

CSS Neuse

		Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus															
Gun	PB+7	S+5	M+3	L+1	Ext	ROF	Rel. Rating	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
6.4" 1B Brooke Rifle	0-5	6-11	12-18	19-25	26-35	1	1	1	1	2	2	3	3	4	5	6	7	9	11	13	15	18	21	

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

Speed Bands & Maneuverability	
3-4 Large Arc	
1-2 Medium Arc	
1-2 Large Arc	Reverse

Flotation	
Draft 1	
Draft 2	

Engine Power	
+2 / -2	Emergency
+1 / -1	Normal

Structural	

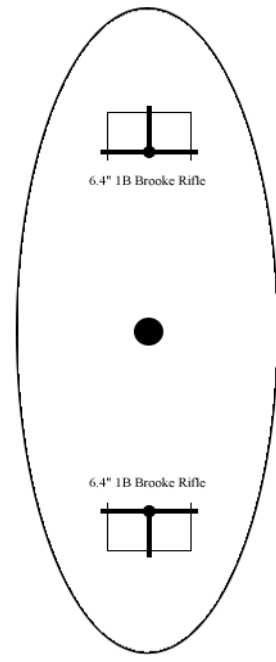
Notes	
Ram Rating:	7
Mass Value:	2
Spar Torpedo	

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	21 Casemate	21 Casemate
22 Casemate	22 Hull Section 1	22 Hull Section 1	22 Casemate
23	23 Hull Section 2	23 Hull Section 2	23
24	24	24	24
25 Pilot House	25 Waterline	25 Waterline	25 Stack
26	26 Gun Port	26 Gun Port	26
27	27	27	27
28	28	28	28
29 Hull	29 Pilot House	29 Pilot House	29 Hull
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33 Casemate	33 Casemate	33 Casemate	33 Casemate
34	34	34	34
35	35	35	35
36 Casemate	36 Casemate	36 Casemate	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		
Pilot House		Deck

Bow Damage Locations		
Casemate	Hull	Waterline

Port Damage Locations	
Casemate	
Hull Section 1	
Hull Section 2	
Waterline	



Starboard Damage Locations	
Casemate	
Hull Section 1	
Hull Section 2	
Waterline	

Stern Damage Locations		
Casemate	Hull	Waterline