

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	

Morale Points

Captain	1st Officer	Engineer	Marine Lt.	Marine NCO

Crew Size

Bridge	Gun Crews	Black Gang	Sailors	Marines
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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 SHORT	To Hit MEDIUM	To Hit LONG	Damage Points Per Hit vs. W P A
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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"/>
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"/>
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"/>

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
	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

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 style="width: 40px;" type="text"/>	2 Points per Move <input style="width: 40px;" type="text"/>	1 D6 per Move <input style="width: 40px;" 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