

MOVEMENT UNDER OARS TABLE (mm)

Vessel's Category	Ram Speed	Fast Speed	Cruise Speed	Slow Speed	Acceleration/Deceleration
1	120	90	60	30	30
2	140	105	70	35	35
3	180	135	90	45	45
4,5	160	120	80	40	40
6,7	140	105	70	35	35
8,9	120	90	60	30	30
10	100	75	50	25	25

MOVEMENT UNDER SAIL TABLE

Based on Movement under Oars speeds

	Drifting	Boats'l	Mains'l	Full Sail
Light Breeze				
In a Beam Wind	Ψ	Ψ	Ψ	Ψ
Quartering Wind	33% Slow	Slow	Cruise	Fast
Before the Wind	33% Slow	50% Slow	Slow	Cruise
Moderate Breeze				
In a Beam Wind	Ψ	Ψ	Ψ	Ψ
Quartering Wind	50% Slow	Cruise	Fast	Ram
Before the Wind	50% Slow	Slow	Cruise	Fast
Strong Wind				
In a Beam Wind	Ψ	Ψ	Ψ	Ψ
Quartering Wind	Slow	Fast	Ram	Ram+20%
Before the Wind	Slow	Cruise	Fast	Ram+10%
Gale				
In a Beam Wind	Ψ	Ψ	Ψ	Ψ
Quartering Wind	Cruise	Ram	Ram+20%	Ram+25%
Before the Wind	Cruise	Fast	Ram+10%	Ram+20%

Movement under Oars & Sail(s) combined

Apply to Oar or Sail Speed as appropriate

GALLEYS		
	With the wind	Against the wind
Using a boatsail and oars	+10%	-10%
Using a mainsail and oars	+15%	-15%
Using full sail and oars	+20%	-20%
MERCHANT VESSELS		
	With the wind	Against the wind
Using a boatsail and oars	+1%	-1%
Using a mainsail and oars	+5%	-5%
Using full sail and oars	+10%	-10%

TURNING - VESSELS UNDER SAILS

Hull Quality	No of Compass Points	
	Turn into the wind	Turn away from wind
FAST	1 or 2	2 or 3
NORMAL	1	2 or 3
SLOW	1	2

OVERBURDENING

Applies to all vessels, all propulsions.

If excess is between one unit and under half of allowance:

Reduce acc/dec rate by 5mm
Increase SLD bet'n pivots by 5mm.

If excess is half or more, but no more than twice the allowance:

Reduce acc/dec rate by 10mm and
Increase SLD bet'n pivots by 10mm.

If excess is twice its allowance or more:

Reduce acc/dec rate by 15mm and
Increase SLD bet'n pivots by 15mm.

CARRYING LESS THAN PERMITTED UNITS:

Increase acc/dec by 5mm and
Decrease SLD bet'n pivots by 5mm.

JETTISONING EQUIP'T will lessen movement penalties (see Alt & Repairs).

PERMITTED SPACINGS

Friendly vessels have got a base length restriction when at cruise speed or above (pg 57).

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## MANDATORY TURNS

Vessel falls off down wind,

If no wind, then Odd dice - starboard; Even dice - port

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Ψ Vessels under sail 'in a beam wind' must divide their 'before the wind' speed in half; then move one part ahead and one part downwind.

TURNING - VESSELS UNDER OARS or OARS/SAILS COMB'D.

Reduction in Move Distance on the execution of a Pivot:

At Slow speed - reduce by 5mm.
At Cruise speed - reduce by 10mm.
At Fast speed - reduce by 15mm.
At Ram speed - reduce by 20mm.

Vessel Category	Straight Line Dist. Between Pivots
1	30mm
2	25mm
3	20mm
4	25mm
5	30mm
6	35mm
7	40mm
8	45mm
9	50mm
10	55mm

FATIGUE PENALTIES - GALLEYS

Under oars or oars/sail(s) combined:
Ram Speed: 2 FPs in 1st Turn + 2 for each consecutive Turn at Ram.

Fast Speed: 2 FPs per Turn.

