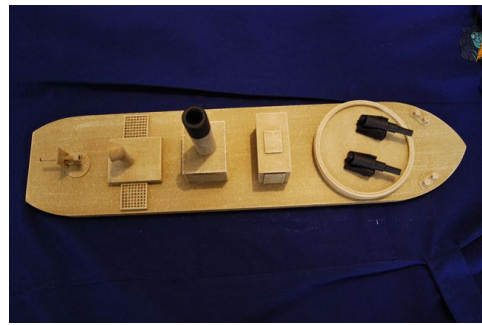


**BOILERS AND BREECHLOADERS**  
**Ship's Log**  
**PROTECTED VESSEL**  
**(P)**

Length	Beam	Height	Length to Beam Ratio
			1:



Propulsion Type			
Stern Wheeler		Side Wheeler	
Single Screw		Twin Screw	

TURN ALLOWABLE FIRST OF MOVE

TURN ALLOWABLE MIDDLE OF MOVE

TURN ALLOWABLE END OF MOVE

INCREMENTAL SPEED CHANGES BY CLASS/PROPULSION	

# Morale Points

Captain	1st Officer	Engineer	Marine Lt.	Marine NCO
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**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
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"/>
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"/>
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"/>
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"/>

**Torpedoes Number**  **Above Water**  **Below Water**  **Bow**  **Stern**  **Amidships**

**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	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	80	79	78	77	76
75	74	73	72	C	70	69	68	67	C	65	64	63	62	C	60	59	58	57	56	55	54	53	C	51
C	49	48	47	46	C	44	43	42	41	C	39	38	37	36	C	34	33	32	31	C	29	28	27	26
C	24	23	22	21	C	19	18	17	16	C	14	13	12	11	C	9	8	7	6	C	4	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

<b>Gun Crew</b>	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

<b>Marines</b>	1	2	3	4	5	6	7	8	9	10
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<b>Black Gang</b>	1	2	3	4	5	6	7	8	9	10
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<b>Bridge Crew:</b>	1	2	3	4	5	6	7	8	9	10
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<b>Passengers</b>	1	2	3	4	5	6	7	8	9	10
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# Fires

<b>Deck Fires</b>	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

<b>Hull Fires</b>	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

<b>Speed Loss (in Inches) From Critical Hits To Boilers, Paddles, Etc.</b>	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