

Ship Reference Sheet										1. Ship Name				
2. Class Name		3. Ship Type	4. Size Class	5. Signature		6. Countermeasures		7. Propulsion		8. Crew	9. Total Mounts			
Radars	Name	Large	Medium	Small	VSmall	Stealthy	Annex J Function	Damage and Speed Breakdown						
								Percent Damage	0%	25%	50%	75%	90%	100%
								Damage Points	0					
								Surface Speed					0	Sinks
								Submerged Speed					0	Sinks
								Acceleration (kts) from 0-50%	Deceleration from 51-100%	Deceleration fm any speed	Advance w/Std Rudder	Spd Loss	Advance w/Hard Rudder	Spd Loss
Armor														
Sonars	Name	Mode	Type	Range (nm) 75%	50%	25%	Annex K Freq	Embarked Aircraft						
								Other Sensors						
Guns	Arc(bb)Mts	Name	Air Rng Close	Air Ph Close	Air Rng Far	Air Ph Far	Max alt	Surf Rng Close	Surf Ph Close	Surf Rng Far	Surf Ph Far	Surf Dmg Near/Far	FC Modes	FC Radar
Surface-to-Surface Missiles	Arc(bb)Mts	Name	Guidance	Genera- tion	Min Range	Surf Range	Speed kts	Dist/ Phase	Flight Profile	Signature	Rds/ Mount	ROF (rds/min)	Damage	Annex D
Surface-to-Air Missiles	Arc(bb)Mts	Name	Guidance	Genera- tion	Min Range	Speed kts	Dist/ Phase	Air Range	ATA Rating	Max altitude	Min Altitude	Signature	FC Radar	Annex D
Antisubmarine Warfare Weapons	Arc(bb)Mts	Name	Type	Range (nm)	Min Rng (nm)	Hit Chance	Speed (kts)	Dist/ Phase	Dam Pts/ Payload	Remarks	Annex E			
Torpedoes	Arc(bb)Mts	Name	Guidance	Genera- tion	Range (nm)	Speed (kts)	Dist/ Turn	Damage vs. Surf	Damage vs. Sub	Propulsion	Remarks	Annex F		
Notes and Remarks														

Sub Reference Sheet

Sub Reference Sheet							1. Ship Name							
2. Class Name		3. Ship Type	4. Size Class	5. Radar Signature		6. Acoustic Signature		7. Propulsion		8. Btry Endurance	9. Max Depth			
10. Acoustic Countermeas.		11. Fire Control System									8. Crew	9. Total Mounts		
Radars	Name	Large	Medium	Range (nm) Small VSmall		Stealthy	Annex J Function	Damage and Speed Breakdown						
								Percent Damage	0%	25%	50%	75%	90%	100%
								Damage Points	0					
								Surface Speed					0	Sinks
Sonars	Name	Mode	Type	Range (nm) 75% 50% 25%		Annex M Freq		Submerged Speed					0	Sinks
								Acceleration (kts) from 0-50%	Deceleration fm any speed	Advance w/Std Rudder	Spd Loss	Advance w/Hard Rudder	Spd Loss	

Ship Reference Sheet					1. Ship Name				Size Class: <input type="text"/>	
2. Class Name	3. Ship Type	4. Displacement	5. Speed	6. Propulsion	7. Crew	8. Total Mounts	9. Aircraft			
Cargo Load		Hold #4			Damage Point Effects					
Hold #1					Percent Damage 0% 25% 50% 75% 90% 100%					
Hold #2		Hold #5			Damage Points					
Hold #3		Hold #6			Surface Speed					
Notes and Remarks										

Harpoon Form 1s 9 October 1996

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

Ship Reference Sheet					1. Ship Name				Size Class: <input type="text"/>			
2. Class Name	3. Ship Type	4. Displacement	5. Speed	6. Propulsion	7. Crew	8. Total Mounts	9. Aircraft					
Cargo Load		Hold #4			Damage Point Effects							
Hold #1					Percent Damage 0% 25% 50% 75% 90% 100%							
Hold #2		Hold #5			Damage Points							
Hold #3		Hold #6			Surface Speed							
Guns		Air Rng	Air Ph	Air Rng	Air Ph	Max alt	Surf Rng	Surf Ph	Surf Rng	Surf Ph	Surf Dmg	FC
Arc(bb)Mts	Name	Close	Close	Far	Far		Close	Close	Far	Far	Near/Far	Modes
Surface-to-Air Missiles		Genera-	Min	Speed	Dist/	Air	ATA	Max	Min	Signature		Annex D
Arc(bb)Mts	Name	tion	Range	kts	Phase	Range	Rating	altitude	Altitude			
Notes and Remarks												

