

Class: 2 M. Type: B Spd. Type: L-f ID: [] Country: British Rate: 50 Ship Name: Isis 4.6 VP Player Name: [] CH Mod: -1

RIGGING

1 **FS MS PS**
 C 3 4 6
 B 5 7 9
 R 4 6 8
 2.3 VP
 6 8
 9 11

2 **FS MS**
 C 2 3
 B 4 6
 R 3 5
 2.3 VP
 -1A

3 **FS**
 C 1
 B 3
 R 2
 2.3 VP

4 **FS**
 C 0
 B 2
 R 1
 4.6 VP
 -SS
 (M)

HULL

1 **4.6 VP** H
 6 11
 -1g
 (M)

2 **4.6 VP** H
 -2g
 (M)

3 **4.6 VP** H
 -3g
 (M) (M)

4 **4.6 VP** H
 (M) (M)

CREW

s1 **4.6 VP**
 6 8
 10
 (M)

s2 **4.6 VP**
 -3c
 (M)

s3 **4.6 VP**
 -3c
 (M)

s4 **4.6 VP**
 (M) (M)

m **4.6 VP**
 5 2 1
 (M)

GUNNERY

BGN: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 21 20 19 17 16 14 12 10 8 7 6 5 4 2 0

IB & Rakes: +4 +4 +3 +2 +1

Half Broadside: -8

LG MG CR
 9 0 0+

Freeboard: 4

LGDM: -5

CQ Gunnery Modifier: +2
 -3 per CS Missing: -3
 Fatigue (5,10,15...): -2
 Other Modifiers: PORT STBD
 Guns Dismounted:
 Broadside Obscured:
 Total Modifier to BGN: (B) -2 -2 (B)

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

Poor Mnvr. Initial CQ
 ≤ 7 C
 ≤ 6 MR
 ≤ 5 5
 ≤ 5 VP
 ≤ 4 46
 ≤ 4 Draft
 ≤ 4 20

Accel.: 2 1
 Decel.: 2

HEXES OF STRAIGHT MOVEMENT BETWEEN PIVOTS:
 Same Direction: 1 1 1, 1 2 1, 1 3 1, 2 4-5 1, 2 6-7 2, 3 8+ 3
 Opposite Direction: 1 1 1, 1 2 1, 1 3 1, 2 4-5 1, 2 6-7 2, 3 8+ 3

Plotted Speed } ↑

Poor Maneuvering
 Rudder Destroyed
 Wheel Destroyed

Dismasted
 Strikes
 Strikes
 4.6 VP

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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 Furled to FS	FS	1 / 2 *
FS to Furled	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.