sidequest, you will have Claire Larrouse as a possible companion. This includes her ship, a Sloop-of-War (vanilla model), mainly as of Pirate design. You can swap ships, and take control of her ship, as well as having her as an officer.



## **Special ships' stats**

This final chapter will talk about the stats of the special ships you can find at Vanderdecken's Cabin, in Pirates of the Caribbean: New Horizons. In order to access Vanderdecken's Cabin, you first have to find Joshamee Gibbs on La Tortue, who will give you the special Aztec Compass, which will enable you to sail to Isla de Muerta. There, you have to moor on the deserted shore, which is where you can find Vanderdecken.

***NOTE: In 'Early Explorers' period, you will not find Gibbs at La Tortue, and thus, you cannot access Isla de Muerta, and Vanderdecken's Cabin. Also, the mysterious golden coins from Isla de Muerta, will not have the special curse that you can see on the first film of the saga Pirates of the Caribbean. This happens due to historical reasons within its own lore of the saga: the mysterious coins will not become cursed during this period; at least, not yet.***

He will sell you special ships that you will not find in normal shipyards. Most of these ships will not be available in your own world within your normal quests; you will see other ships that you have in fact seen before. However, some so special and so rare ships will not be included in this list, like for example, the Natividad class 4<sup>th</sup> Rate, which is a light variant of the 'Fleurion' class 3<sup>rd</sup> Rate, specifically created for a particular sidequest exclusively for the Horatio Hornblower's storyline.

Also, with Vanderdecken, you can install whatever armament you wish to put, provided you have the money to pay for it, without any restriction to the maximum caliber. As mentioned earlier, you can install, as an example, 32 lbs cannons on a lugger. However, in Vanderdecken's Cabin you cannot install shipyard upgrades, neither you can change the appearance of your ships.

### **WARNING!!!**

***This chapter will include ships and information that would be considered as SPOILERS, so if you DO NOT WANT to be spoiled about these ships, or anything about its information, please DO NOT CONTINUE TO READ this chapter. If you want to continue otherwise, YOU DO IT ON YOUR OWN RESPONSIBILITY.***



## **Fast Brig (*Interceptor* model)**



Tier: 7	Maximum Crew: 44
HP: 2000	Minimum Crew: 20
Speed: 15.5	Cannons: 18
Maneuverability: 40.0	Maximum Caliber: 4
Cargo: 1000	Approximate price: 52.000.

Ship category: Military.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Very high HP for its tier.
- Decent cargo capacity.
- Very good maritime performance.

Cons:

- Weak caliber armament.

Information: The Fast Brig is the *HMS Interceptor* that you will see on the first film of *Pirates of the Caribbean: The Curse of the Black Pearl*. It is also a variant of the tier 7 American Brig / (British) Brig of the list of standard ships. The differences that have with the standard model are that it has better maritime performance, at the cost of losing crew, and increase its minimum crew requirements. You can find this ship on Vanderdecken's cabin, as well as being one of the ships that appear on "Hoist the Colours" storyline. Otherwise, you will not have the chance to play it.



## (Light) English Galleon (Golden Hind model)



Tier: 6	Maximum Crew: 95
HP: 1250	Minimum Crew: 12
Speed: 12.6	Cannons: 22
Maneuverability: 29.0	Maximum Caliber: 6
Cargo: 2000	Approximate price: 26.600

Ship category: Military, Merchant.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Quite good cargo capacity.
- High crew.
- Good HP.
- Good defensive armament.

Cons:

- Low maritime performance, especially maneuverability.

Information: The Light English galleon, Golden Hind model, is a variant that has the same characteristics as the standard model. The only thing that changes is the appearance and the colour scheme. You can find this ship on Vanderdecken's cabin, as well as being the start ship for the FreePlay storyline for Francis Drake. Otherwise, you will not have the chance to play it. You cannot change the appearance of the standard (Light) English Galleon into this model, and vice versa.