Harpoon Form 1s 9 October 1996

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

Ship Reference Sheet					1. Ship Name				Size Class: <input type="text"/>	
2. Class Name	3. Ship Type	4. Displacement	5. Speed	6. Propulsion	7. Crew	8. Total Mounts	9. Aircraft			
Cargo Load		Hold #4			Damage Point Effects					
Hold #1					Percent Damage 0% 25% 50% 75% 90% 100%					
Hold #2		Hold #5			Damage Points					
Hold #3		Hold #6			Surface Speed					
Notes and Remarks										

Harpoon Form 1s 9 October 1996

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

Air Data Card							Aircraft Type	Mission	Cannon	Cannon ATA	Defensive ATA Light/Full Load /
Cruise Range (nm)	Internal Fuel (kg)		Ceiling (m)	Payload (kg)		Inflight Refuel?	Size	Signature	Platform Type		
Countermeasures		Engine Type		Bombsight	Bombsight Modifier		SPEEDS Throttle Setting in knots (nm per phase) Altitude Cruise Full Mil Afterburner Mach 1.0 V/Low: () () () 660 (2.8) Medium: () () () 649 (2.7) High: () () () 573 (2.4) VHigh: () () () 573 (2.4)				
Radars Name	Range Large	Range Medium	Range Small	Range VSmall	Range Stealthy	Annex L Function					
Sonars Name	Mode	Type	Range (nm) 75% 50% 25%		Annex M Freq	Other Sensors Name/Type			Performance		Annex B, Rules Booklet
Ordnance Loadout											
Name	Type	Number Carried	Guidance	Min Range	Max Range	Gen and ATA	Damage Pts. Ship/Sub	Speed in knots (nm per phase)	GCS each	Annex E, F, G, H Remarks	
							/	()			
							/	()			
							/	()			
							/	()			
Cannon GCS:		Total Guided Ordnance GCS:		Total Unguided Ordnance GCS:		Unguided Ordnance GCS Adjusted for Bombsight			Total Mission GCS		
Remarks											

Air Data Card							Aircraft Type	Mission	Cannon	Cannon ATA	Defensive ATA Light/Full Load /
Cruise Range (nm)	Internal Fuel (kg)		Ceiling (m)	Payload (kg)		Inflight Refuel?	Size	Signature	Platform Type		
Countermeasures		Engine Type		Bombsight	Bombsight Modifier		SPEEDS Throttle Setting in knots (nm per phase) Altitude Cruise Full Mil Afterburner Mach 1.0 V/Low: () () () 660 (2.8) Medium: () () () 649 (2.7) High: () () () 573 (2.4) VHigh: () () () 573 (2.4)				
Radars Name	Range Large	Range Medium	Range Small	Range VSmall	Range Stealthy	Annex J Function					
Sonars Name	Mode	Type	Range (nm) 75% 50% 25%		Annex K Freq	Other Sensors Name/Type			Performance		Annex B, Rules Booklet
Ordnance Loadout											
Name	Type	Number Carried	Guidance	Min Range	Max Range	Gen and ATA	Damage Pts. Ship/Sub	Speed in knots (nm per phase)	GCS each	Annex E, F, G, H Remarks	
							/	()			
							/	()			
							/	()			
							/	()			
Cannon GCS:		Total Guided Ordnance GCS:		Total Unguided Ordnance GCS:		Unguided Ordnance GCS Adjusted for Bombsight			Total Mission GCS		
Remarks											

From: _____ To: _____

Time: _____

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Wireless

Visual

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

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

A space between a word or groups of numbers counts as a character.

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

13 Apr 1995

From: _____ To: _____

Time: _____

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Wireless

Visual

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

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

A space between a word or groups of numbers counts as a character.