Cruise Speed: 1 FP per Turn.

Slow Speed: 0 FPs

FATIGUE PENALTIES - MERCHANT VESSELS

Under oars alone: 2 FPs per Turn, even at Slow.

Under oars or oars/sail(s) comb'd:
Fast Speed: 2 FPs in 1st Turn + 2 for each consecutive Turn at Fast.

Cruise Speed: 2 FPs per Turn.

Slow Speed: 1 FP per Turn

ALL VESSELS UNDER OARS ALONE

Reduce Fatigue Limit by 1 for each unit the vessel is overburdened.

Relevant Rule Book pages: Movement 55-74

Relevant Rule Book pages: Movement 55-74

MOVEMENT

WEAPONS RANGES

Weapon Type	Short Range	Medium Range	Long Range
Missile	10mm	n/a	n/a
Boarding	Contact	n/a	n/a
Harpago	0-25mm	n/a	n/a
Light Artillery	0-25mm	26-50mm	51-75mm
Heavy Artillery	0-50mm	51-100mm	101-150mm

Restrictions:

Weapons firing capability is reduced on vessels that

- a) currently have a major fire;
- b) are subject to a poor Morale result.
- c) are engaged in boarding melees.

FIRING PROCEDURE

1. Announce with ship orders
2. Check Ability Chart,
3. If 'Adverse Result', test taken by the firing player
4. If 'Hit', divide fire by 2', then target vessel receives half the normal damage points.
5. If 'Hit', then damage is assessed as follows:
Target vessel checks how many Damage points it has received
- if these points do not exceed its category, they are merely noted;
- if they do exceed its category, then the *Damage Test* is taken
6. If 'Hit + an AST', then the firer takes the Accurate Shooting Test and further damage is apportioned to the target vessel.

PROCEDURE FOR DEFENSIVE FIRING:

If this occurs (only allowed when contact is made), the procedure is the same. The non-active player declares at contact if he wishes to return fire and makes a Special Ability Throw (pg 42) for the target vessel - modifying the score if it has been affected by a Major Fire or a poor Morale Test.

DAMAGE POINTS

Artillery Weapons

- Per Light Artillery Piece 2 Damage Points
- Per Heavy Artillery Piece 3 Damage Points

Damage Points caused by an incendiary projectile from an artillery piece, will start a small fire when a full hit is made.

Missile Weapons

1 Damage Point - for *each* category of the vessel firing that has a marine complement on board.

DAMAGE TEST

Target vessels throw three dice:

- 3-4 All vessels reduce by 1 Class.
Senior officer dead.
Major fire if incendiaries used.
- 5-6 All vessels reduce by 1 Class.
Steersman dead.
- 7-8 Aphract vessels reduce by 1 class.
Cataphracts fired on by heavy artillery, will reduce by 1 class.
Cataphracts fired on by other weapons -
a) lose the use of one weapon or piece of equipment carried, for the duration of the game (chosen by the firer);
b) if carrying no weapons or equipment, then marine casualties;
c) if carrying no weapons, equipment or marines, then deck crew casualties.
- 9-10 Casualties in the deck crew.
- 11-18 No discernible effect.

ADVERSE RESULTS TEST

Throw three dice:

- 3 to 14 Adverse result.
- 15 to 18 No appreciable effect.

ACCURATE SHOOTING TEST

Firer throws 3 dice.

The result is the effect on the target vessel and should be applied immediately, in addition to any penalties incurred in the Damage test.

- 3-6 Casualties in deck crew.
- 7-10 Aphract vessels reduce by 1 class.
Cataphracts fired on by heavy artillery, will reduce by 1 class.
Cataphracts fired on by other weapons,
a) lose the use of one weapon or piece of equipment carried, for the duration of the game (firer chooses);
b) if carrying no weapons or equipment, then marine casualties;
c) if carrying no weapons, equipment or marines, then deck crew become casualties.
- 11-14 Steersman dead. Reduce by 1 class.
- 15-18 Senior officer dead. Reduce by 1 class.

