

Class	M. Type	Spd. Type	ID	Country	Rate	Ship Name	Player Name	CH Mod.
2	B	L-f		British	64	Prudent		-1

Accel.: 2
Decel.: 2

RIGGING	1	2	3	4
	FS MS PS 3.2 VP C 3 4 6 B 5 7 9 R 4 6 8	FS MS 3.2 VP C 2 3 B 4 6 R 3 5	FS 3.2 VP C 1 B 3 R 2	FS 6.4 VP C 0 B 2 R 1
HULL	6.4 VP 1	6.4 VP 2	6.4 VP 3	6.4 VP 4
CREW	s1	s2	s3	s4

Disarmed

Strikes

Strikes

HEXES OF STRAIGHT MOVEMENT BETWEEN PIVOTS:

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

Plotted Speed } ↑

BGN:	24	23	22	21	20	18	16	14	12	11	9	8	7	6	4	
IB & Rakes	+4	+4	+3	+2	+1											
Half Broadside:	-8															
LG MG CR	13	0	0													
Freeboard:	4															
LGDM:	-4															

Strikes

Strikes

CQ Gunnery Modifier: +2 -5

-3 per CS Missing: -9

Fatigue (5,10,15...): -1

Other Modifiers: -3

Guns Dismounted: -2

Broadside Obscured: -

Total Modifier to BGN: -18

CQ SK	Poor Mnvr.	Initial CQ
+6 A -3 ≤ 7		C
+4 B -2 ≤ 6		MR
+2 C -1 ≤ 5		3
±0 D ±0 ≤ 5		VP
-2 E +1 ≤ 4		64
-5 F +2 ≤ 4		Draft
-9 G +3 ≤ 4		21

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Ship data on this log is from my personal campaign and may be derived by extrapolation or from official Close Action game sources.

Suggestions to values on this log should be sent to tmjva@verizon.net except Crew Quality and Morale Rating as they change with the Players as they progress in the campaign.

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.
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