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

13 Apr 1995

From: _____ To: _____

Time: _____

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Wireless

Visual

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

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

A space between a word or groups of numbers counts as a character.

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

13 Apr 1995

From: _____ To: _____

Time: _____

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Wireless

Visual

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

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

A space between a word or groups of numbers counts as a character.

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

13 Apr 1995

From: _____ To: _____

Time: _____

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Wireless

Visual

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

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

A space between a word or groups of numbers counts as a character.

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

13 Apr 1995

AIRCRAFT MISSION PLANNING FORM

1. Aircraft Name/Designation

2. Engine Type (circle one)
Piston / TJ / TF / TP / TS

3. Max Payload (kg)		4. Basic Range (nm)		5. Mission Type		6. Ordnance Loadout Description				
7. Loadout Weight (kg)		7a. Payload Status (circle one) Clean / Load1 / Load2		8. Internal Fuel (kg)						
9. Kg/nm Factor (Field 8 / Field 4)		10. Mission Range (nm) (field I)		11. Size Class						
Status (Field 7 divided by Field 3)		Altitude/Payload Modifier		V/Low						Med
Clean 0-15% Load 1 16-61% Load 2 62-100%		TF/TJ		Clean	2.00	1.67	1.00	Modified Speeds Alt Cruise FMP Aft		
Do not count drop tanks as part of the load for endurance purposes.		TP/Piston		Load 1	2.50	2.00	1.25			
Throttle Modifiers		TS		Clean	1.25	1.10	1.00	V/Low		
Type Cruise FMP Aft				Load 1	1.40	1.25	1.10			
TJ 1.0 3.5 12				Load 2	1.67	1.40	1.25	Med		
TF 1.0 4.0 24										
TP 1.0 1.5 —				Clean	1.00	1.10	—	High		
TS 1.0 1.5 —				Load 1	1.10	1.25	—			
Piston 1.0 1.5 —				Load 2	1.25	1.40	—	VHigh		

A Leg#	B Length (nm)	C Payload	D Altitude	E Speed	F Altitude Mod.	G Throttle Mod.	H Modified Length (nm)
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							

For Column H: Multiply the length of the leg (column B) by the GREATER of either the Altitude Modifier (column F) or the Throttle Modifier (column G). **I. Total Mission Range (total of all column H distances)**

J. Combat Margin at FMP (at altitude _____) = _____ min/60 * FMP speed _____ * FMP Modifier _____ = _____ nm.

K. Combat Margin at Afterburner (at altitude _____) = _____ min/60 * Afterburner speed _____ * Afterburner Modifier _____ = _____ nm.

L. Reserve = _____ % of the Mission Range (Field I) _____ nm = _____ nm.

DROP TANKS	# of Drop Tanks	Description	Weight (kg)	nm added ea.	Total nm added

M. Total Drop Tank Range (nm)

AERIAL REFUELING	O. Kg transferred	Kg/nm factor (field 9)	P. Total nm added
------------------	-------------------	------------------------	-------------------

Basic Range (Field 4) + Total Drop Tank Range (Field M) + Total Aerial Refueling Range (Field P) - Total Mission Range (Field I) - Combat Margin at FMP (Field J) - Combat Margin at AFT (Field K) - Reserve (Field L) = Q. RESULT (if the result is 0 or greater, the plan is acceptable).			
--	--	--	--

SIGHTING REPORT

From: _____ To: _____ Time: _____

Units Sighted:

<input type="checkbox"/>											
1	2	3	4	5	6	7	8	9	10	11	12

Location:

<input type="checkbox"/>											
13	14	15	16	17	18	19	20	21	22	23	24

Course:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25	26	27

Speed:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
28	29	30

Type:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Visual	Sonar	HF/DF

This form is provided by the publisher for use with Fear God & Dread Nought. It may be photocopied for play purposes.