## Chinese Junk (Empress)



Tier: 6	Maximum Crew: 94
HP: 1750	Minimum Crew: 5
Speed: 14.0	Cannons: 10
Maneuverability: 50.0	Maximum Caliber: 12
Cargo: 1200	Approximate price: 44.000

Ship category: Pirate.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Exceptionally low minimum crew.
- Decent cargo capacity.
- High crew.
- Notable HP.
- Good and special maritime performance.

Cons:

- Low number of cannons.

Information: The Chinese Junk, is Sao Feng's ship on the saga Pirates of the Caribbean. It appears on "Hoist the Colours" storyline, and you can find this ship on Vanderdecken's cabin. Otherwise, you will not have the chance to play it. It is said to have special and positive sailing qualities and performance.



## **Lateen Caravel (Fast variant, Bartolomeu o Portugues)**



Tier: 5	Maximum Crew: 120
HP: 2500	Minimum Crew: 24
Speed: 14.0	Cannons: 32
Maneuverability: 45.0	Maximum Caliber: 6
Cargo: 3000	Approximate price: 50.000

Ship category: Pirate, Merchant.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Very good cargo capacity.
- Good HP.
- Good maritime performance.
- Good number of cannons.

Cons:

- Low maximum caliber.

Information: The Lateen Caravel, fast variant, is a variant captained by pirate Bartolomeu O Portuguese, with several remarkable modifications, making it the best non-cursed caravel in the game. Compared with the standard lateen caravel, it doubles its hull HP, it is faster and more maneuverable, it has much more cargo capacity, it increases its crew number substantially, and it has a little better maximum caliber for its cannons. It is based on the hull of the second model of the stock caravel, with changes to its rigging. It sails very well against the wind.

Due to these improvements, this ship has dramatically changed its role, making it a very good pirate ship, although it is inferior to other military and pirate ships of its tier in terms of its armament. Therefore, you should only engage merchant ships of its same tier, and lower military ships. It appears on Bartolomeu O Portuguese storyline, and you can find this ship on Vanderdecken's cabin. Otherwise, you will not have the chance to play it.



## Cursed Caravel



Tier: 5	Maximum Crew: 200
HP: 100000	Minimum Crew: 40
Speed: 12.0	Cannons: 32
Maneuverability: 40.0	Maximum Caliber: 12
Cargo: 2000	Approximate price: 70.000

Ship category: Cursed Ship.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Extraordinary HP.
- Optimal offensive armament.
- Good cargo capacity.
- Excellent crew number.

Cons:

- Low speed.

Information: The Cursed Caravel is the first cursed ship available at Vanderdecken's Cabin. It does appear as well on 'Bartolomeu O Portuguese' storyline, and on Freeplay storylines when you choose predetermined characters that have this ship. This one is cheap to buy for cursed ship standards, and it offers quite a lot of good characteristics. Besides its outstanding HP, it has high maximum caliber for a caravel, very high crew, and decent cargo capacity, although it has low speed, so you will have trouble catching faster ships that flee from you. It does not sail well against the wind.

As a fun fact, this cursed ship is based on the vanilla caravel of the stock game, with changes to its appearance for both hull and rigging.



## **Heavy Xebec ('Dolphin')**



Tier: 5	Maximum Crew: 200 (210)
HP: 3000 (3300)	Minimum Crew: 47
Speed: 14.85 (14.11)	Cannons: 26
Maneuverability: 50.0	Maximum Caliber: 18
Cargo: 2000 (2700)	Approximate price: 117.800 (123.690)

Ship category: Military, Versatile.

Periods in which it appears: 1600-1679 (One period; storyline-based ship).

Pros:

- Quite good cargo capacity.
- Excellent crew.
- Very good HP.
- Impressive armament for its tier.
- Good maritime performance.

Cons:

- None.

