

CONSTELLATION



HULL TYPE
AVERAGE

HULL STRENGTH
AVERAGE

CREW QUALITY
CRACK (+1)

USED IMPULSE MARKERS

1	2
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CREW MORALE

STRIKE CHECK	UNFIT -1	FAIR	HANDY +1
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TOPSIDE CREW ASSIGNMENTS

SAIL STATE

FIGHTING SAIL	MEDIUM SAIL
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SAILING

1

RIGGING CHANGE

1	2
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DAMAGE CONTROL

1	2
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MELEE

1	2	3
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CREW POINTS

15
14
13
12 ₀
11
10
9
8 ₁
7
6
5
4 ₂
3
2
1
STRIKE CHECK

STARBOARD BOW BROADSIDE

6 ⁴⁺¹
5 ⁴⁺¹
4 ³⁺¹
3 ³⁺⁰
2 ²⁺⁰
1 ¹⁺⁰
0

STARBOARD AFT BROADSIDE

6 ⁴⁺¹
5 ⁴⁺¹
4 ³⁺¹
3 ³⁺⁰
2 ²⁺⁰
1 ¹⁺⁰
0

RIGGING POINTS

12 _{ms}	BOW SHOT	LOADED
11 _{ms}	LOADED	LOADED
10 _{ms}	DAMAGE CONTROL	DAMAGE CONTROL
9 _{ms}	2	2
8 _{ms}	1	1
7 _{ms}		
6 _{fs}		
5 _{fs}	2	2
4 _{fs}	1	1
3 _{fs}	DAMAGE CONTROL	DAMAGE CONTROL
2 _{fs}	LOADED	LOADED
1 _{fs}	AFT SHOT	AFT SHOT
STRIKE CHECK	LOADED	

BOW CHASERS

LOADED

BOW SHOT

LOADED

DAMAGE CONTROL

2

1

2

1

DAMAGE CONTROL

LOADED

AFT SHOT

LOADED

STERN CHASERS

PORT BOW BROADSIDE

6 ⁴⁺¹
5 ⁴⁺¹
4 ³⁺¹
3 ³⁺⁰
2 ²⁺⁰
1 ¹⁺⁰
0

PORT AFT BROADSIDE

6 ⁴⁺¹
5 ⁴⁺¹
4 ³⁺¹
3 ³⁺⁰
2 ²⁺⁰
1 ¹⁺⁰
0