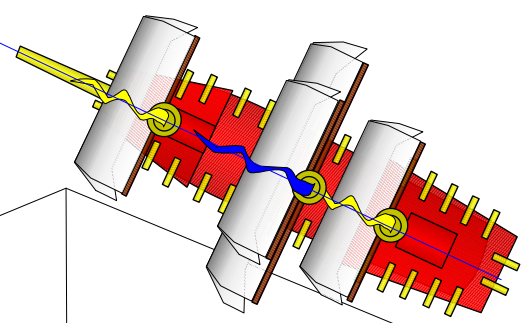
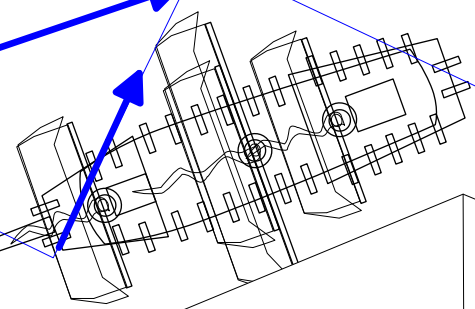
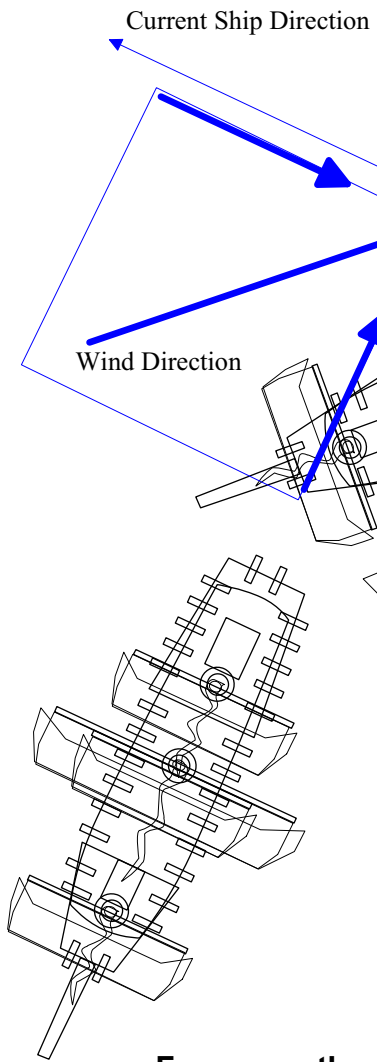


The Greatship is traveling as close as possible to the wind direction **WITHOUT** facing into the wind (46 degrees off the main wind direction). Once the Greatship begins **ANY** kind of a turn into the wind, it must stop movement immediately according to the rules. We have always taken this to mean that you must finish the turn you are making.



Since the Greatship can turn 45 degrees, it ends pointing directly at the center line wind direction and ends it's movement. Next turn, it can make a single **TURN** again to basically "clear" itself from the 90 degree effects of the wind. This is **OUR** interpretation of the rules and doesn't work out exactly if you figure out all the angles and degrees where the ship begins, turns into and end up at. However, it makes sense - the ship gets to move out of the wind after 1 turn penalty.



From a mathamatical view the situation is this:

Wind direction is 45 degrees. Ship starts out at 91 degrees. with the first turn it ends up at 46 degrees. On it's 2nd turn (the single turn it's allowed), it would end up at 1 degree and **STILL** be facing in the wind direction (it's made two turns 45 degrees, started 1 degree out of the wind and the wind area effect is 90 degrees total). This makes it too harsh of a penalty so we always allow you to be "On the lines" and have no effect.