Information: The heavy xebec is the main ship used by Johan Elting, in 'Assassin' storyline. You can also acquire this ship on Vanderdecken's Cabin. It is only of Spanish design, so its characteristics are oriented into that design. With all the shipyard upgrades, this is truly a fearsome ship, that can attack tier 4 ships, and even weaker tier 3 ones. It sails very well upwind and cross-wind. It has also impressive acceleration, reaching its top speed in a short time. Compared with the 'Arcadia' xebec, it has better cargo capacity, higher crew, and heavier maximum caliber, although it loses a few cannons. Therefore, this is the best xebec you can get in the entire game.

This one is also anachronistic by gameplay encounter standards, since the xebecs start appearing in "Colonial Powers" period, whereas this one only appears in "The Spanish Main".



## Animist Fluyt-of-War



Tier: 4	Maximum Crew: 340
HP: 4000	Minimum Crew: 68
Speed: 14.0	Cannons: 34
Maneuverability: 35.0	Maximum Caliber: 18
Cargo: 3500	Approximate price: 151.200

Ship category: Versatile, Military, Pirate.

Periods in which it appears: 1500-1679 (Two periods).

Pros:

- Good cargo capacity.
- Notable crew.
- Quite good HP.
- Strong offensive armament.
- Good speed.

Cons:

- None.

Information: The Animist Fluyt-of-War is the satanist ship that appears in the sidequest “Strange things going on in the Caribbean”, as the ‘Mefisto’, in ‘Early Explorers’ and ‘The Spanish Main’ periods. You can also acquire this ship on Vanderdecken’s Cabin. Although it is only of pirate design, its characteristics do not change, keeping the same values as the Personal design.

This ship is based on the Light Fluyt-of-War ship class and model, with several improvements to it, albeit with different colour scheme and appearance. The improvements that it has this one has over the light variant are that it has more HP, it is more agile, it has a lot more crew, and it has one more level of maximum caliber for its cannons, making it better and adaptable for its new tier.



## **English Fast Galleon (*Wicked Wench*)**



Tier: 4	Maximum Crew: 324
HP: 4500	Minimum Crew: 65
Speed: 12.5	Cannons: 36
Maneuverability: 36.5	Maximum Caliber: 18
Cargo: 4500	Approximate price: 165.600

Ship category: Versatile, Military, Merchant.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Notable cargo capacity.
- Notable crew.
- Notable HP.
- Strong offensive armament.

Cons:

- Low maritime performance.

Information: This is the first ship under Captain Jack Sparrow's command when he was serving the East India Trading Company. It appears in "Hoist the Colours" storyline, as well as on Vanderdecken's Cabin. This ship has notable HP and cargo, a very good crew, and a very good armament, although it is not agile. Nevertheless, for galleon standards, this is quite fast. This ship is very good downwind.



## **Pirate Fast Galleon (Pre-cursed *Black Pearl*)**



Tier: 4	Maximum Crew: 324
HP: 4500	Minimum Crew: 65
Speed: 12.5	Cannons: 36
Maneuverability: 36.5	Maximum Caliber: 18
Cargo: 4500	Approximate price: 165.600

Ship category: Versatile, Military, Merchant.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Notable cargo capacity.
- Notable crew.
- Notable HP.
- Strong offensive armament.

Cons:

- Low maritime performance.

Information: This is Captain Jack Sparrow's beloved ship, before falling victim to a terrible curse. This model pre-dates before the events of the first film of the saga *Pirates of the Caribbean*. It appears in "Hoist the Colours" storyline, as well as on Vanderdecken's Cabin. This ship has notable HP and cargo, a very good crew, and a very good armament, although it is not agile. Nevertheless, for galleon standards, this is quite fast. This ship is very good downwind.



## Pirate Fast Galleon (Post-cursed *Black Pearl*)



Tier: 4	Maximum Crew: 324
HP: 3600	Minimum Crew: 65
Speed: 16.8	Cannons: 36
Maneuverability: 40.1	Maximum Caliber: 24
Cargo: 4500	Approximate price: 225.000

Ship category: Versatile, Pirate, Merchant.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Excellent maritime performance, especially downwind.
- Notable cargo capacity.
- Notable crew.
- Good HP.
- Very powerful armament.

