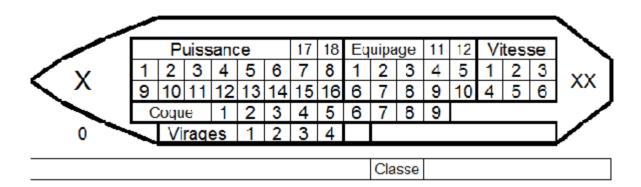
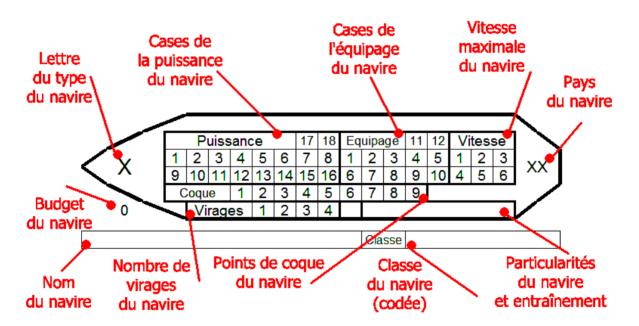
# **Appendix A: Ship's log form**

For each vessel, a form like this is to be completed. The unnecessary boxes are blacked out (according to the ship's data from Appendix C) and then, in the course of the game, the remaining ones are blacked out as losses occur.





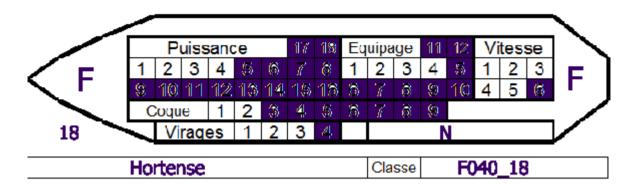
Ship type letter: V = Ship; TT = Troop transport; S = Sloop; R = Razé (ex-ship); Pri = prison ship; Mar = merchant ship (more or less armed); Hop = Hospital ship; K = Caraque; G = Schooner (Goélette); FV = Steam frigate; FR = Rowing frigate; F = Frigate; Ch = Chebec; C = Corvette; BG = Schooner-Brick (Brick-Goélette); B = Brick.

The class of the ship is coded by taking the letter of the above type of ship plus the number of guns, plus for frigates and smaller ships, the size of the largest of these guns.

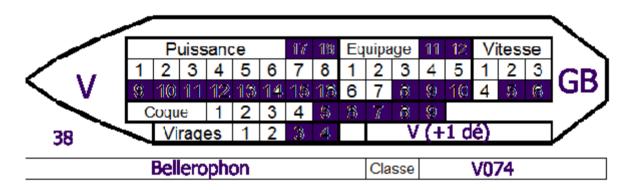
## **Escadres:** Naval wargame ruleset for Fighting Sails times

### A few examples

#### A French frigate: the Hortense, a 40 18-pounder-guns frigate



#### An English 74 guns ship-of-the-line: the Bellerophon, with veteran crew



#### A large Spanish 112 guns ship-of-the-line: the Mexicano, crew "Mauvais"

