

Schooner by Tom Cartos

Background

The schooner is a light ship, capable of spending a few weeks at sea with a small crew. Although primarily used for cargo, passenger transport or fishing, they are often fitted with small cannon and used as coastal patrol vessels. It is also small and fast enough to sneak through enemy patrols where large ships would struggle. The shallow hull and gaff-rigging also mean it can travel through shallower waters, 'skipping' along the surface.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE –4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Lower Deck

- **01 – Lockup** – This storeroom is kept locked by the captain. It contains the ships treasury, gunpowder, and liquor stores.
- **02 – Sick Bay** – Doubles as an operating theatre and recovery room for any crew who are unfortunate enough to need it.
- **03 – Head**
- **04 – Cupboard**
- **05 – Crews Quarters** – Hammocks are slung on either side of the deck. Below them are all the general stores such as spare timber, canvas for sails, tools and extra rope.
- **06 – Galley** – This small kitchen provides the crews meals while at sea. The food stores are kept locked in here by the cook to avoid anyone taking more than their share.

Main Deck

- **07 – Captains Quarters** – The captain has the only private cabin on the ship. From here he plots the ships course and logs their navigation.
- **08 – Head**
- **09 – Steering Wheel**
- **10 – Jolly Boat** – Small boat used for ferrying crew back and forth from the ship when at anchor.
- **11 – Cannon**

- **12 – Shot Racks** – Cannonballs are stored here for quick access during battle. Extra shot is kept below decks.
- **13 – Capstan** – Steel rods can be inserted to allow the crew to turn the winch and raise or lower the anchors.
- **14 – Ships Bell** – Used to alert crew to shift changes or as an alarm.
- **15 – Anchor**
- **16 – Fore Cannon**
- **17 - Bowsprit**