Cons:

- None.

Information: This is Captain Jack Sparrow's beloved ship, freed from her curse. This model appears at the end of the first film and the next films onwards, of the saga *Pirates of the Caribbean*. It appears in "Hoist the Colours" storyline, at the end of "Tales of a Sea hawk" storyline, if you capture the cursed *Pearl*, as well as on Vanderdecken's Cabin. Compared with the previous models of the *Black Pearl*, this one loses quite hull HP, in exchange for better agility, and one level increase of its maximum caliber for its cannons.

Also, this ship has hidden values of its speed and maneuverability, being in fact even higher than what the values of the table show. When sailing downwind, it has a big boost to its top speed; when going cross-wind, it has a good boost to its speed; and when going upwind, it has a little boost. This is the best variant of the non-cursed *Black Pearl* you can get, and it is a fantastic ship for all kinds of strategies. You can even attack tier 2 ships up close, using your outstanding agility to fight on your terms.



## **Ghost Galleon (La Mariana)**



Tier: 4	Maximum Crew: 390
HP: 100000	Minimum Crew: 32
Speed: 14.1	Cannons: 38
Maneuverability: 31.0	Maximum Caliber: 24
Cargo: 2200	Approximate price: 225.000

Ship category: Cursed Ship.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Extraordinary HP.
- Optimal offensive armament.
- Excellent crew number.
- Good speed.

Cons:

- Low cargo capacity.

Information: The Ghost Galleon “La Mariana” is the second cursed ship available at Vanderdecken’s Cabin, and it is based on the Fast War Galleon ship class, with some characteristics different from its standard model. Besides its outstanding HP, this has more speed, and has one more level of maximum caliber for its cannons, although you sacrifice cargo capacity for those improvements.

This means that this ship is capable of confronting military ships of higher tiers, and chase and board merchant ships to loot them. It does not sail well cross-wind neither upwind. You can also have this ship as yours if you decide to play the Freeplay storyline “The Devil’s Ship”, with Ricardo Orellana as your character.



## **Cursed Fast Galleon (Cursed *Black Pearl*)**



Tier: 4	Maximum Crew: 300
HP: 100000	Minimum Crew: 60
Speed: 16.8	Cannons: 36
Maneuverability: 36.5	Maximum Caliber: 24
Cargo: 2200	Approximate price: 225.000

Ship category: Cursed Ship.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Extraordinary HP.
- Optimal offensive armament.
- Very notable maritime performance.

Cons:

- Low cargo capacity.

Information: This is Captain Jack Sparrow's beloved ship, when it is cursed during the events of the first film of the saga Pirates of the Caribbean. It appears in "Hoist the Colours" storyline, at the end of "Tales of a Sea hawk" storyline, as the final boss ship to defeat at Cozumel, at the end of the storyline, and as well as on Vanderdecken's Cabin. Besides its outstanding HP, this model, compared to the post-cursed one, it has less maneuverability, crew, and much less cargo capacity.

Also, this ship has hidden values of its speed and maneuverability, being in fact even higher than what the values of the table show. When sailing downwind, it has a big boost to its top speed; when going cross-wind, it has a good boost to its speed; and when going upwind, it has a little boost. You can even attack tier 2 ships up close, using your outstanding agility to fight on your terms.



## **Advanced Frigate (*HMS Surprise*)**



Tier: 4	Maximum Crew: 300
HP: 5000	Minimum Crew: 60
Speed: 14.0	Cannons: 32
Maneuverability: 34.0	Maximum Caliber: 12
Cargo: 2000	Approximate price: 228.000

Ship category: Military.

Periods in which it appears: 1790-1830 (One period; storyline-based ship).

Pros:

- Notable HP.
- Good speed.
- Good offensive armament.
- Decent cargo capacity.

Cons:

- Enough maneuverability.

