Admiral's Order | *Ship Status Sheet*

Waiting for the Convoy, 23th December 1803

The British Squadron

Caesar

Ship Condition: 23 SC | Rigging Condition: 15 RC | Command Value: 4 CV

3rd Rate, two-decker, 80 guns
Capt. Sir Richard Strachan

Red / Black / White / Grey / Single

1 CV
½ CV
½ CV light
½ CV heavy

3 CV
2 CV
1 CV

on fire
grappled
struck
captured

light damaged/ dismasted: 1 VP
heavy: 2 VP
sunken: 3 VP
captured: 4 VP

Port
Starboard

Capt. Sir Richard Strachan

Command Value: 2 CV | 0 VP

1 Admiral's Orders

Rank: **2**

Red / Black / White / Grey / Single

injured
killed
struck
captured

injured: 1 VP
killed: 2 VP
captured: 3 VP

Hero

Ship Condition: 22 SC | Rigging Condition: 15 RC | Command Value: 4 CV

3rd Rate, two-decker, 74 guns
Capt. Hon. Alan Hyde Gardner

Red / Black / White / Grey / Single

1 CV
½ CV
½ CV light
½ CV heavy

3 CV
2 CV
1 CV

on fire
grappled
struck
captured

light damaged/ dismasted: 1 VP
heavy: 2 VP
sunken: 3 VP
captured: 4 VP

Port
Starboard

Courageux

Ship Condition: 22 SC | Rigging Condition: 15 RC | Command Value: 4 CV

3rd Rate, two-decker, 74 guns
Cap. Richard Lee

Red / Black / White / Grey / Single

1 CV
½ CV
½ CV light
½ CV heavy

3 CV
2 CV
1 CV

on fire
grappled
struck
captured

light damaged/ dismasted: 1 VP
heavy: 2 VP
sunken: 3 VP
captured: 4 VP

Port
Starboard

Namur

Ship Condition: 22 SC | Rigging Condition: 15 RC | Command Value: 4 CV

3rd Rate, two-decker, 74 guns
Cap. Lawrence Halsted

Red / Black / White / Grey / Single

1 CV
½ CV
½ CV light
½ CV heavy

3 CV
2 CV
1 CV

on fire
grappled
struck
captured

light damaged/ dismasted: 1 VP
heavy: 2 VP
sunken: 3 VP
captured: 4 VP

Port
Starboard

Time Sheet, on the day of battle, 23th December 1803

Game Turn	1	2	3	4	5	6	7	8	9	10
Time	10:00am	10:30am	11:00am	11:30am	12:00pm	12:30pm	1:00pm	1:30pm	2:00pm	2:30pm
Ship's Bell	: :	: : .	: : :	: : : .	: : : :	.	:	: .	: :	: : .
Watch	FN	FN	FN	FN	AN	AN	AN	AN	AN	AN
Command Points (CP) at the begin of the game turn										
Red Squadron	-									
Black Squadron	7									
Cleanup at the end of the game turn										
Cleanup done										
End of Game	no	no	no	no	no	no	no	no	no	yes