



HEXES OF STRAIGHT MOVEMENT BETWEEN PIVOTS:

Same Direction	1	1	1	Opposite Direction
	1	2	1	
	1	3	1	
Plotted Speed	1	4-5	1	Poor Maneuvering
	2	6-7	2	
	3	8+	3	

- Poor Maneuvering
- Rudder Destroyed
- Wheel Destroyed

RIGGING

1. FS MS PS 1.5 VP
C 3 10 12 R
B 3 10 12 R
R 4 10 12 R

2. FS MS 1.5 VP
C 1 10 12 R
B 3 10 12 R
R 2 10 12 R

3. FS 1.5 VP
C 2 10 12 R
B 4 10 12 R
R 3 10 12 R

4. FS 3 VP
C 1 10 12 R
B 3 10 12 R
R 2 10 12 R

HULL

1. 3 VP H
11 12 13 -1g (M)

2. 3 VP H
-2g (M)

3. 3 VP H
-3g (M)

4. 3 VP H
-3g (M)

CREW

s1. 3 VP
11 12 -3c (M)

s2. 3 VP
-3c (M)

s3. 3 VP
-3c (M)

s4. 3 VP
(M)

M. 3 VP
13 (M)

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 Gunnery Modifier: ±0

-3 per CS Missing: -1

Other Modifiers: PORK STBD

Guns Dismounted:

Broadside Obscured:

Total Modifier to BGN: IB -1 -1 IB

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

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

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Movement Plot Codes

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

Action	Code	# Turns
MS to PS (2 CS)	PS	2 / 3 *
PS to MS (2 CS)	MS	2 / 3 *
FS to MS	MS	1 / 2 *
MS or Furl to FS	FS	1 / 2 *
FS to Furl	Furl	1 / 2 *
Tack (0-3 CS)	T	Varies
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

*Applies to Crew Quality A-D / E-G.