Player throwing for group of vessels:

Choice of Vessel for Accurate Shooting Test

1. Vessel with the highest quality marines.
2. Vessel with the highest quality captain.
3. The better class vessel.
4. Vessel with the least reductions in Class.
5. Vessel not firing for the first time.

Choice of Vessel for Adverse Result

1. Vessel with the most reductions in Class.
2. Vessel with the lowest quality marines.
3. Vessel with the lowest quality captain.
4. The lowest class vessel.
5. Vessel firing for the first time.

Shipboard Weapons



	FIRE FIGHTING		ALTERATIONS & REPAIRS			MOVEMENT & MANOEUVRE				OAR RAKING	SHIPBOARD WEAPONS			SIGNALS Origination
	Minor Fire	Major Fire	Short Task	Medium Task	Long Task	Under Oars	Under Sail	Turns using Oars	Acceleration/ Deceleration	Permitted vessels only	Short Range	Medium Range	Long Range	
3	Becomes major fire	Vessel consumed	All crews fail	All crews fail	All crews fail	All classes fall off 1 point	All classes fall off 1 point	All classes double distance	All classes fail	All classes fail. Raking vessel collides with target.	~~~ ALL MARINES MISS ~~~ ADVERSE RESULT TEST			All fail
4	Becomes major fire	Vessel consumed	All crews fail	All crews fail	All crews fail	All classes fall off 1 point	All classes fall off 1 point	B - N class double distance	All classes fail	All classes fail. Raking vessel collides with target				All fail
5	Fire continues	Vessel consumed	All crews fail	All crews fail	All crews fail	B-N class fall off 1 point	All classes fall off 1 point	C - N class dbl distance	All classes fail	All classes fail	All marines miss	All marines miss	All marines miss	All fail
6	Fire continues	Fire continues	Average & Poor crews fail	All crews fail	All crews fail	C-N class fall off 1 point	B-N class fall off 1 point	D-N class double distance	B-N class fail	All classes fail	Avg & Poor marines miss. Good hit ÷ 2	All marines miss	All marines miss	Inspired send
7	Avg & Poor crews fail to extinguish	Fire continues	Poor crews fail	All crews fail	All crews fail	D-N class fall off 1 point	C-N class fall off 1 point	E-N class double distance	C-N class fail	All classes fail	Poor marines miss. Avg hit ÷ 2	All marines miss	All marines miss	Inspired & Good send.
8	Poor crews fail to extinguish	Fire continues	All crews complete	Avg & Poor crews fail	All crews fail	E-N class fall off 1 point	D-N class fall off 1 point	F-N class double distance	D-N class fail	All classes fail	Poor marines hit ÷ 2	Avg & Poor marines miss. Good hit ÷ 2	All marines miss	Inspired, Good & Avg send
9	All crews extinguish	Avg & Poor crews fail to extinguish	All crews complete	Poor crews fail	All crews fail	F-N class fall off 1 point	E-N class fall off 1 point	G-N class double distance	E-N class fail	B-N class fail	All marines hit	Poor marines miss. Avg hit ÷ 2	All marines miss	Insp'd, Gd, Avg & Poor send.
10	All crews extinguish	Poor crews fail to extinguish	All crews complete	All crews complete	All crews fail	G-N class fall off 1 point	F-N class fall off 1 point	H-N class double distance	F-N class fail	B-N class fail	All marines hit	Poor marines hit ÷ 2	Avg & Poor marines miss. Good hit ÷ 2	All send
11	All crews extinguish	All crews extinguish	All crews complete	All crews complete	Avg & Poor crews fail	H-N class fall off 1 point	G-N class fall off 1 point	I-N class double distance	G-N class fail	B-N class fail	All marines hit	All marines hit	Poor marines miss. Avg hit ÷ 2	All send
12	All crews extinguish	All crews extinguish	All crews complete	All crews complete	Poor fail	I-N class fall off 1 point	H-N class fall off 1 point	J-N class dbl distance	H-N class fail	C-N class fail	All marines hit	All marines hit	Poor marines hit ÷ 2	All send
13	All crews extinguish	All crews extinguish	All crews complete	All crews complete	All crews complete	J-N class fall off 1 point	I-N class fall off 1 point	K-N class dbl distance	I-N class fail	C-N class fail	All marines hit	All marines hit	All marines hit	All send
14	All crews extinguish	All crews extinguish	All crews complete	All crews complete	All crews complete	K-N class fall off 1 point	J-N class fall off 1 point	L-N class dbl distance	J-N class fail	C-N class fail	All marines hit	All marines hit	All marines hit	All send
15	All crews extinguish	All crews extinguish	All crews complete	All crews complete	All crews complete	L-N class fall off 1 point	K-N class fall off 1 point	M-N class dbl distance	K-N class fail	D-N class fail	All marines hit. Good - AST	All marines hit	All marines hit	All send
16	All crews extinguish	All crews extinguish	All crews complete	All crews complete	All crews complete	M-N class fall off 1 point	L-N class fall off 1 point	N class dbl distance	L-N class fail	D-N class fail	All marines hit. Avg - AST	All marines hit. Good - AST	All marines hit	All send
17	Fire fails to take hold. No penalty	All crews extinguish	All crews complete	All crews complete	All crews complete	N class fall off 1 point	M-N class fall off 1 point	All classes normal distance	M-N class fail	D-N class fail	All marines hit + AST	All marines hit. Gd & Avg - AST	All marines hit. Good - AST	All send
18	Fire fails to take hold. No penalty	Fire fails to take hold. No penalty	All crews complete	All crews complete	All crews complete	N class fall off 1 point	N class fall off 1 point	All classes normal distance	N class fail	E-N class fail	All marines hit + AST	All marines hit. Good, Avg & Poor - AST	All marines hit. Good & Avg AST	All send

