# CAPTAIN'S LOG

<table>
<thead>
<tr>
<th>Mission title</th>
<th>Date</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Captain</th>
<th>1st Officer</th>
<th>Navigator</th>
<th>Chief Engineer</th>
</tr>
</thead>
</table>

## MISSION DETAILS

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
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</tbody>
</table>

## MISSION RESULT

**Primary objective:**

- [ ] fulfilled
- [ ] unfulfilled

**Secondary objective(s):**

- [ ] fulfilled
- [ ] unfulfilled

- [ ] fulfilled
- [ ] unfulfilled

- [ ] fulfilled
- [ ] unfulfilled

- [ ] fulfilled
- [ ] unfulfilled

**TOTAL GRT SUNK:**

- [ ] fulfilled
- [ ] unfulfilled
## Key

- A - activation
- F - fatigue
- W - wound
- O - observation
- T - technical condition

### Captain

<table>
<thead>
<tr>
<th>Card(s)</th>
<th>2nd watch</th>
<th>1st watch</th>
<th>Card(s)</th>
</tr>
</thead>
</table>

**Order Track space:** ............  
**Morale Track space:** ............  
**Cigarettes:** ............

**Captain's cards:** .................................................................

### 1st Officer

<table>
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<th>Card(s)</th>
<th>2nd watch</th>
<th>1st watch</th>
<th>Card(s)</th>
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</table>

**Bandages:** ............  
**Ointment:** ............  
**Shots:** ............  
**Medkit tokens:** ............

**Pills:** ............  
**Surgical instruments:** ............  
**Cigarettes:** ............

### Navigator

<table>
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<tr>
<th>Card(s)</th>
<th>2nd watch</th>
<th>1st watch</th>
<th>Card(s)</th>
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**Strategic map quadrant:** ............  
**Cigarettes:** ............

**Spoiled provisions:** ..............................................................

### Chief Engineer

<table>
<thead>
<tr>
<th>Card(s)</th>
<th>2nd watch</th>
<th>1st watch</th>
<th>Card(s)</th>
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**Environmental/technical conditions, supply tokens, toolbox markers, flooded section**

1. 2. 3. 4. 5. 6. 7. 8.

**Cigarettes:** ............