23 Mar 1995

SIGHTING REPORT

From: _____ To: _____ Time: _____

Units Sighted:

<input type="checkbox"/>											
1	2	3	4	5	6	7	8	9	10	11	12

Location:

<input type="checkbox"/>											
13	14	15	16	17	18	19	20	21	22	23	24

Course:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25	26	27

Speed:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
28	29	30

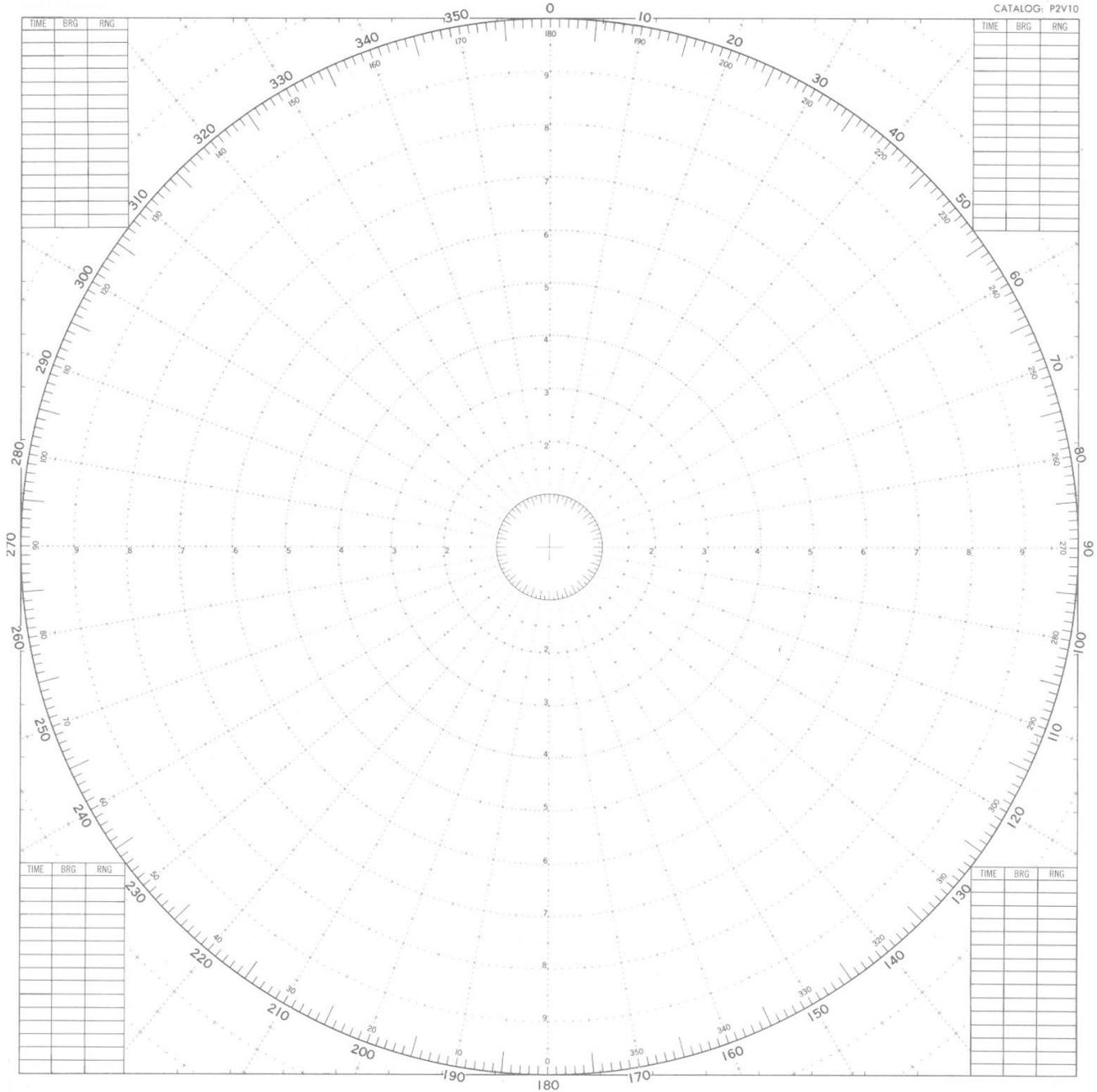
Type:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Visual	Sonar	HF/DF

This form is provided by the publisher for use with Fear God & Dread Nought. It may be photocopied for play purposes.

23 Mar 1995

Formation Plotting Board



Formation Name: _____

Flagship: _____

Top of Chart is:

True
North

PIM

Threat
Axis

Guide: _____

Scale: _____

Prepared By: _____

Date: _____

Notes: _____

