

Class	M. Type	Spd. Type	ID	Country	Rate	Ship Name	Player Name	CH Mod.
2	B	L-f		French	64s	Sphinx	GOD	-1

	Accel.: <input type="text" value="2"/> <input type="text" value="1"/> Decel.: <input type="text" value="2"/> <input type="text" value="1"/>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:10%;">RIGGING</th> <th style="width:10%;">1</th> <th style="width:10%;">2</th> <th style="width:10%;">3</th> <th style="width:10%;">4</th> </tr> <tr> <td></td> <td style="text-align:center;">2.95 VP</td> <td style="text-align:center;">2.95 VP</td> <td style="text-align:center;">2.95 VP</td> <td style="text-align:center;">5.9 VP</td> </tr> <tr> <td style="text-align:center;">C</td> <td>3 4 6</td> <td>2 3</td> <td>1</td> <td>0</td> </tr> <tr> <td style="text-align:center;">B</td> <td>5 7 9</td> <td>4 6</td> <td>3</td> <td>2</td> </tr> <tr> <td style="text-align:center;">R</td> <td>4 6 8</td> <td>3 5</td> <td>2</td> <td>1</td> </tr> </table>	RIGGING	1	2	3	4		2.95 VP	2.95 VP	2.95 VP	5.9 VP	C	3 4 6	2 3	1	0	B	5 7 9	4 6	3	2	R	4 6 8	3 5	2	1	Dismasted Strikes
RIGGING	1	2	3	4																								
	2.95 VP	2.95 VP	2.95 VP	5.9 VP																								
C	3 4 6	2 3	1	0																								
B	5 7 9	4 6	3	2																								
R	4 6 8	3 5	2	1																								

HEXES OF STRAIGHT MOVEMENT BETWEEN PIVOTS:	<table border="1" style="width:100%; border-collapse: collapse;"> <tr><td>1</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>2</td><td>1</td></tr> <tr><td>1</td><td>3</td><td>1</td></tr> <tr><td>2</td><td>4-5</td><td>1</td></tr> <tr><td>2</td><td>6-7</td><td>2</td></tr> <tr><td>3</td><td>8+</td><td>3</td></tr> </table>	1	1	1	1	2	1	1	3	1	2	4-5	1	2	6-7	2	3	8+	3	Opposite Direction	Same Direction	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:10%;">BGN:</td> <td style="width:10%;">23</td><td>22</td><td>21</td><td>20</td><td>19</td><td>17</td><td>15</td><td>13</td><td>11</td> <td style="width:10%;">10</td><td>10</td><td>8</td><td>7</td><td>6</td><td>4</td> </tr> <tr> <td>IB & Rakes</td> <td>+4</td><td>+4</td><td>+3</td><td>+2</td><td>+1</td> <td colspan="10">CQ Gunnery Modifier: -2</td> </tr> <tr> <td></td> <td colspan="5">Half Broadside: -8</td> <td colspan="10">-3 per CS Missing:</td> </tr> <tr> <td></td> <td colspan="5"></td> <td colspan="10">Fatigue (5,10,15...):</td> </tr> <tr> <td></td> <td colspan="5"></td> <td colspan="10">Other Modifiers:</td> </tr> <tr> <td></td> <td colspan="5"></td> <td colspan="10">Guns Dismounted:</td> </tr> <tr> <td></td> <td colspan="5"></td> <td colspan="10">Broadside Obscured:</td> </tr> <tr> <td></td> <td colspan="5"></td> <td colspan="10">Total Modifier to BGN: <u>-2</u></td> </tr> </table>	BGN:	23	22	21	20	19	17	15	13	11	10	10	8	7	6	4	IB & Rakes	+4	+4	+3	+2	+1	CQ Gunnery Modifier: -2											Half Broadside: -8					-3 per CS Missing:																Fatigue (5,10,15...):																Other Modifiers:																Guns Dismounted:																Broadside Obscured:																Total Modifier to BGN: <u>-2</u>										Strikes Strikes
1	1	1																																																																																																																																																					
1	2	1																																																																																																																																																					
1	3	1																																																																																																																																																					
2	4-5	1																																																																																																																																																					
2	6-7	2																																																																																																																																																					
3	8+	3																																																																																																																																																					
BGN:	23	22	21	20	19	17	15	13	11	10	10	8	7	6	4																																																																																																																																								
IB & Rakes	+4	+4	+3	+2	+1	CQ Gunnery Modifier: -2																																																																																																																																																	
	Half Broadside: -8					-3 per CS Missing:																																																																																																																																																	
						Fatigue (5,10,15...):																																																																																																																																																	
						Other Modifiers:																																																																																																																																																	
						Guns Dismounted:																																																																																																																																																	
						Broadside Obscured:																																																																																																																																																	
						Total Modifier to BGN: <u>-2</u>																																																																																																																																																	

Plotted Speed } ↑	<input type="checkbox"/> Poor Maneuvering <input type="checkbox"/> Rudder Destroyed <input type="checkbox"/> Wheel Destroyed	LG MG CR 12 0 0	Freeboard: 4 LGDM: -5	PORT STBD 	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th>CQ SK</th> <th>Poor Mnvr.</th> </tr> <tr> <td>+6 A -3 ≤ 7</td> <td>Initial VP</td> </tr> <tr> <td>+4 B -2 ≤ 6</td> <td>C</td> </tr> <tr> <td>+2 C -1 ≤ 5</td> <td>MR</td> </tr> <tr> <td>±0 D ±0 ≤ 5</td> <td>4</td> </tr> <tr> <td>-2 E +1 ≤ 4</td> <td>VP</td> </tr> <tr> <td>-5 F +2 ≤ 4</td> <td>59</td> </tr> <tr> <td>-9 G +3 ≤ 4</td> <td>Draft</td> </tr> <tr> <td></td> <td>21</td> </tr> </table>	CQ SK	Poor Mnvr.	+6 A -3 ≤ 7	Initial VP	+4 B -2 ≤ 6	C	+2 C -1 ≤ 5	MR	±0 D ±0 ≤ 5	4	-2 E +1 ≤ 4	VP	-5 F +2 ≤ 4	59	-9 G +3 ≤ 4	Draft		21
CQ SK	Poor Mnvr.																						
+6 A -3 ≤ 7	Initial VP																						
+4 B -2 ≤ 6	C																						
+2 C -1 ≤ 5	MR																						
±0 D ±0 ≤ 5	4																						
-2 E +1 ≤ 4	VP																						
-5 F +2 ≤ 4	59																						
-9 G +3 ≤ 4	Draft																						
	21																						

This log sheet generated by "The Naval Register: Support Software for Close Action" and is copyright Daniel M. Bostwick 2006-2009. All rights reserved. www.thenavalregister.com

The subject material on which this program is based, the board game Close Action and its expansions, is protected by copyrights of Mark A. Campbell 2005-2009. All rights reserved.

Used by permission.

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.