

Command at Sea (CAS) Form 2 Instructions v1.1b JUL2026

General

The CAS editable .pdf forms are designed to aid you in organizing the information needed to play *Command at Sea* without having to constantly refer back to the Annexes and rulebooks during play. While they take some time to set up, once they are completed, they can be saved and reused as needed.

Local Use

Many browsers do not allow you to fill out editable .pdfs directly. Instead, you must download the form to your own computer and modify it there. Usually there is a “download” option on the browser .pdf display, or you can right-click on the link and use the “save as” or “save link as”. Once you have saved the form locally, the ubiquitous Adobe Acrobat Reader should work fine. Also, make sure that your security software does not disable scripts, or the forms will not work correctly.

Prefilled Examples

To demonstrate the use of the form, we have filled it with examples from the various Command at Sea Annexes. The Air Mission form has a TBF Avenger and SBD Dauntless with some bombs and droptanks. Just overwrite this information with what you need for your games.

Calculations

Most of the fields on the form are “information only.” However, entering data in some fields will cause other information to be calculated and filled according to the *Command at Sea* rules, so you don’t need to remember all of the details. For example, the load of the aircraft is determined by the weight of the ordnance and fuel tanks.

Using Tab to traverse the form - committing the changes

While entering information that is used in calculations, it will occasionally seem that what you enter does not have an immediate effect. Sometimes this happens because the form does not register the changed data (called “committing the change”). It will not invoke any associated code unless you move to another field after you have finished entering the information (called “changing focus”). The easiest way to ensure that you change focus and your information is “committed” to use the “tab” key to move to the next field. Selecting a different field with the mouse will also work.

Remarks

It is almost impossible to anticipate every possible piece of relevant information or special condition, so remarks fields are provided. If something doesn’t fit neatly into the categories we provided, put it into the remarks field.

Air Mission Form (CAS Form 2)

This form assists you in planning your CAS air missions, by setting up the information for up to 2 aircraft. The information comes primarily from Annex B of the air supplements and annexes. Note that this called an Air “Mission” form rather than an Air “Data” form because the configuration of the external stores and ordnance of an aircraft can change based on what its role is for that mission.

Calculations

Ceiling + Engine Type -> Available Throttle Speed Settings. You will only be able to enter throttle speeds for altitudes that the aircraft can reach.

Weight(s) -> Load. The Load of the aircraft is calculated by adding up the weight of additional fuel, torpedoes and ordnance. As you add more ordnance, the load will go up and the Load % will be increased. Note that for most weapons, the weight is the number of weapons x the weight of a single weapon. No edits are done to see if the total weight exceeds the maximum load, so be sure to check that your plane can get off the ground. If you exceed the max load, the load % will be in red. Weapons and additional fuel are also considered to be “internal” (in the bomb bays) or “external” (hung on the wings and fuselage).

Maximum Load + Load -> Load %-> Mod Range. See section 4.11.3 of the rules for Range and speed effects of loads

Internal Crs (Cruise) Rng + Additional Fuel Range -> Mod Range. The modified range is first calculated by adding the internal fuel and additional fuel (from drop tanks, conformal packs, etc.) and then modified by load effects. Range is measured in nautical miles (nmi)

Form Description and Comments

With the exception of the fields used in calculations most of the data is free form entry, the best way to see how the form works is to follow through the examples that we use.

The example form contains two components of a naval strike, a TBF Avenger carrying a torpedo and a SBD Dauntless carrying a types of bomb. For your own aircraft, just overwrite this information with the plane and configuration you are using,

The top of the form is mostly copied directly from Annex B.

Mission/Mission ID - You can choose from a variety of missions, and the Mission ID is an optional field that allows you to identify the specific mission.

From Annex B, we find that both planes have a RP engine type. The ceiling of the TBF is lower than that of the Dauntless, so no data is needed for High altitude for that plane.

Cruise Range and Additional Range

Cruise Range comes directly from Annex B. Neither plane is carrying additional fuel. Other planes may have additional fuel sources that are added to the cruise range to give the total range.

Load Effects

The total load is determined by adding up the hang weight of the torpedoes and ordnance. The TBF carries one torpedo in its bomb bay, but no external ordnance. The Helldiver is carrying one external bomb, so the "Ext" box in the load section is checked.

Both planes have offensive and defensive guns, as per Annex B

The TBF has radar, the Dauntless does not.

Clear Mission

If you don't need a mission on the form, the "Clear Mission" button will zero/space out the data for the selected mission.