

Optional Rule



Beating

A ship can only get to an upwind destination by sailing close-hauled with the wind coming from one side, then tacking (turning the ship through the eye of the wind) and sailing with the wind coming from the other side. By this method of zig-zagging into the wind it is possible to reach any upwind destination.

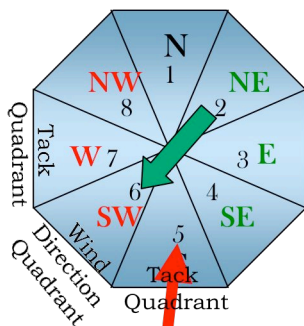
When a ship is beating, moves slower than when the ship has clear wind, and can not use all of his sails.

To simulate that use the Beating rule:

At the start of the movement, place a wind direction template in front of the ship counter, if the frontal part of the counter is within one of the quadrants (port or Starboard) adjacent to the quadrant where the wind is blowing, the ship is beating. Deduct 5cm. of the total speed that can move. A ship can not use full sails when is beating.

SHIP BEATING

The ship is beating because the frontal part of the counter is pointing to one of the quadrants adjacent to the Wind Direction Quadrant



SHIP NOT BEATING

The ship is not beating because the frontal part of the counter is not pointing to one of the quadrants adjacent to the Wind Direction Quadrant

