

Class	M. Type	Spd. Type	ID	Country	Rate	Ship Name	Player Name	CH Mod.
2	B	L-f		French	64	Vengeur	GOD	-1

Accel.: 2 1
Decel.: 2

RIGGING	HULL	CREW	GUNNERY																																												
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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

Plotted Speed } ↑

Same Direction Opposite Direction

Poor Maneuvering
 Rudder Destroyed
 Wheel Destroyed

BGN:	23 22 21 20 19 17 15 13 11	10 10 8 7 6 4
IB & Rakes	+4 +4 +3 +2 +1	
Half Broadside:	-8	
LG MG CR	12 0 0	
Freeboard:	4	
LGDM:	-5	

CQ SK	Mnvr.	Initial CQ
+6 A -3 ≤ 7		D
+4 B -2 ≤ 6		MR
+2 C -1 ≤ 5		3
±0 D ±0 ≤ 5		VP
-2 E +1 ≤ 4		54
-5 F +2 ≤ 4		Draft
-9 G +3 ≤ 4		21

CQ Gunnery Modifier:	±0 -2
-3 per CS Missing:	-6
Fatigue (5,10,15...):	-2
Other Modifiers:	PORT -1 STBD
Guns Dismounted:	-2 -1
Broadside Obscured:	
Total Modifier to BGN:	IB -7 -1 IB

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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 Furl'd to FS	FS	1 / 2 *
FS to Furl'd	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.
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