

Ship Name \_\_\_\_\_  
 Ship Class: 1st (Starting Shooting Power = 10)

**Rigging Sections**  
 -1SPC      -1SPC      -1SPC      Strike

B	6		
R	5		
C	4		
L	0		

B	5		
R	4		
C	3		
L	0		

B	4		
R	3		
C	2		
L	0		

B	3		
R	2		
C	1		
L	0		

**Hull Sections**





**Crew Sections**





Range Hexes	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Shooting Power				
0000	10	7/4	6/4	5/3
0000	9	6/4	5/3	4/3
0000	8	5/3	4/3	3/2
0000	7	4/3	3/2	2/2
0000	6	3/2	2/2	1/1
0000	5	2/2	1/1	0/1
0000	4	1/1	0/1	0/1
	Rake (Stem x2)	3 crew (Stem 6)	2 crew (Stem 4)	1 crew (Stem 2)

Acceleration: 2  
 Deceleration: 3

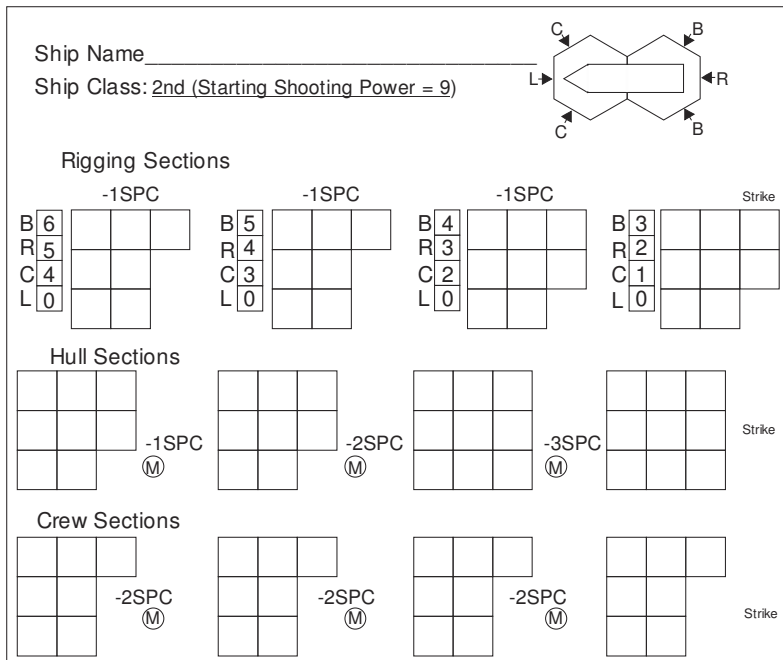
Hull sections lost cause -1, -2, and -3 small shooting number circles respectively as well as a Moral Test. Each crew sections lost cause -2 small shooting number circles as well as a Moral Test.

Shooting Damage / Critical Number  
 → 5/3 ←

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C10+1)	Gunnery Received/Notes
1			
2			
3			
4			
5			
6			
7			
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9			
10			
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12			
13			
14			
15			
16			
17			
18			
19			
20			

Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

- Game Turn Sequence:**
1. Plot Movement / Write Admirals Orders
  2. Move Ships
  3. Plot/Assign Shooting
  4. Apply Standard Damage
  5. Apply Raking Damage
  6. Test for Critical Hits
  7. Morale Test for Section loss and Strike Ships
  8. Drifting
  9. Capturing Ships
  10. Grappling and Ungrappling
  11. Un-Fouling
  12. Test for Victory
  13. Deliver Admirals Orders



Range Hexes →	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Shooting Power ↓				
0000	10	7/4	6/4	5/3
0000	9	6/4	5/3	4/3
0000	8	5/3	4/3	3/2
0000	7	4/3	3/2	2/2
0000	6	3/2	2/2	1/1
0000	5	2/2	1/1	0/1
0000	4	1/1	0/1	0/1
Rake (Stern x2)	3 crew (Stern 6)	2 crew (Stern 4)	1 crew (Stern 2)	n/a

Acceleration: 2  
 Deceleration: 3

Hull sections lost cause -1, -2, and -3 small shooting number circles respectively as well as a Moral Test. Each crew sections lost cause -2 small shooting number circles as well as a Moral Test.

