

Class	M. Type	Spd. Type	ID	Country	Rate	Ship Name	Player Name	CH Mod.
2	B	L-f		French	74	Neptune		±0

Accel.: 2 1
Decel.: 2

RIGGING	HULL	CREW	GUNNERY																																																				
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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 } ↑

Same Direction Opposite Direction

Poor Maneuvering
 Rudder Destroyed
 Wheel Destroyed

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
BGN:	27	26	25	24	23	21	19	17	15	14	13	12	11	9	8
IB & Rakes	+4	+4	+3	+2	+1										
Half Broadside:	-8														
LG	MG	CR													
19	0	0													
Freeboard:	4														
LGDM:	-5														

CQ Gunnery Modifier: +2

-3 per CS Missing: -1

Other Modifiers: PORT STBD

Guns Dismounted: PORT STBD

Broadside Obscured: PORT STBD

Total Modifier to BGN: IB

Poor Mnv. Initial CQ

CQ	SK	Mnvr.	Initial CQ
+5	A	-3	C
+4	B	-2	MR
+2	C	-1	3
±0	D	±0	VP
-2	E	+1	89
-5	F	+2	Draft
-9	G	+3	23

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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.

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'd to FS	FS	1 / 2 *
FS to Furl'd	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.