



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

Same Direction | Opposite Direction

Plotted Speed } ↑

- Poor Maneuvering
- Rudder Destroyed
- Wheel Destroyed

RIGGING

1. 1.4 VP
 FS MS PS
 C 3 4
 B 5 6
 R 7 8

2. 1.4 VP
 FS MS
 C 1 2
 B 3 4
 R 2 3

3. 1.4 VP
 FS
 C 0
 B 2
 R 1

4. 2.8 VP
 FS
 C 0
 B 2
 R 1

HULL

1. 2.8 VP
 3 4 4
 4 4

2. 2.8 VP
 6 6 6
 6 6

3. 2.8 VP
 2 9 9
 0 0

4. 2.8 VP

CREW

s1. 2.8 VP
 4 4
 4

s2. 2.8 VP
 6 8
 10

s3. 2.8 VP
 10

s4. 2.8 VP

m. 2.8 VP
 9 2

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

GUNNERY

LG MG CR
 7 0 1

Freeboard: 5
 LGDM: -7

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

Total Modifier to BGN: IB -17 -18 IB

Poor Mnvr.

CQ Gunnery Modifier

Initial CQ

D
MR
5
VP
28
Draft
18

1.4
1.4
2.8 x 5
16.8 up

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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 Furlid to FS	FS	1/2 *
FS to Furlid	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