ADJUDICATE RAMMING, COLLISIONS, & BOARDING

Inclement Weather Modifiers
 Ω Strong Wind -1 Ω Gale -2

Column 'Turns using Oars': 'Dbl distance' = Double distance between pivots.
 Column 'Shipboard Weapons': 'AST' = Accurate Shooting Test.

Ability Chart

REDUCTIONS IN CLASS TABLE

Number of Reductions in Class		A	B	C	D	E	F	G	H	I	J	K	L	M	N
	1	B	C	D	E	F	G	H	I	J	K	L	M	N	-
	2	C	D	E	F	G	H	I	J	K	L	M	N	-	-
	3	D	E	F	G	H	I	J	K	L	M	N	-	-	-
	4	E	F	G	H	I	J	K	L	M	N	-	-	-	-
	5	F	G	H	I		J	K	L	M	N	-	-	-	-
	6	G	H	I	J	K	L	M	N	-	-	-	-	-	-
	7	H	I	J	K	L	M	N	-	-	-	-	-	-	-
	8	I	J	K	L	M	N	-	-	-	-	-	-	-	-
	9	J	K	L	M	N	-	-	-	-	-	-	-	-	-
	10	K	L	M	N	-	-	-	-	-	-	-	-	-	-

Top Row
Original Class

Morale Test - Procedure

Throw 3 dice for each ship required to take a Morale Test. Modify result to reflect variables, then check result table.



Except in a melee situation, ships companies test for morale immediately when:

- The vessel has a major fire.
- The senior officer on board is killed.
- The fleet Admiral's ship surrenders or sinks within 200mm.
- A friendly vessel surrenders, becomes hulked, or is consumed by fire, within 100mm.
- On first reducing to 'F' class or below and on any subsequent reduction in Class.
- The player wishes to test.

Morale Test & Boarding Melees

Test required prior to boarding if any of the above apply.
No test required during the melee, even if there is a major fire.