Information: This is Jack Aubrey's beloved ship, from "Master & Commander" film. It appears in Freeplay storyline "Master & Commander", as well as on Vanderdecken's Cabin. It is based on an improved variant of the 'Unité' class Frigate, with different characteristics. It has more HP and cargo capacity, and a little more speed, but less crew, compared to the standard ship class. This makes it better as a military ship, and is capable of attacking military ships of tier 3, with longer and more intense naval battles.



## Heavy Frigate (Animist 'Kreyser' Frigate)



Tier: 3	Maximum Crew: 410
HP: 3800	Minimum Crew: 80
Speed: 13.5	Cannons: 36
Maneuverability: 34.0	Maximum Caliber: 18
Cargo: 2000	Approximate price: 210.000

Ship category: Military.

Periods in which it appears: 1770-1789 (One period).

Pros:

- Decent cargo capacity.
- Good crew number.
- Very good HP.
- Appreciable armament.

Cons:

- Somewhat sluggish maritime performance for its class.

Information: The Heavy Frigate, Animist 'Kreyser' Frigate, is the satanist ship that appears in the sidequest "Strange things going on in the Caribbean", as the 'Mefisto', in 'Revolutions' period. You can also acquire this ship on Vanderdecken's Cabin. Although it is only of pirate design, its characteristics do not change, keeping the same values as the Personal design.

This ship is based on the (Heavy) Corsair Frigate 'Kreyser' ship class and model, with some improvements to it, albeit with different colour scheme and appearance. The improvements that it has this one over the Corsair Frigate are that it has more HP, it has some more crew, and it has one more level of maximum caliber for its cannons, making it better and adaptable for its new tier. However, these changes make it no useful as a pirate ship, so its strategy is more or less the same.



## **Heavy Frigate (Animist Vanilla Frigate)**



Tier: 3	Maximum Crew: 420
HP: 4000	Minimum Crew: 84
Speed: 12.5	Cannons: 44
Maneuverability: 35.0	Maximum Caliber: 12
Cargo: 2000	Approximate price: 216.000

Ship category: Military.

Periods in which it appears: 1680-1769 (Two periods).

Pros:

- Decent cargo capacity.
- Good crew number.
- Notable HP.

Cons:

- Low maritime performance.
- Inferior maximum caliber for its tier.

Information: The Heavy Frigate, Animist Vanilla Frigate, is the satanist ship that appears in the sidequest “Strange things going on in the Caribbean”, as the ‘Mefisto’, in ‘Golden Age of Piracy’ and ‘Colonial Powers’ periods. You can also acquire this ship on Vanderdecken’s Cabin. Although it is only of pirate design, its characteristics do not change, keeping the same values as the Personal design.

This ship is the original ‘Mefisto’ from the stock game, with a few changes in its characteristics and appearance. The closest ship to compare is, again, the (Heavy) Corsair Frigate. The improvements that this one has over the other are that it has more HP, it has some more crew, and it has more cannons, although you lose some maritime performance. This means that this ship is still a military one, being as slow as some heavier warships, so you need to invest some money for upgrades at the shipyard to make it more powerful. Nevertheless, it is still a good ship, and you should fight in close quarters with enemy ships, taking advantage of your somewhat better agility than them.



## **Experimental Steam Frigates ('Hudson', 'Astrea', 'Jeanne D'Arc' and 'Kraken's Revenge' models)**



Tier: 3	Maximum Crew: 440
HP: 4000	Minimum Crew: 88
Speed: 12.0	Cannons: 46
Maneuverability: 45.0	Maximum Caliber: 24
Cargo: 1750	Approximate price: 224.000

Ship category: Military.

Periods in which it appears: 1790-1830 (One period).

Pros:

- Notable offensive armament.
- Good maneuverability.

Cons:

- Low HP for its tier.
- Low cargo capacity.
- Low speed with its sails.

