

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			
<b>Cargo Load</b>		Hold #4			<b>Damage Point Effects</b>					
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 15 September 2020

This form is provided by the Admiralty Trilogry Group for for use with any *Admiralty Trilogry* game

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<b>Cargo Load</b>		Hold #4			<b>Damage Point Effects</b>							
Hold #1					Percent Damage    0%    25%    50%    75%    90%    100%							
Hold #2		Hold #5			Damage Points							
Hold #3		Hold #6			Surface Speed							
<b>Guns</b>		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
<b>Surface-to-Air Missiles</b>		Genera-	Min	Speed	Dist/	Air	ATA	Max	Min	Signature		<b>Annex D</b>
Arc(bb)Mts	Name	tion	Range	kts	Phase	Range	Rating	altitude	Altitude			
Notes and Remarks												

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From: \_\_\_\_\_ To: \_\_\_\_\_ Time: \_\_\_\_\_

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

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

Wireless

Visual

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

From: \_\_\_\_\_ To: \_\_\_\_\_ Time: \_\_\_\_\_

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

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

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

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

Wireless

Visual

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



## SIGHTING REPORT

From: \_\_\_\_\_ To: \_\_\_\_\_ Time: \_\_\_\_\_

Units Sighted:

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

Location:

13	14	15	16	17	18	19	20	21	22	23	24

Course:

25	26	27

Speed:

28	29	30

Type:

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

## SIGHTING REPORT

From: \_\_\_\_\_ To: \_\_\_\_\_ Time: \_\_\_\_\_

Units Sighted:

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

Location:

13	14	15	16	17	18	19	20	21	22	23	24

Course:

25	26	27

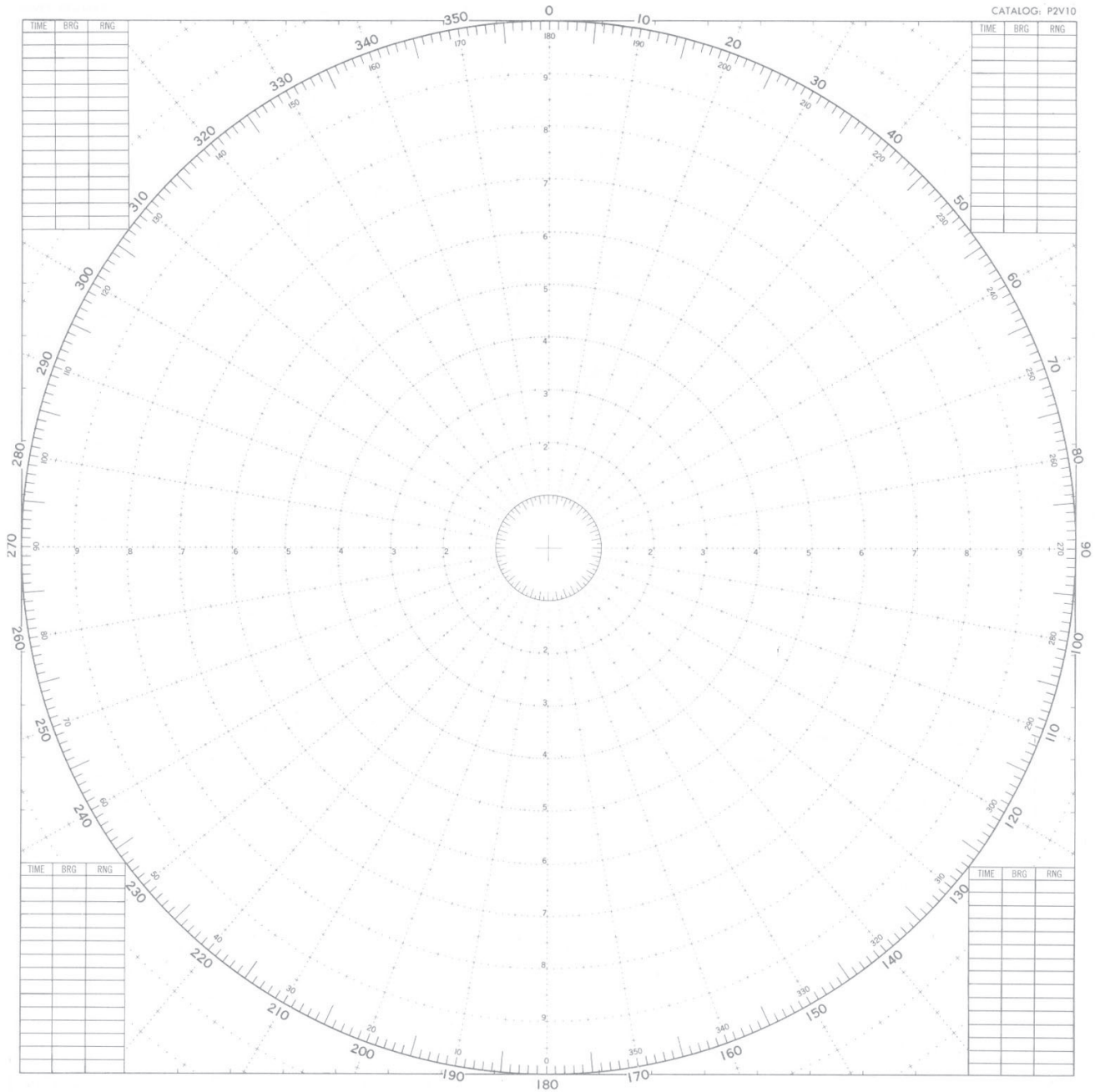
Speed:

28	29	30

Type:

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

# Formation Plotting Board



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

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

**Top of Chart is:**

True  
North

PIM

Threat  
Axis

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

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

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

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

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

# Aircraft Operational Status

Mission Callsign:

Player Name:

Aircraft Home Base

Aircraft Type and Number:

Ordnance Loadout:

Assigned Target::

Max Range at Cruise:

Record each course, speed, and altitude change and then calculate the rrange (fuel) used since the previous course change. Also record the starting time of any dogfights and the time it ends and calculte fuel used the same way.

Turn	Course	Speed	Altitude	Radar Status	Sonar Status	Weapons Fired	Endurance Used	Endurance Left