SEEKRIEG

SHIP'S LOG SHEET

DATE

CAPTAIN

22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

TURN

SPEED

FIRE

FIRE

FIRE

SHIP

DP

SPEED ( )

MAIN: PC, LF, RM, YDS, AMMO, DIR, R, LENGTH, TT ( ), AA1, D

2ND: PC, LF, RM, YDS, AMMO, DIR, R, DISP, TT ( ), AA2, B

3RD: PC, LF, RM, YDS, AMMO, DIR, R, DCO, AA3, C

AC, C, T

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SEEKRIEG

SHIP'S LOG 2

DATE

CAPTAIN

SPEED

TT1 ( )

TT2 ( )

SHIP

DP

MAIN

2DY

AMMO

FIRE

PC

LF

RM

YDS

DIR

R

DCO

DC

AA1

AA2

LENGTH

SPEED

( )

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

SPEED

TT1 ( )

TT2 ( )

SHIP

DP

MAIN

2DY

AMMO

FIRE

PC

LF

RM

YDS

DIR

R

DCO

DC

AA1

AA2

LENGTH

SPEED

( )

SEEKRIEG

CV OPERATIONS SHEET

SHIP	DCO	D	AA1	LF	NO	TYPE	NO	TYPE
DP		B	AA2	LF	NO	TYPE	NO	TYPE
SPEED ( )		C	AA3	LF	NO	TYPE	NO	TYPE
		H						

CAP OPERATIONS

AIRCRAFT READY	LAUNCH TURN NO.	LAUNCH NO OF AIRCRAFT	TYPE	ALT.	FLIGHT TIME	E.T.A. BASE	AMMO						COMBAT TIME	TIME REMAINING	AIRCRAFT REMAINING		RECOVER TURN NO	RECOVER #	REARM REFUEL

LAUNCH:
4/2-minute turn

RECOVER:
3/2-minute turn

REARM AND REFUEL
1/2-minute turn

FORM-UP TIME:
Deduct 1 from flight time for each group of 4 aircraft launched after first group.

COMBAT TIME:
Deduct 3 turns of flight time for each game turn of combat.

ATTACK TIME:
Deduct 5 turns of flight time for each attack made against a target.

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CAPTAIN _____

SEEKRIEG

CV OPERATIONS SHEET

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CAPTAIN

SHIP | DCO | D | AA1 | LF | NO | TYPE | NO | TYPE

DP | B | C | AA2 | LF | NO | TYPE | NO | TYPE

SPEED ( ) | H | AA3 | LF | NO | TYPE | NO | TYPE

STRIKE & ESCORT AIR OPERATIONS

- AIRCRAFT READY
- LAUNCH: TURN NO. / #
- FLIGHT TIME
- TYPE
- ORDNANCE
- CRUISING: KTS / ALT
- TIME USED: FORM UP / TO TARGET / NAV ERROR / COMBAT
- DROP OUTS
- ETA TARGET
- AMMO
- NO. OF AIRCRAFT REMAINING: AFTER AIR COMBAT / BEFORE ATTACK / AFTER ATTACK
- TIME REMAINING
- TIME TO BASE
- DURING TURN NOS.: RECOVER / REARM