

BOILERS AND BREECHLOADERS
Ship's Log
WOODEN VESSEL
(W)

Length	Beam	Height	Length to Beam Ratio
			1:



TURN ALLOWABLE FIRST OF MOVE

TURN ALLOWABLE MIDDLE OF MOVE

TURN ALLOWABLE END OF MOVE

Propulsion Type

Stern Wheeler		Side Wheeler	
Single Screw		Twin Screw	

INCREMENTAL SPEED CHANGES BY CLASS/PROPULSION

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Morale Points

Captain	1st Officer	Engineer	Marine Lt.	Marine NCO

Crew Size

Bridge Gun Crews Black Gang Sailors Marines

DESIGN FEATURES

Stable Platform?

Ram Bow?

Deep Draft?

Speed In Inches (3"=1 Knot)

42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22
21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

RANGES (IN INCHES)	SHORT	MEDIUM	LONG	# OF SHOTS	To Hit	To Hit	To Hit	Damage Points Per Hit vs.															
					SHORT	MEDIUM	LONG	W	P	A													
MAIN BATTERY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
SECONDARY BATTERY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TERTIARY BATTERY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MACHINE GUNS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Damage Points: Check off Damage Points from left to right, from top row down. Lose 1 Point per Turn when in the **Yellow Line** and 2 Points per Turn when in the **Red Line** over and above any other Points inflicted.

100	99	98	C	96	95	94	C	92	91	90	C	88	87	86	C	84	83	82	C	80	79	78	C	76
75	74	C	72	71	70	C	68	67	66	C	62	63	62	C	60	59	58	C	56	55	54	C	52	51
50	49	C	47	46	45	C	43	42	41	C	39	38	37	C	35	34	33	C	31	30	29	C	27	26
25	C	23	22	21	C	19	18	17	C	15	14	13	C	11	10	9	C	7	6	5	C	3	2	1

Boxes Containing an "C" indicate when to roll on the "Critical Hit Table" for Ship's Propulsion Type.

Speed of Current	<input type="text"/>
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Wind Speed This Turn	<input type="text"/>
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Wind Direction This Turn	<input type="text"/>
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Game Turn #:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Casualties

Gun Crew	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

Marines	1	2	3	4	5	6	7	8	9	10
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Black Gang	1	2	3	4	5	6	7	8	9	10
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Bridge Crew:	1	2	3	4	5	6	7	8	9	10
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Passengers	1	2	3	4	5	6	7	8	9	10
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Fires

Deck Fires	Fire # 1	1	2	3	4	5	6	Fire # 4	1	2	3	4	5	6
	Fire # 2	1	2	3	4	5	6	Fire # 5	1	2	3	4	5	6
	Fire # 3	1	2	3	4	5	6	Fire # 6	1	2	3	4	5	6

Hull Fires	Fire # 1	1	2	3	4	5	6	Fire # 4	1	2	3	4	5	6
	Fire # 2	1	2	3	4	5	6	Fire # 5	1	2	3	4	5	6
	Fire # 3	1	2	3	4	5	6	Fire # 6	1	2	3	4	5	6

Speed Loss (in Inches) From Critical Hits To Boilers, Paddles, Etc.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

Critical Damage To Hull, Engines, Ammunition, & Officers							
Waterline Hit—	1 Point per Move <input type="text"/>	2 Points per Move <input type="text"/>	1 D6 per Move <input type="text"/>				
Major Underwater Damage—Lose 1 D6 Points Per Move							
Control Hit—Lose Reverse Speed							
Engine Hit—Lose Half of Maximum Speed							
Magazine Flooded—Ammo for All Weapons (except Machine Guns) Lost							
Officers KIA/WIA	Captain		1st Officer		Engineer		Marine Officer