

<b>Ship Reference Sheet</b>								1. Ship Name				2. Armor Class						
3. Configuration Date			4. Class		5. Type			6. Size Class/Description			7. Crew		8. Signature					
<b>Radars (Annex J)</b>								<b>Damage Point Effects</b>										
Name		Function	Range Large	Range Medium	Range Small	Range VSmall	Range Sthy	Gen	Percent Damage		0%	25%	50%	75%	90%	100%		
								Damage Points		0								
								Surface Speed							0	Sinks		
								Submerged Speed										
								<b>Embarked Aircraft</b>										
<b>Sonars (Annex K)</b>								Active Range		Passive Range		Freq Band						
Name		Type	Function															
<b>Guns (Annex C)</b>		Name	Shell Type	Short Range		Med Range		Long Range		Extreme Range		FC Radar, Modifier						
Arc(bb)Mts				Range	Pen	Dam	Range	Pen	Dam	Range	B/D Pen	Dam	Range	B/D Pen	Dam			
Chance of striking the belt: 100%				100%				40%/60%				30%/70%						
Chance of striking the belt/deck																		
Area AA Guns:						Area AA Range:						Area AA Strength:						
Light AA Guns:						Light AA Range: 2000 yards						Light AA Strength:						
<b>Anti-Submarine Warfare Systems (Annex E)</b>																		
Arc(bb)Mts	Name	Range Ph			Dam Pts		Remarks											
Depth Charge Armament										Max Pattern Size:								
DC Type:			Total DCs Carried:				Max Pattern Depth:			Damage Points (Lethal/Major/Minor):								
<b>Torpedoes (Annex F)</b>	Arc(bb)Mts	Torpedo Type		# Torps per mt	Speed kts	Dist/Tn kyds	Range kyds	Damage Points	Remarks									
<b>Notes and Remarks</b>																		

Ship Reference Sheet				1. Ship Name				Size Class: <input type="text"/>								
2. Ship Class	3. Ship Type.	4. Displacement	5. Speed.	6. Propulsion.	7. Crew.	8. Total Mounts.	9. Aircraft									
<b>Cargo Load</b>		Hold #4		<b>Damage Point Effects</b>				Percent Damage								
Hold #1				0% 25% 50% 75% 90% 100%												
Hold #2		Hold #5		Damage Points		0										
Hold #3		Hold #6		Surface Speed				0		Sinks						
<b>Guns (Annex C)</b>		Shell Type	Short Range		Med Range		Long Range			Extreme Range			FC Radar, Modifier			
Arc(bb)Mts	Name	Range	Pen	Dam	Range	Pen	Dam	Range	B-Pen	D-Pen	Dam	Range	B-Pen	D-Pen	Dam	
<b>Notes and Remarks</b>																

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Ship Reference Sheet				1. Ship Name				Size Class: <input type="text"/>								
2. Ship Class	3. Ship Type.	4. Displacement	5. Speed.	6. Propulsion.	7. Crew.	8. Total Mounts.	9. Aircraft									
<b>Cargo Load</b>		Hold #4		<b>Damage Point Effects</b>				Percent Damage								
Hold #1				0% 25% 50% 75% 90% 100%												
Hold #2		Hold #5		Damage Points		0										
Hold #3		Hold #6		Surface Speed				0		Sinks						
<b>Guns (Annex C)</b>		Shell Type	Short Range		Med Range		Long Range			Extreme Range			FC Radar, Modifier			
Arc(bb)Mts	Name	Range	Pen	Dam	Range	Pen	Dam	Range	B-Pen	D-Pen	Dam	Range	B-Pen	D-Pen	Dam	
<b>Notes and Remarks</b>																

