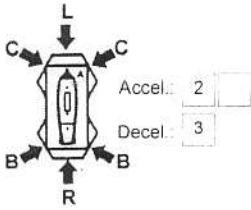


Class	M. Type	Spd. Type	ID	Nationality	Rate	Ship Name	Player Name	CH Mod.
3	C	F-s		French	36	Thémis		-2



HEXES OF STRAIGHT MOVEMENT BETWEEN PIVOTS:

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

Same Direction

Plotted Speed } ↑

- Poor Maneuvering
- Rudder Destroyed
- Wheel Destroyed

RIGGING

1. FS MS PS: 2 4 5, 5 7 R, 1.1 VP

2. FS MS: 2 3, 4 5, 3 4 R, 1.1 VP, -1A

3. FS: 1, 3, 2 R, 1.1 VP

4. FS: 1, 3, 2 R, 2.2 VP, -SS, (M)

HULL

1. 2.2 VP, 5 19, 18, -1g, (M)

2. 2.2 VP, -2g, (M)

3. 2.2 VP, -3g, (M)(M)

4. 2.2 VP, (M)

CREW

s1. 2.2 VP, 5 17, -3c, (M)

s2. 2.2 VP, 19, -3c, (M)

s3. 2.2 VP, -3c, (M)

s4. 2.2 VP, (M)

m. 2.2 VP, 18, (M)

BGN: 17 16 15 14 11 9 5 4 3 2 1 0 0 0 0

IB & Rakes: +4 +4 +3 +2 +1

Half Broadside: -8

LG MG CR: 4 0 1

Freeboard: 5

LGDM: -7

CQ Gunnery Modifier: +0 -2, -3 per CS Missing: -3, Fatigue (5,10,15...): -1

Other Modifiers: POKI, STOP

Guns Dismounted: [] []

Broadside Obscured: [] []

Total Modifier to BGN: 15 [] [] 18

Poor Mnvr. CQ SK

Initial CQ: D, MR, 5, VP, 22, Draft, 16

CQ Gunnery Modifier: +1, +2, +3, +4, +5, -1, -2, -3, -4, -5, -9

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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
(O) 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 to FS	FS	1 / 2 *
FS to Furl	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.