

# Ratings

Every ship has a set of **ratings**, tracks representing the ship's condition and construction. Each of these ratings starts as a **1-track**, but will gain more boxes as you spend your stakes on design, fittings, and undercrew choices.

We'll give the rest of this page over to a description of each of the ratings, as well as a cut-away diagram of the Falcon's Flight example on the left-hand page.

## Armour

A measure of your ship's resistance to damage. You'll likely roll your **armour** rating when a larger creature attacks your ship, when you're fired on by pirates, or when you brute-force the ship through a hazardous area of the sea.

## Seals

A measure of how well your ship keeps the wildsea out while travelling. You'll likely roll your **seals** rating when there's a sporestorm, insect swarm, or other potentially invasive presence.

## Speed

The speed of your ship when the engines are running smoothly. You'll likely roll your **speed** rating when attempting to outrun a pursuer or weather pattern, or if you somehow find yourself in a race.

## Saws

How good your ship is at cutting through the denser parts of the sea. You'll likely roll your **saws** rating when cutting through thicker areas of the sea or trying to ram other ships.

## Stealth

Your ship's ability to run low, sleek, and undetected. You'll likely roll your **stealth** rating when trying to minimize the noise of your engine or the trail you leave, or when trying to avoid the notice of distant threats.

## Tilt

A measure of manoeuvrability, and how well your ship can tackle the sharper dips and rises of the waves. You'll likely roll your **tilt** rating when tackling one of the larger treetop waves, when diving down into the tangle to evade a pursuer, or when trying to keep steady during a rootquake or storm.