For each enemy vessel in sight - shattered or burnt	+2
If within 150mm of a friendly shore	+2
Inspired Admiral on board	+2
Friends outnumber enemy within 200mm	+2
Having successfully taken a prize	+2
If within 151mm to 300mm of a friendly shore	+1
For each enemy vessel in sight that has become a hulk or surrendered	+1
Inspired admiral in command of fleet	+1
Good Admiral on board	+1
Good Captain on board	+1
Good Crew testing	+1
Successful ram or oar rake achieved during the game	+1
If ram caused 10 points or oar rake is full	+1
Incompetent Admiral in command of fleet	-1
Poor Admiral on board	-1
Poor Captain on board	-1
Poor Crew testing	-1
For each reduction in Class below E	-1
For each previous Morale Test failed	-1
For each friendly vessel seen to become a hulk or captured	-1
Enemy outnumbers friends within 200mm	-1
Minor fire on board	-1
Vessel has a major fire burning	-2
Incompetent Admiral on board	-2
Senior officer aboard dead	-2
If having been subject to a chemical/biological weapon	-2
For each friendly vessel in sight, shattered or burnt	-2

MORALE TEST RESULT

4 or less

Ship surrenders if in contact with an enemy vessel, otherwise it retires from battle via the nearest table edge. If contacted by an enemy vessel whilst retiring, ship will surrender.

No weapons may be fired.

5 or 6

Ship fails test and will avoid initiating contact with an enemy vessel and must decelerate for the next two Turns.

Any vessel contacted by an enemy has its Boarding effectiveness modified by 2 (already built into the modifiers in that section).
All shipboard weapons fire is subject to -2 on the Ability score on the Ability Chart.

7 or 8

Ship fails test and will avoid initiating contact with an enemy vessel for the next two Turns and must decelerate for one Turn.

Any vessel contacted by an enemy has its Boarding effectiveness modified by 1 (already built into the modifiers in that section).

All shipboard weapons fire is subject to -1 on the Ability score when reading off the Ability Chart.

9 to 16

Ship passes test. Morale holds.

17 or more

Ship passes test and will head directly for the nearest suitable enemy vessel at maximum speed and attempt an engagement.

A SCORE OF 3-8 = A POOR MORALE RESULT

Rule Book Pages
Morale (116-117)
Reductions in
Class (118)

MORALE

PLAY PROCEDURE

Game Turn divided into two parts. Initiating Player always goes first. Apart from 1. the procedure for each player is the same.

1. Wind Potential Chart (Initiating Player only)
2. Signal Receipt Test
3. Ship Orders
4. Ability throw
5. The Ability Chart

Morale Test at any time it is required.

MISUNDERSTOOD SIGNALS

As per the Signal Receipt Test, an order may have been misunderstood. In such a case, the nature of the misinterpretation is determined by the throw of 3 dice, as follows:

3-5	Withdraw
6-8	Back water
9-11	Hold
12-14	Delay
15-16	Close with enemy
17-18	Engage enemy



SIGNAL ORIGATION

At end of player's part of Turn, the procedure is:

Apply signal moderators below to Ability throw, if they are applicable.

Read off Signal Origination Column of the Ability Chart to check if successful.

Signal Moderators

Sender with a minor fire	-1
Sender in contact with the enemy	-2
Sender with a major fire	-3

THE SIGNAL RECEIPT TEST

Throw three dice, applying moderators, then consulting table.



Moderators:

Intended recipient is a different nationality -1

For each equal size or larger vessel in line of sight between sender and receiver -1

Intended recipient has a minor fire -1

Inclement weather (rain, mist or fog) -1

Intended recipient in contact with enemy -2

Intended recipient has a major fire -3

Signal Receipt Table

3-4	Signal is misunderstood.
5-6	All fail.
7	Inspired vice-admirals receive.
8	Good vice-admirals receive.
9	Average vice-admirals and good captains receive.
10	Poor vice-admirals and average captains receive.
11-18	All receive.

A SIGNAL MUST BE ACTED UPON IN THE SAME TURN IT'S RECEIVED.

WIND POTENTIAL CHART

Initiating Player throws 3 dice. The result is compared with that of the previous Turn. If any of the elements duplicate themselves, the wind will change as follows.



Previous Turn	Present Turn	Result
Veering	Veering	Wind will veer 1 compass point.
Backing	Backing	Wind will back 1 compass point.
Increase	Increase	Wind will increase to next level, eg moderate breeze becomes strong wind.
Decrease	Decrease	Wind will decrease to next level, eg light breeze becomes light airs.

