

It took me 30 seconds to prepare all 43 ships for "The Battle of the Chesapeake" - How long did it take you?

Automatically fills out Movement Allowance charts!

Automatically blocks off Rigging, Hull, and Crew boxes!

Print players' names on the ship logs

Calculates Victory Points per section

Calculates Accel. and Decel.

Calculates Turn Modes

Computes BGN numbers!

Calculates Uncertain Wear and Poor Maneuver roll

Fills in Initial CQ Gunnery Modifier

Initial Sail State filled in

Reserves have dashed Move Plots prior to arrival

Displays any special scenario rules for this ship

Calculates CQ levels above the ship's Initial CQ are light gray

Automatically checks off initial status indicators

Calculates Accel. and Decel.

Calculates Turn Modes

Computes BGN numbers!

Calculates Victory Points per section

Calculates CQ levels above the ship's Initial CQ are light gray

Calculates Uncertain Wear and Poor Maneuver roll

Fills in Initial CQ Gunnery Modifier

Initial Sail State filled in

Reserves have dashed Move Plots prior to arrival

Displays any special scenario rules for this ship

Calculates Accel. and Decel.

Calculates Turn Modes

Computes BGN numbers!

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Displays any special scenario rules for this ship

The Naval Register: Support Software for Close Action

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