Information: The Experimental Steam Frigates are military ships based on the real *Raritan-class Frigates*, that have steam engines installed, which they work separately from the sails. In order for the engines to work, planks are needed. It is then recommended to have a good supply of planks in order to run the steam engines properly for several weeks. These engines give a strong boost to its speed, compensating for the low speed its sails give, and its excellent when sailing against the wind.

Besides this special characteristic, this ship does not have a strong hull, nor does it have a large cargo hold, so it needs to resupply more frequently, and it cannot engage against superior warships of higher tiers. For comparison, it has the cargo capacity of a 'Kreyser' Frigate, and the armament, crew and speed with sails of a 'Razée' Frigate, although it has much better maneuverability. You should use your special agility whenever possible.



It is extremely rare to find these ships on encounters in ‘Napoleonics’ period, with the exception of the “Kraken’s Revenge”, so your best option would be to find them at Vanderdecken’s Cabin.

### **Pirate War Galleon (Queen Anne’s Revenge)**



Tier: 3	Maximum Crew: 420
HP: 5000	Minimum Crew: 70
Speed: 11.0	Cannons: 44
Maneuverability: 35.0	Maximum Caliber: 18
Cargo: 4500	Approximate price: 225.000

Ship category: Versatile, Military, Merchant.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Very good cargo capacity.
- Good crew number.
- Appreciable HP.
- Very decent armament.

Cons:

- Very low speed.

Information: This is Edward Teach alias ‘Blackbeard’ ship from the fourth film of the saga Pirates of the Caribbean. It appears in “Hoist the Colours” storyline, a Freeplay storyline for him, as well as on Vanderdecken’s Cabin. It is a multi-role ship that can do many tasks, being able to confront other military ships, carry quite some valuable cargo, among other things. If you play as him in the Freeplay storyline, you will have the ‘Sword of Triton’, which you can also get it from him at Isla de Muerta. The sword has two special abilities. The first one makes you have a little boost to your ship’s speed, especially



downwind. The second one causes massive sail damage to one enemy ship per charge, which makes you being able to get close to enemy ships, and sink or board them.

### **Spanish Heavy War Galleon (Pirate captured version)**



Tier: 3	Maximum Crew: 546
HP: 6460	Minimum Crew: 112
Speed: 12.5	Cannons: 56
Maneuverability: 22.0	Maximum Caliber: 24
Cargo: 6000	Approximate price: 280.000

Ship category: Military.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Very notable cargo capacity.
- Quite good HP.
- Very notable crew number.
- Strong offensive armament.

Cons:

- Very low maritime performance.

Information: This Spanish heavy war galleon appears at the end of “Bartolomeu O Portuguese” storyline, as his new beloved flagship. It is a captured one from the Spanish that has little differences from its standard model, as well as having little difference in its appearance. This one has less HP, but a little better maritime performance, although it is still very low. Due to the number of crew criteria tiers have, this one tricks you to believe is much worse than it really is. It loses just a few crewmembers, but this small difference makes it change from tier 2 to tier 3.

Nevertheless, it is still a robust ship, of remarkable cargo capacity and good armament, which, however, has very poor maritime performance. It can keep pirates and military



ships at bay, but it is recommended that it be accompanied by one or more other military ships in the fleet. It has a quite remarkable cargo capacity, so it can also serve as a somewhat merchant ship, although it will be limited, since it has to carry a lot of ammunition and supplies. You can also get it at Vanderdecken's Cabin.

### **Heavy Frigate (Animist 'Essex' Frigate)**



Tier: 3	Maximum Crew: 450
HP: 5500	Minimum Crew: 84
Speed: 13.6	Cannons: 46
Maneuverability: 34.0	Maximum Caliber: 18
Cargo: 2500	Approximate price: 290.000

Ship category: Military.

Periods in which it appears: 1790-1830 (One period).

Pros:

- Decent HP.
- Decent maritime performance.
- Notable armament for its class.

Cons:

- Low cargo capacity.