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Ship Reference Sheet				1. Ship Name				Size Class: <input type="text"/>								
2. Ship Class	3. Ship Type.	4. Displacement	5. Speed.	6. Propulsion.	7. Crew.	8. Total Mounts.	9. Aircraft									
<b>Cargo Load</b>		Hold #4		<b>Damage Point Effects</b>				Percent Damage								
Hold #1				0% 25% 50% 75% 90% 100%												
Hold #2		Hold #5		Damage Points		0										
Hold #3		Hold #6		Surface Speed				0		Sinks						
<b>Guns (Annex C)</b>		Shell Type	Short Range		Med Range		Long Range			Extreme Range			FC Radar, Modifier			
Arc(bb)Mts	Name	Range	Pen	Dam	Range	Pen	Dam	Range	B-Pen	D-Pen	Dam	Range	B-Pen	D-Pen	Dam	
<b>Notes and Remarks</b>																

CaS Form 1s 1 Dec 2008

This form is provided by Clash of Arms. It can be photocopied for use with any Admiralty Trilogy games.

<b>Air Data Card</b>		1.Aircraft Name/Designation.			2. Mission.		3. Ceiling (meters).		4. Cruise Range (nm).		5. Internal Fuel (kg).	
6. Maneuver Rating: (Full) Light Load ( )			7. Damage Rating			8. Payload (kg).		9. Platform Type.				
Offensive Guns:						<b>SPEEDS</b>						
Defensive Guns:						Altitude						
						Stall		Throttle Setting in knots		Afterburner		
						Cruise		Full Mil Pwr				
<b>Radars (Annex J)</b>						Low: _____						
Name		Function	Range Large	Range Medium	Range Small	Range VSmall	Range Sthy	Gen	Medium: _____		High: _____	
						<b>Other Sensors</b>						
						Name/Type		Performance		<b>Annex B, Rules Booklet</b>		
<b>Ordnance Loadout</b>						<b>Annex F, G, H</b>						
Name		Type	Number Carried	Range	ATA or % hit	Damage Pts. Ship / Sub	Speed in knots		Armor Penetration	Remarks		
						/						
						/						
						/						
						/						
						/						
<b>Remarks</b>												

**CaS FORM 2** 1 Dec 2008

This form is provided by the publisher for use with Command at Sea. It may be photocopied for play purposes.

<b>Air Data Card</b>		1.Aircraft Name/Designation.			2. Mission.		3. Ceiling (meters).		4. Cruise Range (nm).		5. Internal Fuel (kg).	
6. Maneuver Rating: (Full) Light Load ( )			7. Damage Rating			8. Payload (kg).		9. Platform Type.				
Offensive Guns:						<b>SPEEDS</b>						
Defensive Guns:						Altitude						
						Stall		Throttle Setting in knots		Afterburner		
						Cruise		Full Mil Pwr				
<b>Radars (Annex J)</b>						Low: _____						
Name		Function	Range Large	Range Medium	Range Small	Range VSmall	Range Sthy	Gen	Medium: _____		High: _____	
						<b>Other Sensors</b>						
						Name/Type		Performance		<b>Annex B, Rules Booklet</b>		
<b>Ordnance Loadout</b>						<b>Annex F, G, H</b>						
Name		Type	Number Carried	Range	ATA or % hit	Damage Pts. Ship / Sub	Speed in knots		Armor Penetration	Remarks		
						/						
						/						
						/						
						/						
						/						
<b>Remarks</b>												

**CaS Form 2** 1 Dec 2008

This form is provided by Clash of Arms. It can be photocopied for use with any *Admiralty Trilogy* games.

# AIRCRAFT MISSION PLANNING FORM

Aircraft Name/Type: \_\_\_\_\_ Engine Type: \_\_\_\_\_

Mission Name: \_\_\_\_\_

Ordnance Loadout: \_\_\_\_\_

Max Payload: \_\_\_\_\_ kg

Loadout Weight: \_\_\_\_\_ kg

Distance to Target \_\_\_\_\_ nm x 2 =

Mission Range: \_\_\_\_\_ nm

Aircraft Load Performance Reductions/Divisors:

