



**Armament Table**

Gun	PB+7	S+5	Ranges			ROF	Ref. Rating	Armor Damage - Roll D10+ Range Bonus																
			M+3	L+1	Ext			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
8" Smooth Bore	0-2	3-5	6-9	10-11	12-14	1	1	1	1	1	1	2	2	3	3	3	4	4	5	7	9	11	13	15
32 pdr Rifle	0-3	4-7	8-13	14-20	21-28	1	2	1	1	1	1	2	2	2	3	3	3	4	4	6	9	10	11	12

**Crew**

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


**Speed Bands & Maneuverability**

5-11 Medium Arc

1-4 Small Arc

1-4 Medium Arc Reverse

**Flotation**

Draft 1

**Engine Power**

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

**Structural**

1/2

**Notes**

Ram Rating: 3  
Mass Value: 3

**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 Hull	21 Hull 1	21 Hull 1	21 Hull
22	22 Hull 2	22 Hull 2	22 Wheel Port
23	23 Hull 3	23 Hull 3	23 Wheel Starboard
24	24 Wheel	24 Wheel	24
25 Pilot House	25 Waterline	25 Waterline	25 Stack
26	26	26	26
27	27	27	27
28 Top Side	28 Top Side	28 Top Side	28 Top Side
29	29 Stack	29 Stack	29
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33 Pilot House	33 Wheel	33 Wheel	33 Stack
34	34	34	34
35 Casemate	35 Casemate	35 Casemate	35 Casemate
36	36	36	36
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Top Side	39 Top Side	39 Top Side	39 Top Side
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Hull

Casemate

Waterline

**Port Damage Locations**

Hull 1

Hull 2

Hull 3

Casemate

Wheel

Waterline

**Starboard Damage Locations**

Hull 1

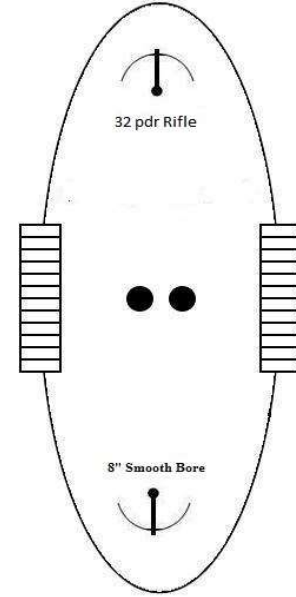
Hull 2

Hull 3

Casemate

Wheel

Waterline



**Stern Damage Locations**

Hull

Casemate

Waterline

# CSS Polk

Armament Table						Armor Damage - Roll D10+ Range Bonus																
Gun	Ranges					ROF	Rel.	Rating														
	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
32 pdr Rifle	0-3	4-7	8-13	14-20	21-28	1	2	1	1	1	2	2	2	3	3	4	4	6	9	10	11	12

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

Speed Bands & Maneuverability	
6-10	Medium Arc
1-5	Small Arc
1-4	Small Arc Reverse

Flotation	
Draft 2	

Engine Power	
+3 / -3	Emergency
+2 / -2	Normal

Structural	

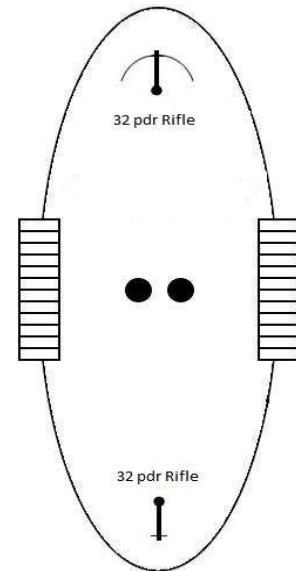
Notes	
Ram Rating:	5
Mass Value:	3

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 Casemate Section 3	20 Casemate Section 3	20
21 Casemate	21 Casemate Section 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23 Topside	23 Topside	23
24	24 Pilot House	24 Pilot House	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Casemate Section 3	26 Casemate Section 3	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27
28	28 Casemate Section 1	28 Casemate Section 1	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 Hull Section 1	31 Hull Section 1	31
32 Topside	32 Hull Section 2	32 Hull Section 2	32
33 Port Wheelhouse	33 Hull Section 3	33 Hull Section 3	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Casemate Section 1	34 Casemate Section 1	34 Starboard Wheelhouse
35	35 Casemate Section 2	35 Casemate Section 2	35
36 Casemate	36 Casemate Section 3	36 Casemate Section 3	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

