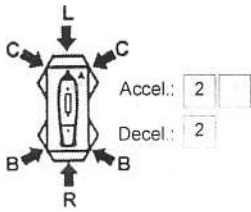


Class 2 M. Type B Spd. Type L-f ID [ ] Nationality British Rate 74L Ship Name Mars Player Name [ ] CH Mod. ±0



HEXES OF STRAIGHT MOVEMENT BETWEEN PIVOTS:

1	1	1
1	2	1
1	3	1
2	4-5	1
2	6-7	2
3	8+	3

Opposite Direction  
Same Direction

Plotted Speed } ↑

- Poor Maneuvering
- Rudder Destroyed
- Wheel Destroyed

**RIGGING**

1 **5.1 VP**  

FS	MS	PS			
C	1	2	8	9	R
B	3	5		10	6
R	2	4		12	15

2 **5.1 VP**  

FS	MS				
C	1	2	16	17	R
B	3	5		20	-1A
R	2	4			

3 **5.1 VP**  

FS					
C	1				R
B	3				
R	2				

4 **10.2 VP**  

FS					
C	0				R
B	2				-SS
R	1				(M)

**HULL**

1 **10.2 VP**  

5	6	8	10	11	12
7	9	10	12		

2 **10.2 VP**  

13	14	17	19		
15	18				

3 **10.2 VP**  


4 **10.2 VP**  


**CREW**

s1 **10.2 VP**  

5	7	14			
7	9	16			

s2 **10.2 VP**  


s3 **10.2 VP**  


s4 **10.2 VP**  


m **10.2 VP**  

12	14	15			

5.1  
10.2  
10.2  
**25.5 VP**

**BGN:** 30 29 28 26 24 21 18 16 14 13 11 10 9 7 6

**IB & Rakes:** +4 +4 +3 +2 +1  
Half Broadside: -8

**LG MG CR**  
18 0 4

**Freeboard:** 4

**LGDM:** -5

**CQ Gunnery Modifier:** +4  
-3 per CS Missing:  
Fatigue (5,10,15...):  
Other Modifiers:  
Guns Dismounted:  
Broadside Obscured:

**Total Modifier to BGN:** -8 -3 -3

**Poor Mnvr.:** A -3 ≤ 7  
B -2 ≤ 6  
C -1 ≤ 5  
D ±0 ≤ 5  
E +1 ≤ 4  
F +2 ≤ 4  
G +3 ≤ 4

**Initial CQ:** B MR 3 VP 102 Draft 22

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**Movement Plot Codes**

1-10 Ship moves this # hexes ahead  
P Ship turns to Port  
S Ship turns to Starboard  
(D) Ship drifts  
(0) Ship is Stopped by end of g-t

Action	Code	# Turns
MS to PS (2 CS)	PS	2 / 3 *
PS to MS (2 CS)	MS	2 / 3 *
FS to MS	MS	1 / 2 *
MS or Furled to FS	FS	1 / 2 *
FS to Furled	Furl	1 / 2 *
Tack (0-3 CS)	T	Varies
Prep bow anchor	PBA	2 / 3 *
Prep stern anchor	PSA	6+SK
Prep bow springs	PBS	2x(5+SK)
Prep stern springs	PSS	2x(6+SK)
Prepare to tow	PT	5+SK
Cut tow	TX	1
Anchor	A	1
Cut anchor	AX	1
Veer out	VO	1
Veer in	VI	1
Handle springs	HS	1
Form boarders	FB	1
Boarders ready	BR	1
Boarders away	BA	1
Boarders disband	BD	1
Reorganize	RO	5+SK
Fight fire	FF	Varies
Repair rigging (at FS)	RR	6+SK
Repair hull (≤ 4 MP)	RH	10+SK
Repair shrouds	RS	5+SK

\*Applies to Crew Quality A-D / E-G.