



HEXES OF STRAIGHT MOVEMENT BETWEEN PIVOTS:

1	1	1
1	2	1
1	3	1
1	4-5	1
2	6-7	2
3	8+	3

Opposite Direction
Same Direction

Plotted Speed } ↑

Poor Maneuvering
Rudder Destroyed
Wheel Destroyed

RIGGING	1	2	3	4

Strikes: 1.5, 1.5, 3, 3
Dismasted: 1.5, 1.5, 3, 3
a VP

BGN: 20 19 18 17 15 13 10 8 6 5 5 4 3 1 0

IB & Rakes: +4 +4 +3 +2 +1
Half Broadside: -8

LG MG CR: 7 0 1
Freeboard: 5
LGDM: -7

CQ Gunner Modifier: ±0
-3 per CS Missing:
Fatigue (5,10,15...):
Other Modifiers:
Guns Dismounted:
Broadside Obscured:

Total Modifier to BGN: 1B

+5	A	-3	
+4	B	-2	
+3	C	-1	
+2	D	±0	≤ 5
+1	E	+1	≤ 4
±0	F	+2	≤ 4
-1	G	+3	≤ 4
-2			
-3			
-4			
-5			
-6			
-7			
-8			
-9			

Poor Mnvr.
Initial CQ: D, MR, 5, VP, 30, Draft, 18

This log sheet generated by "The Naval Register: Support Software for Close Action" and is copyright Daniel M. Bostwick 2006-2009. All rights reserved. www.thenavalregister.com

The subject material on which this program is based, the board game Close Action and its expansions, is protected by copyrights of Mark A. Campbell 2005-2009. All rights reserved.

Used by permission.

Action	Code	# Turns
1-10 Ship moves this # hexes ahead		
P Ship turns to Port		
S Ship turns to Starboard		
(D) Ship drifts		
(0) Ship is Stopped by end of g-t		
Prep bow anchor	PBA	2 / 3 *
Prep stern anchor	PSA	6+SK
Prep bow springs	PBS	2x(5+SK)
Prep stern springs	PSS	2x(6+SK)
Prepare to tow	PT	5+SK
Cut tow	TX	1
Anchor	A	1
Cut anchor	AX	1
Veer out	VO	1
Veer in	VI	1
Handle springs	HS	1
Form boarders	FB	1
Boarders ready	BR	1
Boarders away	BA	1
Boarders disband	BD	1
Reorganize	RO	5+SK
Fight fire	FF	Varies
Repair rigging (at FS)	RR	6+SK
Repair hull (≤ 4 MP)	RH	10+SK
Repair shrouds	RS	5+SK