	<i>External Load</i>		<i>Internal Only</i>		<i>% of Max Payload</i>
	<i>Range</i>	<i>Speed</i>	<i>Range</i>	<i>Speed</i>	
Clean	0%/1.0	0%/1.0	0%/1.0	0%/1.0	0 - 10%
Lightly Loaded	12%/.88	10%/.90	6%/.94	5%/.95	11 - 60%
Fully Loaded	24%/.76	16%/.84	12%/.88	8%/.92	61%

Low altitude Modifier:  
Flying at Low altitude  
increases fuel consumption  
by 50% (1.5 modifier)

	Length (nm)	Load Status	Altitude	Throttle	Load Mod	Alt Mod Mod	Throttle Mod	Required Range
Leg 1	_____	_____	_____	_____	_____	_____	_____	_____ nm
Leg 1	_____	_____	_____	_____	_____	_____	_____	_____ nm
Leg 1	_____	_____	_____	_____	_____	_____	_____	_____ nm
Leg 1	_____	_____	_____	_____	_____	_____	_____	_____ nm
Leg 1	_____	_____	_____	_____	_____	_____	_____	_____ nm

Combat Margin:

Min at Full Power \_\_\_\_\_/60 x Cruise Speed \_\_\_\_\_ x

Full Power Endurance Modifier \_\_\_\_\_ = Cruise Range Needed \_\_\_\_\_ nm

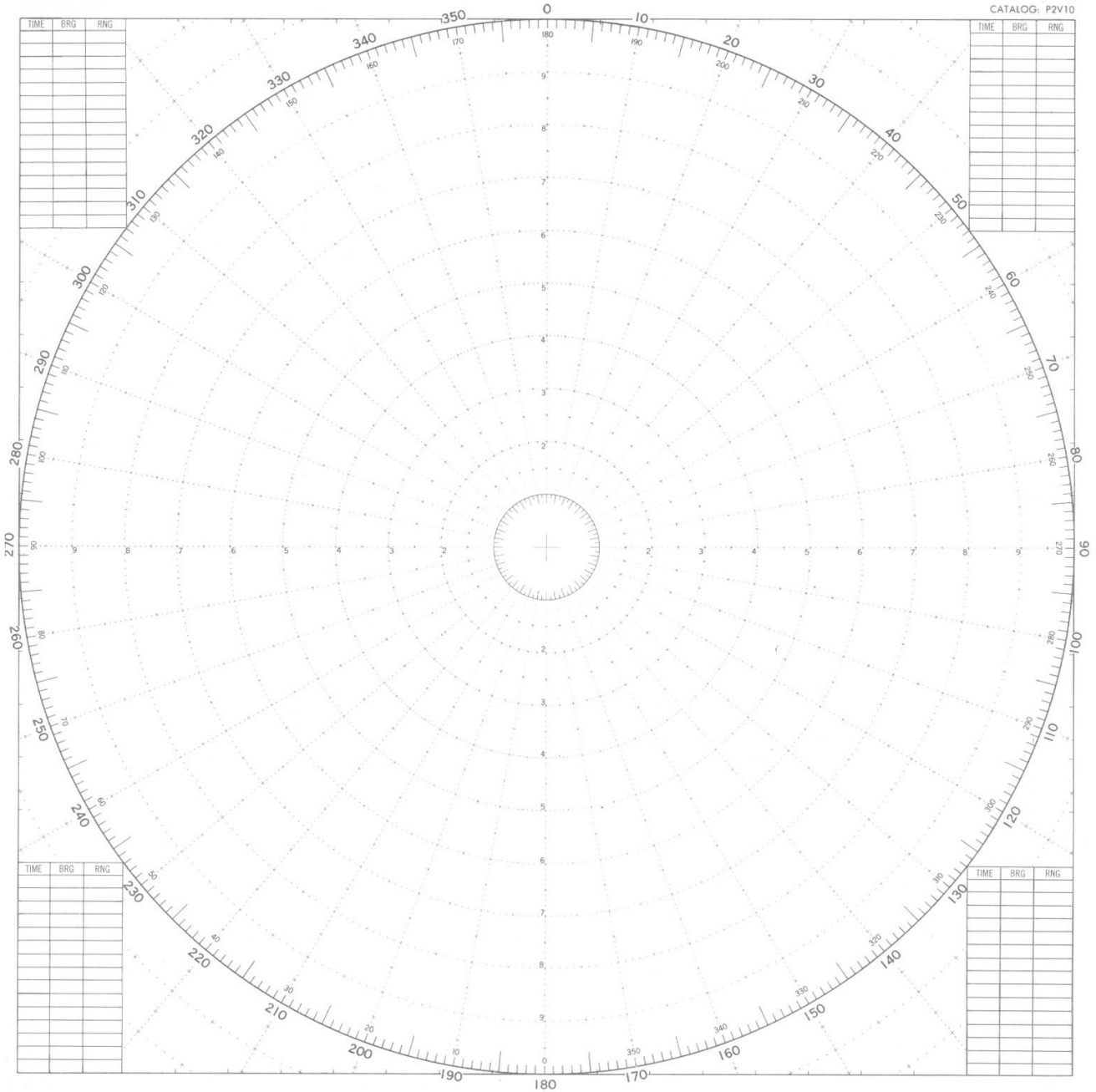
Reserve \_\_\_\_\_% of Distance to Target \_\_\_\_\_ nm = \_\_\_\_\_ nm