Information: The Heavy Frigate, Animist 'Essex' Frigate, is the satanist ship that appears in the sidequest "Strange things going on in the Caribbean", as the 'Mefisto', in 'Napoleonics' period. You can also acquire this ship on Vanderdecken's Cabin. Although it is only of pirate design, its characteristics do not change, keeping the same values as the Personal design.

This ship is based on the 'Essex' class Frigate, with some improvements to it, albeit with different colour scheme and appearance. The improvements that it has this one has over the standard version are that it has some minor positive improvements in all of its



characteristics, especially on HP, with the exception of its cargo capacity and armament, which are the same. However, none of these changes is remarkable, so it is basically the same ship class, with the same strategies that can be applied.

### **Cursed Galleon (Cursed *Flying Dutchman*)**



Tier: 3	Maximum Crew: 420
HP: 100000	Minimum Crew: 40
Speed: 15.5	Cannons: 56
Maneuverability: 36.0	Maximum Caliber: 32
Cargo: 4000	Approximate price: 300.000

Ship category: Cursed Ship.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Extraordinary HP.
- Impressive and optimal armament.
- Notable maritime performance, especially upwind.
- Very good cargo capacity.

Cons:

- None.

Information: This is Davy Jones' cursed ship, able to submerge, and also able to release the Kraken. It appears during the second and third films of the saga Pirates of the Caribbean. It appears in "Hoist the Colours" storyline, as well as on Vanderdecken's Cabin. Besides its outstanding HP, this ship has notable speed, very good cargo capacity for a cursed ship, decent crew, and impressive and dangerous armament, making it a menace to even tier 2 ships, with your strategy being of attacking enemy ships up close, using your outstanding agility and your special abilities to fight on your terms.



Also, this ship has hidden values of its speed and maneuverability, being in fact even higher than what the values of the table show. When sailing upwind, it has a big boost to its speed; when going cross-wind, it has a good boost to its speed; and when going downwind, it has a little boost to its top speed.

### **Ghost Galleon (Freed *Flying Dutchman*)**



Tier: 3	Maximum Crew: 420
HP: 100000	Minimum Crew: 40
Speed: 15.0	Cannons: 58
Maneuverability: 36.0	Maximum Caliber: 32
Cargo: 4000	Approximate price: 300.000

Ship category: Cursed Ship.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Extraordinary HP.
- Impressive and optimal armament.
- Very good maritime performance, especially upwind.
- Very good cargo capacity.

Cons:

- None.

Information: This is the true form of the 'Flying Dutchman', freed of her curse, and from Davy Jones. It appears at the end of the third film of the saga Pirates of the Caribbean. It appears in "Hoist the Colours" storyline, as well as on Vanderdecken's Cabin. Compared to its cursed model, there is hardly any difference. With this one you get a couple more cannons in exchange for a little less speed. It is still a menace to even tier 2 ships, with your strategy being of attacking enemy ships up close, using your outstanding agility to fight on your terms.



Also, this ship has hidden values of its speed and maneuverability, being in fact even higher than what the values of the table show. When sailing upwind, it has a big boost to its speed; when going cross-wind, it has a good boost to its speed; and when going downwind, it has a little boost to its top speed.

### **Heavy Patrol Frigate (*Iceni Queen*)**



Tier: 3	Maximum Crew: 540
HP: 5000	Minimum Crew: 108
Speed: 14.0	Cannons: 54
Maneuverability: 35.0	Maximum Caliber: 18
Cargo: 3500	Approximate price: 300.000

Ship category: Pirate, Military.

Periods in which it appears: 1770-1830 (Two periods).

Pros:

- Excellent crew number.
- Good maritime performance.
- Notable offensive armament.
- Decent cargo capacity.

Cons:

- None.

Information: The Heavy Patrol Frigate is a pirate ship that appears around the coast of Martinique during the sidequest “Sink the Pirate Corvette”, if you are playing on the last two periods. You can also find her as well on Vanderdecken’s cabin. Although it is only of pirate design, its characteristics do not change, keeping the same values as the Personal design.

