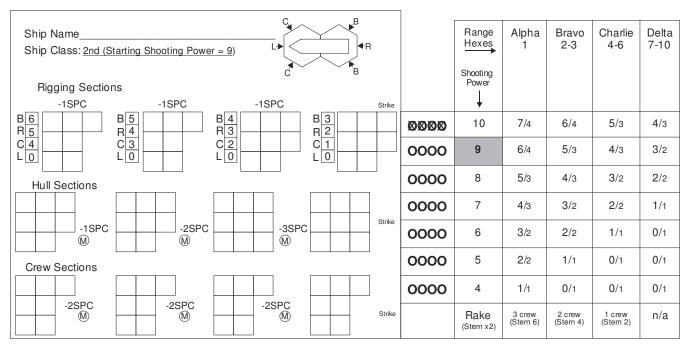
Ship NameShip Class: 1st (Starting Shooting Power = 10)						Range Hexes Shooting	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
Rigging Sections -1SPC	-1SPC	-1SPC		Strike		Power				
B 6 R 5	B 4 R 3		B 3 R 2	Ottine .	0000	10	7/4	6/4	5/3	4/3
C 4 C 3 L 0	C 2 L 0		C 1 L 0		0000	9	6/4	5/3	4/3	3/2
Hull Sections					0000	8	5/3	4/3	3/2	2/2
					0000	7	4/3	3/2	2/2	1/1
-1SPC	-2SPC	-3SPC M		Strike	0000	6	3/2	2/2	1/1	0/1
Crew Sections					0000	5	2/2	1/1	0/1	0/1
0000	0000	0000			0000	4	1/1	0/1	0/1	0/1
-2SPC M	-2SPC	-2SPC		Strike		Rake (Stem x2)	3 crew (Stem 6)	2 crew (Stern 4)	1 crew (Stern 2)	n/a

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	Crew Grade	Skill Mod	Morale
1				А	+2	5+
2						
3				В	+1	6+
4				С	+0	7+
5				D	+0	7+
6				D	+0	/+
7				E	+0	7+
8				F	+0	7+
9					+0	/+
10				G	Strike	Strike
11				Game	Turn Sequ	uence:
12				1. Plot	Movemen	t / Write
13				2. Mov	e Ships /Assign Sh	ooting
14				4. App	y Standar	d Damage
15				6. Test	y Raking I for Critica	l Hits
16				loss	ale Test for and Strike	
17				8. Drift 9. Cap	ing turing Ship	os
18				10. Gr	appling and	d
19				11. Un	Fouling	n/
20				13. De	liver Admir	rals Orders



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	Crew Grade	Skill Mod	Morale
1				А	+2	5+
2				В	+1	6+
3					''	01
4				С	+0	7+
5				D	+0	7+
6						, .
7				E	+0	7+
8				F	+0	7+
9				<u>'</u>	. 0	, .
10				G	Strike	Strike
11				Game T	urn Sequ	ence:
12				1. Plot N	Novement s Orders	/ Write
13				2. Move		octing
14				Apply	Standard	Damage
15				Test f	Raking D or Critical	Hits
16				loss a	e Test for and Strike	
17				 B. Drifting Captu 	ng uring Ships	3
18				10. Gra	opling and rappling	
19				11. Un-F	ouling for Victory	/
20				13. Deli	ver Admira	als Orders

Ship NameShip Class: 3rd (Starting Shooting Power = 8)						Range Hexes Shooting Power	Alpha 1	Bravo 2-3	Charli e 4-6	Delta 7-10
Rigging Section	ons					↓				
-1SPC	-1SPC	-1SPC	В[3]	Strike	0000	10	7/4	6/4	5/3	4/3
B 6 R 5 C 4 L 0	B 5 R 4 C 3	B 4 R 3 C 2 L 0	B 3 R 2 C 1		ØØØØ	9	6/4	5/3	4/3	3/2
LO	C 3 L 0	LO	LO		0000	8	5/3	4/3	3/2	2/2
Hull Sections					0000	7	4/3	3/2	2/2	1/1
-1SPC	-2SPC	-3SF	PC	Strike	0000	6	3/2	2/2	1/1	0/1
(M)	(M)	M			0000	5	2/2	1/1	0/1	0/1
Crew Sections					0000	4	1/1	0/1	0/1	0/1
-2SPC	-2SPC	-2SPC		Strike		Rake (Stem x2)	3 crew (Stem 6)	2 crew (Stern 4)	1 crew (Stern 2)	n/a

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

Game Turn	Plot Movement	Gunnery Fire (ie Ajax C10+1)	Gunnery Received/Notes	Crew Grade	Skill Mod	Morale
1				А	+2	5+
2					. 4	0.
3				В	+1	6+
4				С	+0	7+
5				D	+0	7+
6					10	, .
7				E	+0	7+
8				F	+0	7+
9				'	10	/ '
10				G	Strike	Strike
11				Game T	urn Sequ	ence:
12				 Plot N 	Movement S Orders	/ Write
13				2. Move		otina
14				Apply	Standard	Damage
15				Test f	Raking Don Critical	Hits
16				loss a	e Test for and Strike	
17				 B. Drifting Captu 	ig iring Ships	8
18				10. Gra	opling and rappling	
19				11. Un-F	ouling for Victory	,
20					ver Admira	

Ship Name Ship Class: 4th (Starting Shooting Power = 7) Rigging Sections -1SPC -1SPC Strike						Range Hexes Shooting Power	Alpha 1	Bravo 2-3	Charlie 4-6	Delta 7-10
B 6 R 5	B 5 R 4	B 4 R 3	B 3 R 2		<u> </u>	10	7/4	6/4	5/3	4/3
C 4 L 0	C3		C 1 L 0		8888	9	6/4	5/3	4/3	3/2
Hull Sections					<u> </u>	8	5/3	4/3	3/2	2/2
					0000	7	4/3	3/2	2/2	1/1
-1SPC	-2SPC	-3SPC		Strike	0000	6	3/2	2/2	1/1	0/1
Crew Sections					0000	5	2/2	1/1	0/1	0/1
					0000	4	1/1	0/1	0/1	0/1
-2SPC M	-2SPC	-2SPC		Strike		Rake (Stem x2)	3 crew (Stem	2 crew (Stern 4)	1 crew (Stern 2)	n/a

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	Crew Grade	Skill Mod	Morale		
1				А	+2	5+		
2				В	+1	6+		
3					''	0.		
4				С	+0	7+		
5				D	+0	7+		
6								
7				E	+0	7+		
8				F	+0	7+		
9								
10				G	Strike	Strike		
11				Game	Turn Sequ	uence:		
12				Admira	Movement Is Orders	t / VVrite		
13				2. Move 3. Plot/	e Ships Assign Sh	ooting		
14				4. Apply	y Standard y Raking D	d Damage		
15				Test	for Critical	l Hits		
16					and Strike			
17				9. Capt	uring Ship)S		
18				Ung	ppling and grappling	a a		
19				11. Un-Fouling 12. Test for Victory				
20				13. Del	iver Admir	als Orders		