

Class	M. Type	Spd. Type	ID	Country	Rate	Ship Name	Player Name	CH Mod
2	B	L-s		British	74	Robust		±0

Accel.: 2 1
Decel.: 2

RIGGING	1	2	3	4
	FS MS PS 3.9 VP	FS MS 3.9 VP	FS 3.9 VP	FS 7.8 VP
	C 2 3 4 4 4 R	C 1 2 R	C 0 R	C 0 R
	B 4 5 7 5	B 3 4	B 2	B 1
	R 3 4 6	R 2 3	R 1	R 1

HULL	1	2	3	4
	7.8 VP	7.8 VP	7.8 VP	7.8 VP
	4 4 -1g			
	4 5			

CREW	s1	s2	s3	s4
	7.8 VP	7.8 VP	7.8 VP	7.8 VP
	-3c	-3c	-3c	

GUNNERY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
BGN:	26	25	24	23	22	20	18	16	14	13	11	10	9	7	6
IB & Rakes:	+4	+4	+3	+2	+1										

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 Manuevering
Rudder Destroyed
Wheel Destroyed

CQ Gunnery Modifier: -2 0
-3 per CS Missing:
Fatigue (5,10,15...):
Other Modifiers:
Guns Dismounted:
Broadside Obscured:
Total Modifier to BGN: IB ✓ IB

Disrupted

Strikes

Strikes

Initial CQ: C
MR: 3
VP: 78
Draft: 22

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.

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	
(O)	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 Furled to FS	FS	1 / 2 *
FS to Furled	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.