Squadron Control Sheet

Squadron ID:

Task Group ID:

Squadron Information

Movement Information

Speed:

Maintain | Turn Port | Turn Strbd | Hrd. Trn Port | Hrd. Trn Strbd | Course Correct | Quick Turn Port | Quick Turn Strbd | Come About | Emergency Turn

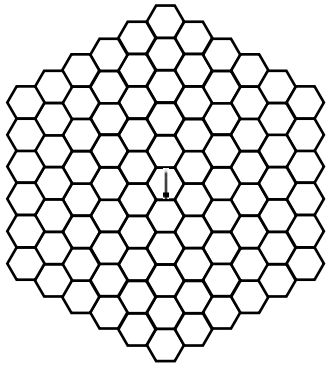
Semi-Plot Order: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Electronic Warfare

EW Levels:

Pierce ○ Disrupt ○ Defense ○ Targeting ○

Squadron Formation Diagram



Absolute ○

Relative ○

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Ship Information

Ship ID:

Ship Class:

Fire Control Allocation — Offense | Defense | Anti-Ftr | Ballistic

FCD #1 ( ): ○ ○ ○ ○

FCD #2 ( ): ○ ○ ○ ○

FCD #3 ( ): ○ ○ ○ ○

FCD #4 ( ): ○ ○ ○ ○

Weapon Fire Status

#1 ○○○

#2 ○○○

#3 ○○○

#4 ○○○

#5 ○○○

#6 ○○○

#7 ○○○

#8 ○○○

Ship ID:

Ship Class:

Fire Control Allocation — Offense | Defense | Anti-Ftr | Ballistic

FCD #1 ( ): ○ ○ ○ ○

FCD #2 ( ): ○ ○ ○ ○

FCD #3 ( ): ○ ○ ○ ○

FCD #4 ( ): ○ ○ ○ ○

Weapon Fire Status

#1 ○○○

#2 ○○○

#3 ○○○

#4 ○○○

#5 ○○○

#6 ○○○

#7 ○○○

#8 ○○○

Ship ID:

Ship Class:

Fire Control Allocation — Offense | Defense | Anti-Ftr | Ballistic

FCD #1 ( ): ○ ○ ○ ○

FCD #2 ( ): ○ ○ ○ ○

FCD #3 ( ): ○ ○ ○ ○

FCD #4 ( ): ○ ○ ○ ○

Weapon Fire Status

#1 ○○○

#2 ○○○

#3 ○○○

#4 ○○○

#5 ○○○

#6 ○○○

#7 ○○○

#8 ○○○

Ship ID:

Ship Class:

Fire Control Allocation — Offense | Defense | Anti-Ftr | Ballistic

FCD #1 ( ): ○ ○ ○ ○

FCD #2 ( ): ○ ○ ○ ○

FCD #3 ( ): ○ ○ ○ ○

FCD #4 ( ): ○ ○ ○ ○

Weapon Fire Status

#1 ○○○

#2 ○○○

#3 ○○○

#4 ○○○

#5 ○○○

#6 ○○○

#7 ○○○

#8 ○○○

Ship ID:

Ship Class:

Fire Control Allocation — Offense | Defense | Anti-Ftr | Ballistic

FCD #1 ( ): ○ ○ ○ ○

FCD #2 ( ): ○ ○ ○ ○

FCD #3 ( ): ○ ○ ○ ○

FCD #4 ( ): ○ ○ ○ ○

Weapon Fire Status

#1 ○○○

#2 ○○○

#3 ○○○

#4 ○○○

#5 ○○○

#6 ○○○

#7 ○○○

#8 ○○○

Ship ID:

Ship Class:

Fire Control Allocation — Offense | Defense | Anti-Ftr | Ballistic

FCD #1 ( ): ○ ○ ○ ○

FCD #2 ( ): ○ ○ ○ ○

FCD #3 ( ): ○ ○ ○ ○

FCD #4 ( ): ○ ○ ○ ○

Weapon Fire Status

#1 ○○○

#2 ○○○

#3 ○○○

#4 ○○○

#5 ○○○

#6 ○○○

#7 ○○○

#8 ○○○

Squadron Morale Status

Starting Morale ○

33% Morale Check: ○
(-1 To-Hit Rolls)

50% Morale Check: ○
(17+ Retreat)

66% Morale Check: ○
(-2 To-Hit Rolls)

75% Morale Check: ○
(11+ Retreat)

Current Morale Level

10 ●	20 ●	30 ●
9 ●	19 ●	29 ●
8 ●	18 ●	28 ●
7 ●	17 ●	27 ●
6 ●	16 ●	26 ●
5 ●	15 ●	25 ●
4 ●	14 ●	24 ●
3 ●	13 ●	23 ●
2 ●	12 ●	22 ●
1 ●	11 ●	21 ●