

Class	M. Type	Spd. Type	ID	Country	Rate	Ship Name	Player Name	CH Mod.
2	B	L-s		British	50	Jupiter		-1

Accel.: 2/1
Decel.: 2

RIGGING	1	2	3	4
FS	3	4	5	2.65 VP
MS	4	5	7	
PS	5	6	8	
C	3	4	5	R
B	5	6	8	
R	4	5	7	

HULL	1	2	3	4
5.3 VP	7	8	8	-1g
5.3 VP	8	9	9	-2g
5.3 VP	10	10		-3g
5.3 VP				

CREW	s1	s2	s3	s4
5.3 VP	7	9	10	
5.3 VP	9	9	10	
5.3 VP	10			
5.3 VP				

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: 20 19 18 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: +4 0

-3 per CS Missing: -6

Fatigue (5,10,15...): -2

Other Modifiers: PORT -3 STBD

Guns Dismounted: -1 -1

Broadside Obscured:

Total Modifier to BGN: -12

Opposite Direction

Same Direction

Poor Maneuvering

Rudder Destroyed

Wheel Destroyed

Strikes

Strikes

Strikes

Strikes

26.5 VP

Poor Mnv.:

+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

Initial CQ: B

MR: 3

VP: 53

Draft: 20

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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.
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