

Speed of Current	<input type="text"/>
------------------	----------------------

Wind Speed This Turn	<input type="text"/>
----------------------	----------------------

Wind Direction This Turn	<input type="text"/>
--------------------------	----------------------

Game Turn #:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
--------------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

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
---------	---	---	---	---	---	---	---	---	---	----

Black Gang	1	2	3	4	5	6	7	8	9	10
------------	---	---	---	---	---	---	---	---	---	----

Bridge Crew:	1	2	3	4	5	6	7	8	9	10
--------------	---	---	---	---	---	---	---	---	---	----

Passengers	1	2	3	4	5	6	7	8	9	10
------------	---	---	---	---	---	---	---	---	---	----

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