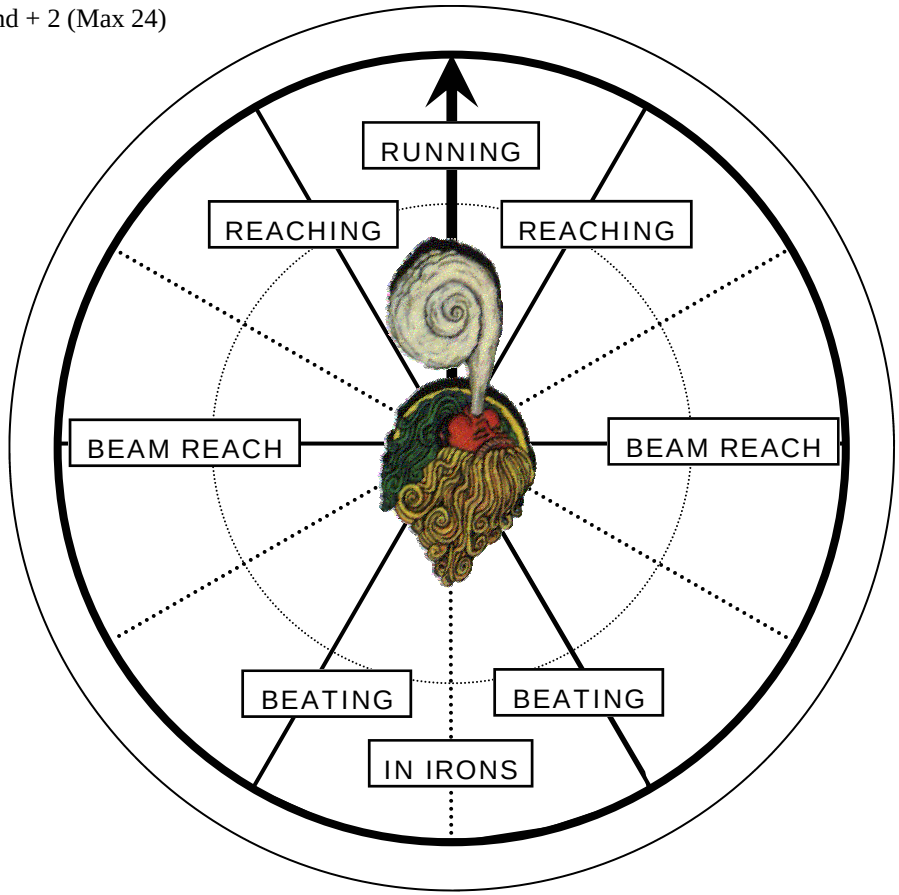
Wind Direction
Running
Thrust Normal
Top Speed = Wind (Max 24)

Reaching
+2 Thrust
Top Speed = Wind + 2 (Max 24)



Beam reach
Thrust Normal
Top Speed = Wind (Max 24)

Beating
-2 Thrust
Top Speed = Wind /2 (Rnd Dn)

In Irons
-2 Thrust
Wind speed subtracted from current speed till moving backwards up to half wind or 6 MUs