Total Mission Range: \_\_\_\_\_ nm

Cruise Range \_\_\_\_\_ nm + Drop/Aux Tank Range Addition \_\_\_\_\_ nm = Available Range \_\_\_\_\_ nm

Tactical Log Sheet					Ship Name:				Player Name:		
Turn	Course	Speed	Depth	Main Batt Target	2nd Batt Target	Torpedo Cse/Spd	DC #/Band	ASW Depth	DPS Left	DPS Taken	Remarks/Critical Hits

# Formation Plotting Board



**Formation Name:** \_\_\_\_\_

**Flagship:** \_\_\_\_\_

**Top of Chart is:**

True  
North

PIM

Threat  
Axis

**Guide:** \_\_\_\_\_

**Scale:** \_\_\_\_\_

**Prepared By:** \_\_\_\_\_

**Date:** \_\_\_\_\_

**Notes:** \_\_\_\_\_

<b>MM Boat Record Form</b>								1. Ship Name				2. Captain's Name				
2. Ship Class		3. Ship Type		4. Size Class		5. Speed		6. Propulsion		7. Accel from 0-50/51-00%		8. Deceleration		9. Crew Size		
<b>Radars (Annex J)</b>		Range	Range	Range	Range	Range	Range	<b>Sonars (Annex H)</b>		Active	Passive Range					
Name	Function	Large	Medium	Small	VSmall	Sthy	Gen	Name	Type	Range	Surf Ship	Submarine	Torpedo			
								Captain's Experience Level:								
<b>Damage Effects</b>								Captain's Special Abilities:								
Percent Damage		0%	25%	50%	75%	90%	100%									
Damage Points								Crew's Experience Level:								
Surface Speed								Crew's Special Abilities:								
								Crew's Morale:								
<b>Guns (Annex C)</b>		Shell		Short Range			Med Range			Long Range			Extreme Range			FC Radar,
Arc(bb)Mts	Name	Type	Range	Pen	Dam/Mt	Range	Pen	Dam/Mt	Range	Pen	Dam/Mt	Range	Pen	Dam/Mt	Strength, Rng	
vs. Belt Armor								vs. Deck Armor								
Area AA Guns:				Area AA Range:				Area AA Strength:								
Light AA Guns:				Light AA Strength:												
<b>Anti-Submarine Warfare Systems (Annex D)</b>																
Arc(bb)Mts	Name	Range Ph	Dam Pts	Remarks												
Depth Charge Armament				Max Pattern Size:				Maximum Pattern Depth:								
DC Type:				Total DCs Carried:												
<b>Torpedoes (Annex E)</b>																
Arc(bb)Mts	Torpedo Type	# Torps per mt	Speed kts	Dist/Tn kyds	Range kyds	Damage Points	Remarks									
<b>Missions</b>																