If both the elements are duplicated, the wind will alter in both direction and strength. In all circumstances, the potential of the wind will be that of the latest throw.

Increases/decreases will adhere strictly to this sequence. ↓

CALM
LIGHT AIRS
LIGHT BREEZE
MODERATE BREEZE
STRONG WIND
GALE

Note:

To veer is to move clockwise.

To back is to move anti-clockwise.

FLEET ORDERS

ENGAGE ENEMY

CLOSE WITH ENEMY

DELAY

HOLD

BACK WATER

COMPLY WITH OBJECTIVE

WITHDRAW

Initiating Player is the one who always goes first in each game Turn. See rule book pg 20.

PROCEDURE	34-35
WIND POTENTIAL CHART	36
SIGNAL RECEIPT TEST	31
MISUNDERSTOOD SIGNAL	31
SIGNAL ORIGATION	30
FLEET ORDERS	29

RAMMING

RAMMING PROCEDURE:

1. Announce intention to ram with ship orders.
2. Determine the angle of attack.
3. If applicable, he takes the 'Bow Ram Test'
4. Ascertain Ram Damage

Bow Ram Test

Active player throw 3 dice, then modifies the result by the following:



Galley has a reinforced ram bow	+4
Inspired admiral on board	+2
Good admiral on board	+1
Good captain on board	+1
Good crew on board	+1
Each Category that the ramming vessel is higher than its intended target	+1
Each Category that the ramming vessel is lower than its intended target	-1
Target has a reinforced bow	-4

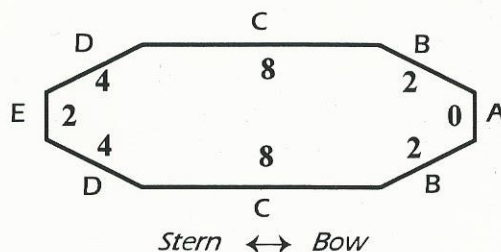
THE	- 7	ACTIVE PLAYER IS THE ONE RAMMED.
RESULT:	8-12	COLLISION
→	13+	TARGET IS SUCCESSFULLY RAMMED.

CALCULATE RAM DAMAGE:

Resultant Speed Value

- Add or subtract the speeds of the vessels in mm as appropriate.
- Divide this sum by 100.
- Round up or down to the nearest whole number.
- This final number is the 'resultant speed value' for the vessels involved.

ADD THE RAMMING VALUE OF CONTACTED SIDE OF TARGET TO THE RESULTANT SPEED VALUE, THEN MODIFY RESULT BY THE VARIABLES OF THE RAMMING GALLEY AND THE RAMMED VESSEL, see opposite.



The Ramming Galley (variable)

More than 1 ship ramming in the Turn ('Multiple Ram')	+2
Using a reinforced ram bow	+1
Current Ability score is 14-18	+1
Each Category higher or lower than rammed vessel	+1 or -1
Greater or lesser Structural Integrity if same Category	+1 or -1
Current Ability score is 3-7	-1
Each reduction in Class suffered from firing, this Turn	-1
Each turn the vessel has to make prior to contact*	-1

* Special Exemption for Later Aphract Threes and Light Fives. If they have two of the following, it diminishes their penalty by 1. If they have all three, then it diminishes their penalty by 2:

- a good captain, or
- a good crew, or
- a fast ship.

The Rammed Vessel (variables):

Reinforced bow struck at side B	-1
Special Ability score is 14-18	-1
Special Ability score is 3-7	+1
Each previous reduction in Class	+1
Vessel is overburdened	+1

THE FINAL FIGURE IS THE AMOUNT OF RAM DAMAGE AND IS EXPRESSED AS REDUCTIONS IN CLASS TO THE TARGET VESSEL.

OAR RAKING PROCEDURE

OAR RAKING

1. Announce intention and target with ship orders.
2. Check Ability Chart. If successful, raker moves his galley, noting the distance expended, so that his ram bow (side A) touches the target galley as follows:
 - at target's base edge B if oar raking from ahead
 - at target's base edge D if oar raking from astern.