Shooting Damage / Critical Number  
 → 5/3 ←

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C10+1)	Gunnery Received/Notes
1			
2			
3			
4			
5			
6			
7			
8			
9			
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11			
12			
13			
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15			
16			
17			
18			
19			
20			

Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

- Game Turn Sequence:**
1. Plot Movement / Write Admirals Orders
  2. Move Ships
  3. Plot/Assign Shooting
  4. Apply Standard Damage
  5. Apply Raking Damage
  6. Test for Critical Hits
  7. Morale Test for Section loss and Strike Ships
  8. Drifting
  9. Capturing Ships
  10. Grappling and Ungrappling
  11. Un-Fouling
  12. Test for Victory
  13. Deliver Admirals Orders

Ship Name \_\_\_\_\_  
 Ship Class: 3rd (Starting Shooting Power = 8)

**Rigging Sections**

-1SPC

B	6
R	5
C	4
L	0

-1SPC

B	5
R	4
C	3
L	0

-1SPC

B	4
R	3
C	2
L	0

-1SPC

B	3
R	2
C	1
L	0

Strike

**Hull Sections**


-1SPC (M)


-2SPC (M)


-3SPC (M)

Strike

**Crew Sections**


-2SPC (M)


-2SPC (M)


-2SPC (M)

Strike

Range Hexes	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Shooting Power				
10	7/4	6/4	5/3	4/3
9	6/4	5/3	4/3	3/2
8	5/3	4/3	3/2	2/2
7	4/3	3/2	2/2	1/1
6	3/2	2/2	1/1	0/1
5	2/2	1/1	0/1	0/1
4	1/1	0/1	0/1	0/1
Rake (Stem x2)	3 crew (Stem 6)	2 crew (Stem 4)	1 crew (Stem 2)	n/a

Acceleration: 2  
 Deceleration: 3

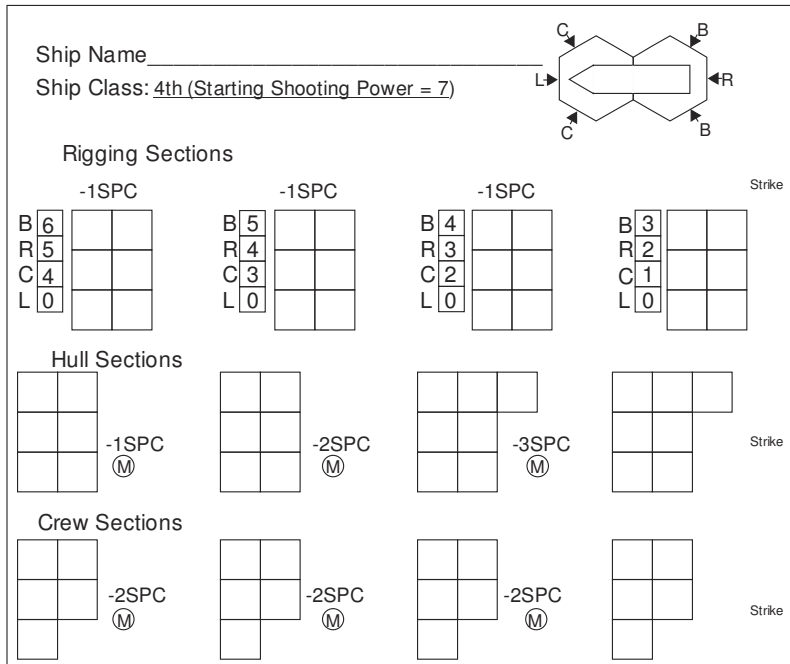
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 Each crew sections lost cause -2 small shooting number circles as well as a Moral Test.

Shooting Damage / Critical Number  
 → 5/3 ←

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C10+1)	Gunnery Received/Notes
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5			
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8			
9			
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15			
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19			
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Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

- Game Turn Sequence:**
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  3. Plot/Assign Shooting
  4. Apply Standard Damage
  5. Apply Raking Damage
  6. Test for Critical Hits
  7. Morale Test for Section loss and Strike Ships
  8. Drifting
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  11. Un-Fouling
  12. Test for Victory
  13. Deliver Admirals Orders



Range Hexes	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Shooting Power ↓				
⊗⊗⊗⊗	10	7/4	6/4	5/3
⊗⊗⊗⊗	9	6/4	5/3	4/3
⊗⊗⊗⊗	8	5/3	4/3	3/2
⊗⊗⊗⊗	7	4/3	3/2	2/2
⊗⊗⊗⊗	6	3/2	2/2	1/1
⊗⊗⊗⊗	5	2/2	1/1	0/1
⊗⊗⊗⊗	4	1/1	0/1	0/1
	Rake (Stem x2)	3 crew (Stem)	2 crew (Stem 4)	1 crew (Stem 2)
				n/a

Acceleration: 2  
 Deceleration: 3

Hull sections lost cause -1, -2, and -3 small shooting number circles respectively as well as a Moral Test. Each crew sections lost cause -2 small shooting number circles as well as a Moral Test.

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Crew Grade	Skill Mod	Morale
A	+2	5+
B	+1	6+
C	+0	7+
D	+0	7+
E	+0	7+
F	+0	7+
G	Strike	Strike

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