General Damage Locations	
Pilot House	Deck

Bow Damage Locations		
Port Wheelhouse	Hull	Starboard Wheelhouse
Casemate	Waterline	

Port Damage Locations	
Casemate Section 1	
Casemate Section 2	
Casemate Section 3	
Hull Section 1	
Hull Section 2	
Hull Section 3	
Wheelhouse	
Waterline	



Starboard Damage Locations	
Casemate Section 1	
Casemate Section 2	
Casemate Section 3	
Hull Section 1	
Hull Section 2	
Hull Section 3	
Wheelhouse	
Waterline	

Stern Damage Locations		
Port Wheelhouse	Hull	Starboard Wheelhouse
Casemate	Waterline	

# CSS General Bragg

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus															
	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
32 pdr Rifle	0-3	4-7	8-13	14-20	21-28	1	2	1	1	1	1	2	2	2	3	3	4	4	6	9	10	11	12

**Crew**

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

**Speed Bands & Maneuverability**

6-10 Medium Arc

1-5 Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 2

**Engine Power**

+3 / -3 Emergency  
+2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 5  
Mass Value: 3

**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 Casemate Section 3	20 Casemate Section 3	20
21 Casemate	21 Casemate Section 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23 Topside	23 Topside	23
24	24 Pilot House	24 Pilot House	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Casemate Section 3	26 Casemate Section 3	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27
28	28 Casemate Section 1	28 Casemate Section 1	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 Hull Section 1	31 Hull Section 1	31
32 Topside	32 Hull Section 2	32 Hull Section 2	32
33 Port Wheelhouse	33 Hull Section 3	33 Hull Section 3	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Casemate Section 1	34 Casemate Section 1	34 Starboard Wheelhouse
35	35 Casemate Section 2	35 Casemate Section 2	35
36 Casemate	36 Casemate Section 3	36 Casemate Section 3	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

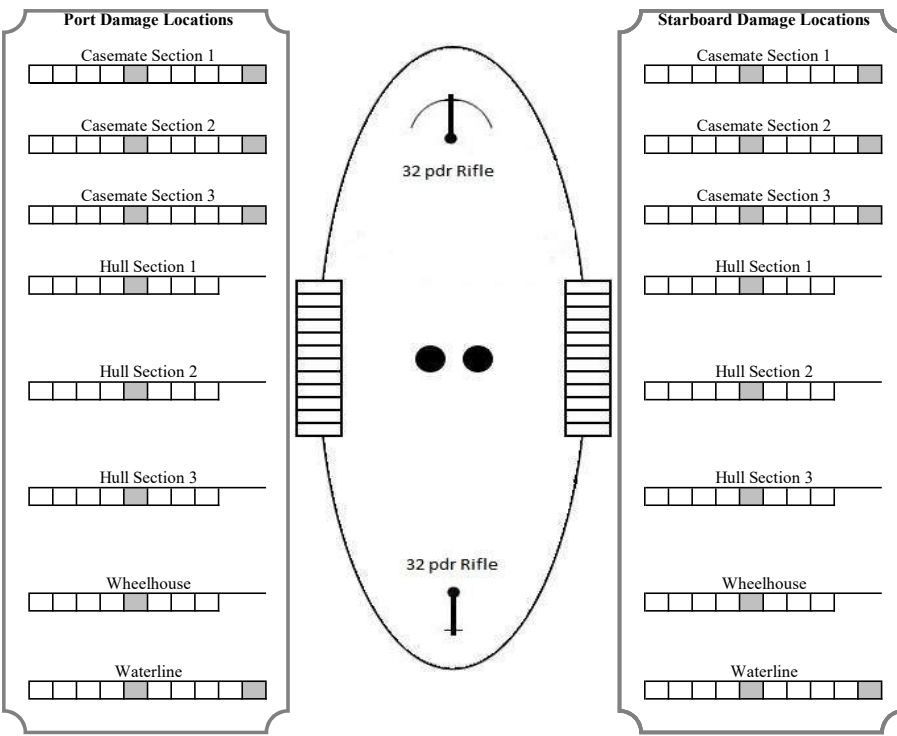
Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse



**Stern Damage Locations**

Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse

# CSS General Sterling Price

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
8" Smooth Bore	0-2	3-5	6-9	10-11	12-14	1	1	1	1	1	1	2	2	3	3	3	4	4	5	7	9	11	13	15