It is based on a variant of the Heavy Battle Frigates, with different characteristics and appearance. Bear in mind that the appearances for both ships are not interchangeable.



Compared to said ship class, this one has less HP, but is a little more agile; it has much better cargo capacity; it has the same crew number; and it has a couple less cannons and one less level of maximum caliber. This makes it better as a pirate ship, and less as a military, and can, therefore, better dictate the rhythm and the rules of combat better than other frigates.

### **Dauntless class 1st Rate (*HMS Dauntless*)**



Tier: 1	Maximum Crew: 1020
HP: 19000	Minimum Crew: 204
Speed: 10.0	Cannons: 102
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 5000	Approximate price: 620.000

Ship category: Military.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Very impressive HP.
- Impressive crew number.
- Very excellent heavy armament.
- Quite good cargo capacity.

Cons:

- Very poor maritime performance.

Information: The *HMS Dauntless* is one of the strongest warships in the entire game. It is based on the real Dauntless, being the Royal Navy's most impressive warship. You can only get this ship at Vanderdecken's Cabin. It is an impregnable maritime fortress, which has a very impressive and very robust hull, a good cargo capacity, very excellent crew and heavy armament, although it has very poor maritime performance. This ship is excellent for taking on all available tier 2 and tier 1 without problems.



It has almost identical characteristics to the 'Victory' class 1<sup>st</sup> Rate, this one having a couple less cannons, just a few less crewmembers, and a little less speed.

### **Dauntless class 1st Rate (*HMS Endeavour*)**



Tier: 1	Maximum Crew: 1080
HP: 19000	Minimum Crew: 210
Speed: 10.0	Cannons: 108
Maneuverability: 25.0	Maximum Caliber: 32
Cargo: 5000	Approximate price: 620.000

Ship category: Military.

Periods in which it appears: None (special ship to acquire through other means).

Pros:

- Very impressive HP.
- Impressive crew number.
- Very excellent heavy armament.
- Quite good cargo capacity.

Cons:

- Very poor maritime performance.

Information: The *HMS Endeavour* is one of the strongest warships in the entire game. It is the fearsome flagship of the *East India Trade Company*, owned by Lord Cutler Beckett. You can get this ship at Vanderdecken's Cabin, and also you can find it on "Hoist the Colours" storyline. It is an impregnable maritime fortress, which has a very impressive and very robust hull, a good cargo capacity, very excellent crew and heavy armament, although it has very poor maritime performance. This ship is excellent for taking on all available tier 2 and tier 1 without problems.

Compared to the 'Victory' class 1<sup>st</sup> Rate, this one has a few more cannons, and a little more crew, but with the same speed as the Dauntless.



*There are other ships that also appear at Vanderdecken's Cabin, but they are just standard ships with different appearances that you cannot find on normal shipyards, but you can find here. In most cases, you can change its appearance in normal shipyards to one of the special models of Vanderdecken's Cabin, without additional cost. These are the other ships you can find:*

- **Fast War Galleon:** You can find a couple of special appearances that you cannot encounter or buy in normal shipyards, since they are specific to some storylines or quests. If you have one of this ship class, you can easily change its appearance in normal shipyards, and get one of those.
- **United States class Frigate (*USS Constitution*):** This is just a special American appearance for the Heavy Battle Frigates, this one being based on the real *USS Constitution*.
- **'Barfleur' class 2<sup>nd</sup> Rate (XVII-XVIII century):** This is just a special Portuguese appearance for this ship class, which you cannot encounter or buy in normal shipyards. If you have one of this ship class, you can easily change its appearance in normal shipyards, and get this one.
- **'Victory' class 1<sup>st</sup> Rate (*HMS Victory*):** This is just a special appearance for this ship class, this one being based on the real *HMS Victory*, which you cannot encounter or buy in normal shipyards. If you have one of this ship class, you can easily change its appearance in normal shipyards, and get this one. This model can also be earned as a ship by playing Freeplay *Horatio Nelson*, and working your way up to the rank of Vice Admiral.