3. Raker then gets into position for the oar rake by lining up with the target's side C.

With oar rakes from ahead:

Move the target so that its angle B/C touches the raker's angle A/B.

With oar rakes from astern:

Position the raker's vessel so that its angle A/B is touching the target's angle D/C.

4. Calculate Raker's Remaining Move Distance
 - From ahead against stationary target or one at slow speed = raker's remaining move, no modification.
 - From ahead against target at cruise, fast or ram speed = raker's remaining move distance + 50%.
 - From astern against stationary target or one at slow speed = raker's remaining move, no modification.
 - From astern against target at cruise, fast or ram speed = raker's remaining move distance divided by 2.

Note: Rakers attacking larger galleys - reduce remaining move distance by 10mm per category.

5. Calculate result of Oar Rake:

FULL OAR RAKE

Raker's base edge A clears target's base edge C. Raker's speed is temporarily reduced by 2 bands. Target vessel loses 5 classes and is immobilised.

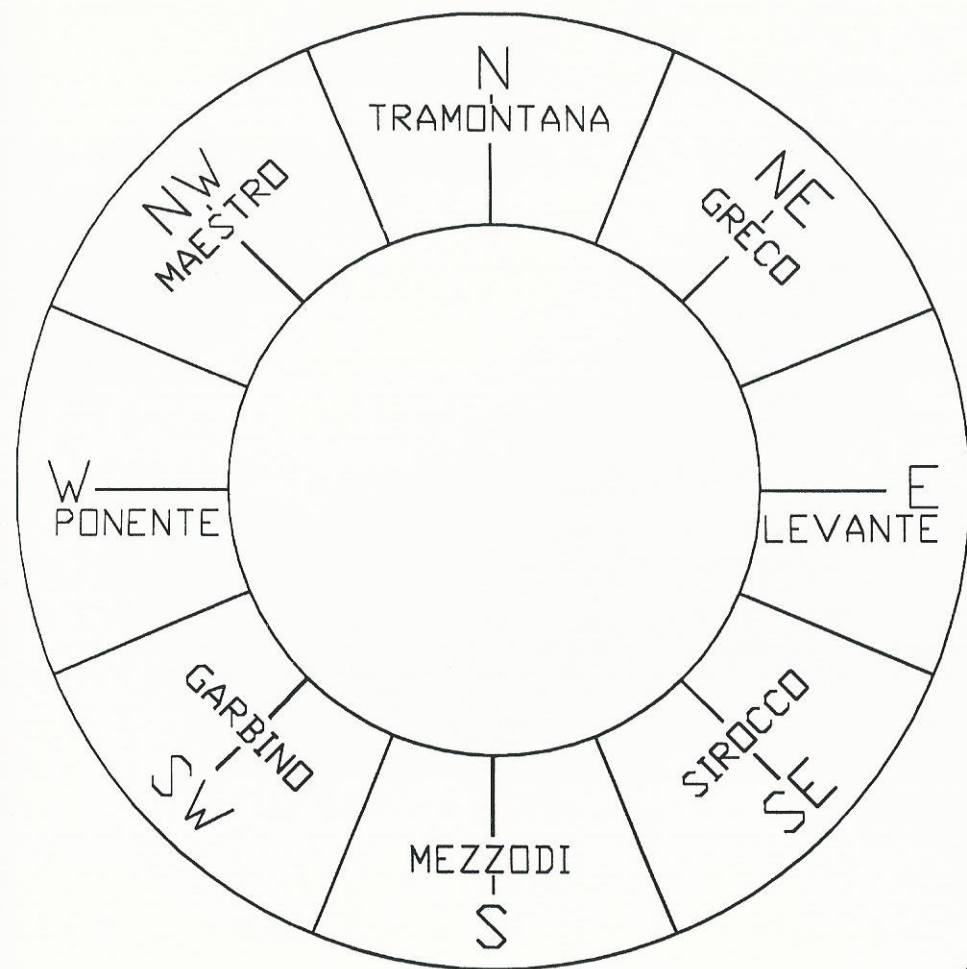
PARTIAL OAR RAKE

Raker's base edge A has moved along over half of target's side C but has not cleared it.