**Crew**

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

**Speed Bands & Maneuverability**

6-12 Medium Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 2

**Engine Power**

+3 / -3 Emergency  
+2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 7  
Mass Value: 3

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 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23	23	23
24	24	24	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27 Casemate Section 2
28	28 Casemate Section 1	28 Casemate Section 1	28 Casemate Section 1
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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32 Hull Section 1
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse

**Port Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Starboard Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Stern Damage Locations**

Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse

# CSS General Sumpter

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus															
	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
32 pdr Rifle	0-3	4-7	8-13	14-20	21-28	1	2	1	1	1	1	2	2	2	3	3	4	4	6	9	10	11	12

**Crew**

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

**Speed Bands & Maneuverability**

6-10 Medium Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Emergency  
+2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 7  
Mass Value: 2

**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 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23	23	23
24	24	24	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27 Casemate Section 2
28	28 Casemate Section 1	28 Casemate Section 1	28 Casemate Section 1
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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32 Hull Section 1
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse

**Port Damage Locations**

Casemate Section 1

Casemate Section 2

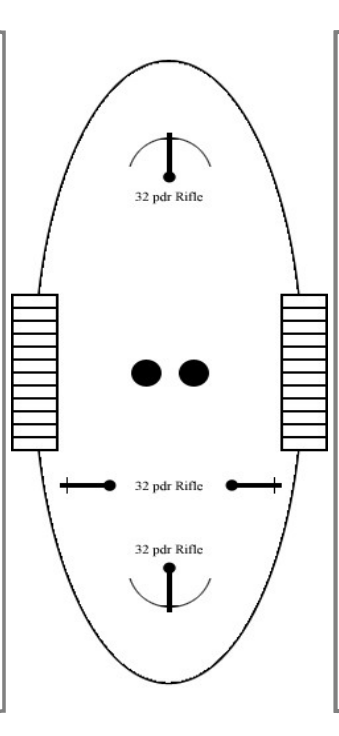
Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline



**Starboard Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Stern Damage Locations**

Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse

# CSS General Thompson

Gun		Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
		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
8" Smooth Bore		0-2	3-5	6-9	10-11	12-14	1	1	1	1	1	1	2	2	3	3	3	4	4	5	7	9	11	13	15

**Crew**

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

**Speed Bands & Maneuverability**

6-10 Medium Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Emergency  
 +2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 5  
 Mass Value: 2

**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 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23	23	23
24	24	24	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27 Casemate Section 2
28	28 Casemate Section 1	28 Casemate Section 1	28 Casemate Section 1
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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32 Hull Section 1
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Port Wheelhouse

Starboard Wheelhouse

Casemate

Hull

Waterline

**Port Damage Locations**

Casemate Section 1

Casemate Section 2

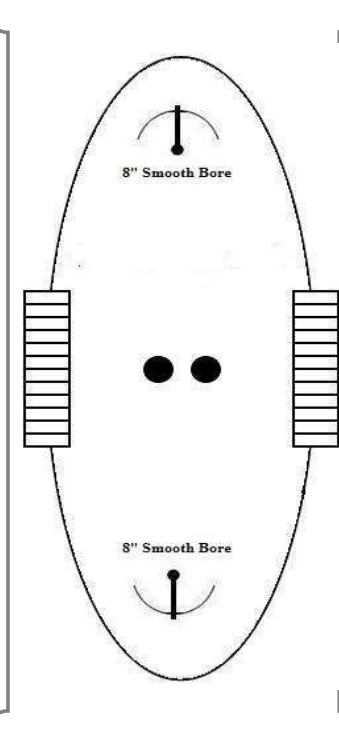
Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline



**Starboard Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Stern Damage Locations**

Port Wheelhouse

Starboard Wheelhouse

Casemate

Hull

Waterline

# CSS General Lowell

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
8" Smooth Bore	0-2	3-5	6-9	10-11	12-14	1	1	1	1	1	1	2	2	3	3	3	4	4	5	7	9	11	13	15

**Crew**

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

**Speed Bands & Maneuverability**

6-9 Medium Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Emergency  
+2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 6  
Mass Value: 2

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 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23	23	23
24	24	24	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27
28	28 Casemate Section 1	28 Casemate Section 1	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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Port Wheelhouse

