

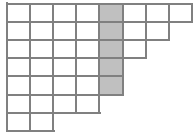
CSS Chicora

Armament Table

Gun	Ranges					ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus																
	PB+7	S+5	M+3	L+1	Ext			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
5.8" Banded Rifle	0-3	4-7	8-13	14-20	21-30	1	1	1	1	1	2	2	3	3	3	4	4	5	7	9	11	13	15	
9" Dahlgren SB	0-3	4-6	7-10	11-15	16-18	1	1	1	1	1	2	2	3	3	3	4	5	6	8	10	12	15	18	

Crew

Normal
Morale -1
Morale -2
Morale -3
Morale -4
Morale -5
Morale -6



Speed Bands & Maneuverability

4-5 Large Arc
1-3 Medium Arc
1-2 Large Arc Reverse

Flotation

Draft 2
Draft 3



Engine Power

+2 / -2 Emergency
+1 / -1 Normal

Structural



Notes

Ram Rating: 7
Mass Value: 4
Spar Torpedo

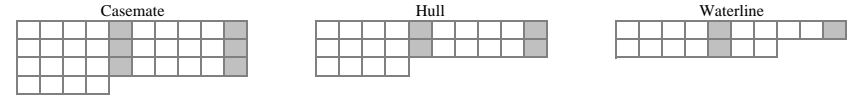
Hit Allocation Table

Bow	Port Side	Starboard Side	Stern
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13
14	14	14	14
15	15	15	15
16	16	16	16
17 * Check Firers Gun	17 * Check Firers Gun	17 * Check Firers Gun	17 * Check Firers Gun
18	18	18	18
19	19	19	19
20	20	20	20
21 Casemate	21 Casemate Section 1	21 Casemate Section 1	21 Casemate
22 Casemate	22 Casemate Section 2	22 Casemate Section 2	22 Casemate
23	23	23	23
24	24 Gun Port	24 Gun Port	24
25 Hull	25 Hull Section 1	25 Hull Section 1	25 Hull
26	26 Hull Section 2	26 Hull Section 2	26
27	27	27	27
28	28	28	28
29 Pilot House	29 Pilot House	29 Pilot House	29 Stack
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31 Casemate Section 2	31 Casemate Section 2	31
32	32 Casemate Section 1	32 Casemate Section 1	32
33 Casemate	33 Waterline	33 Waterline	33 Casemate
34	34	34	34
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Casemate
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Gun Port	39 Gun Port	39 Gun Port	39 Gun Port
40 Deck	40 Deck	40 Deck	40 Deck

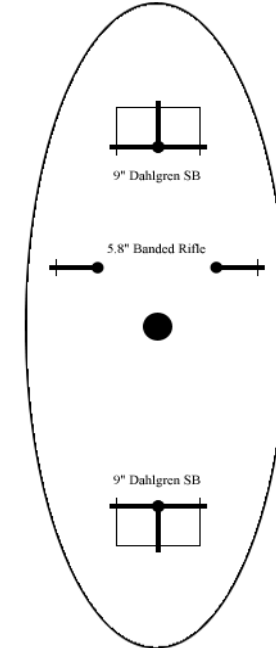
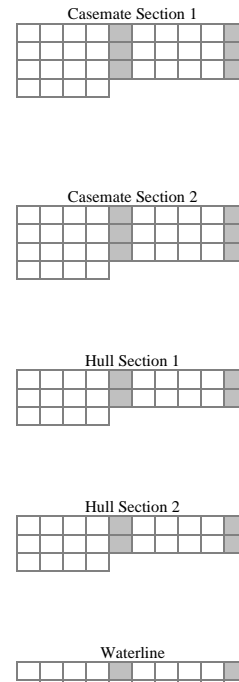
General Damage Locations



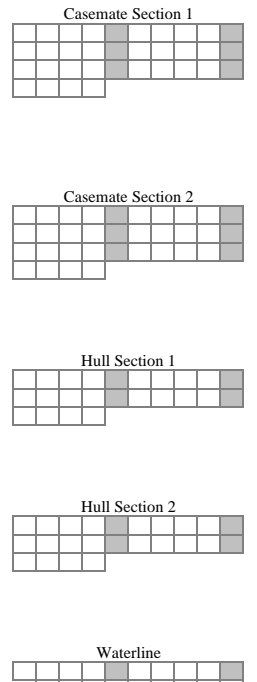
Bow Damage Locations



Port Damage Locations



Starboard Damage Locations



Stern Damage Locations