Raker's speed is temporarily reduced by 1 band. Target loses 2 classes and is reduced to slow speed.

INCOMPLETE OAR RAKE

Raker has insufficient movement to move his base edge A half way along target's side C. The Raker's speed is not affected. Target incurs one loss of class and its speed is reduced by one band.

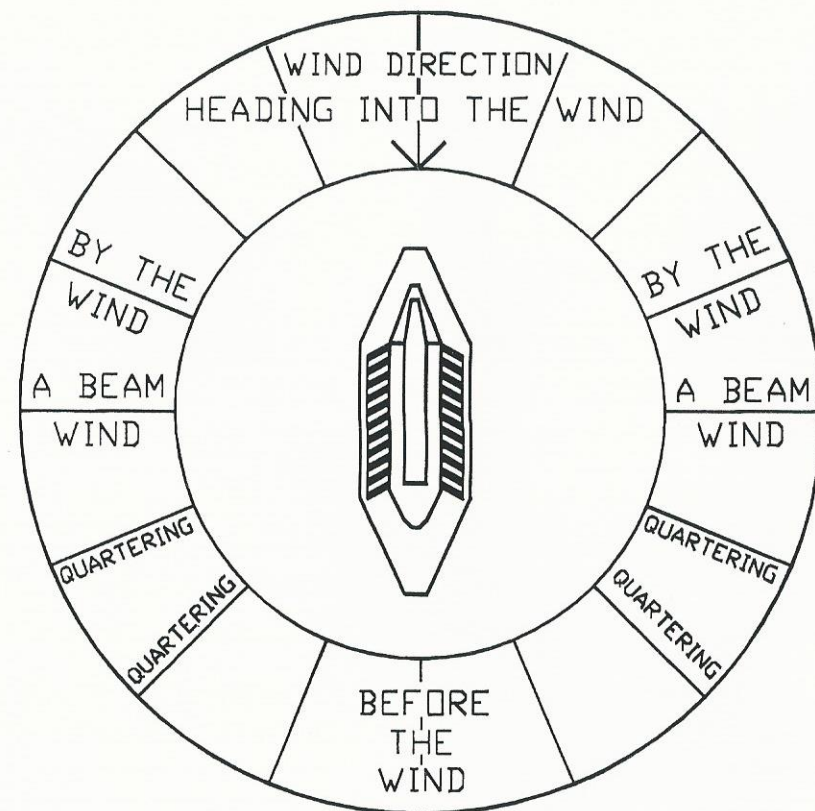


Wind Direction Indicator

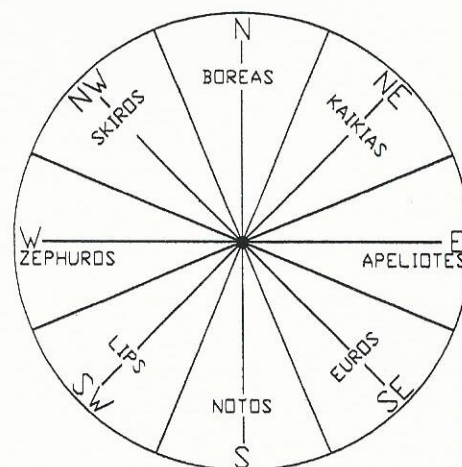
The Wind Direction Indicator and the Attitude to the Wind Indicator are 'actual size'. They are used together (see pg 58).

The Turning Aid is also 'actual size', for situations where the use of a turning circle may not be practical (see pg 58).

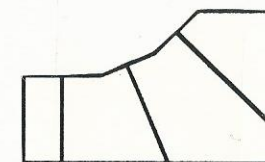
The Mariner's Compass can be any size. It must be visible to both players at all stages of the game.



Attitude to the Wind Indicator



Mariner's Compass



Turning Aid