

# Journey Log

Date

End

Final Score

## Ability Cards in Hand & Command

Ship Location	Ship Health						Last Ship Action	Ability Cards in Hand & Command			
	Hull	Deck	Infirm	Gall	Quar	Bridge		Player 1	Player 2	Player 3	Player 4

Experience (Cross it off when you spend it.)

Normal  Brutal

Defeats

11 Ship Damage: Move to nearest port, remove all ship damage. Discard 6 events. Start new turn.

Crew at 0 Health: Move to nearest port, remove all crew damage and fatigue. Discard 6 events. Start new turn.

Final Death: Start at F1 again.

Event Deck  
 1  2  3

Players \_\_\_\_\_