Starboard Wheelhouse

Casemate

Hull

Waterline

**Port Damage Locations**

Casemate Section 1

Casemate Section 2

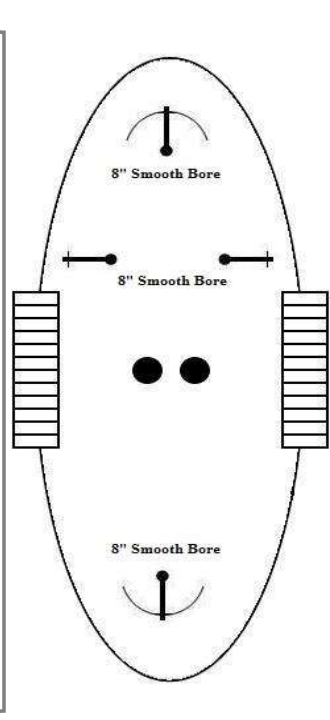
Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline



**Starboard Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Stern Damage Locations**

Port Wheelhouse

Starboard Wheelhouse

Casemate

Hull

Waterline



# CSS General Beauregard

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
8" Smooth Bore	0-2	3-5	6-9	10-11	12-14	1	1	1	1	1	1	2	2	3	3	3	4	4	5	7	9	11	13	15

**Crew**

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

**Speed Bands & Maneuverability**

6-9 Medium Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Emergency  
 +2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 6  
 Mass Value: 2

**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 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23	23	23
24	24	24	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27 Casemate
28	28 Casemate Section 1	28 Casemate Section 1	28 Casemate
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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32 Hull
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Port Wheelhouse

Starboard Wheelhouse

Casemate

Hull

Waterline

**Port Damage Locations**

Casemate Section 1

Casemate Section 2

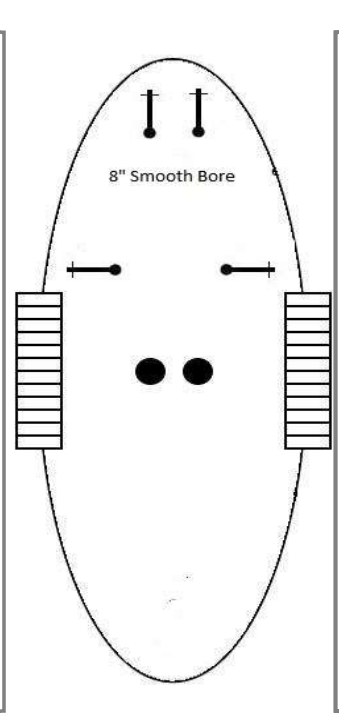
Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline



**Starboard Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Stern Damage Locations**

Port Wheelhouse

Starboard Wheelhouse

Casemate

Hull

Waterline

# CSS General Jackson

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
32 pdr Smooth Bore	0-2	3-4	5-7	8-10	11	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5	6
24 pdr Smooth Bore	0-2	3-4	5-6	7-9		1	1	1	1	1	2	2	2	3	3	4	4	5	5	6	7	8	9	

**Crew**

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

**Speed Bands & Maneuverability**

6-11 Medium Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Emergency  
 +2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 9  
 Mass Value: 2

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 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23	23	23
24	24	24	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27
28	28 Casemate Section 1	28 Casemate Section 1	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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse

**Port Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Starboard Damage Locations**

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Hull Section 3

Wheelhouse

Waterline

**Stern Damage Locations**

Port Wheelhouse

Casemate

Hull

Waterline

Starboard Wheelhouse

# CSS General E Van Dorn

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
32 pdr Smooth Bore	0-2	3-4	5-7	8-10	11	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5	6

### Crew

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

### Speed Bands & Maneuverability

6-11 Medium Arc █

1-5 Very Small Arc █

1-4 Small Arc Reverse

### Flotation

Draft 1 █

### Engine Power

+3 / -3 Emergency

+2 / -2 Normal

### Structural

█ 1/2 █

### Notes

Ram Rating: 9

Mass Value: 2

### 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 2	21 Casemate Section 2	21 Casemate
22 Hull	22 Casemate Section 1	22 Casemate Section 1	22 Hull
23	23	23	23
24	24	24	24
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Hull Section 1	27 Hull Section 1	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 Wheelhouse	31 Wheelhouse	31
32 Topside	32	32	32
33 Port Wheelhouse	33 Hull Section 1	33 Hull Section 1	33 Port Wheelhouse
34 Starboard Wheelhouse	34	34	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

### General Damage Locations

Pilot House █

Deck █

### Bow Damage Locations

Port Wheelhouse █

Casemate █

Hull █

Starboard Wheelhouse █

Waterline █

### Port Damage Locations

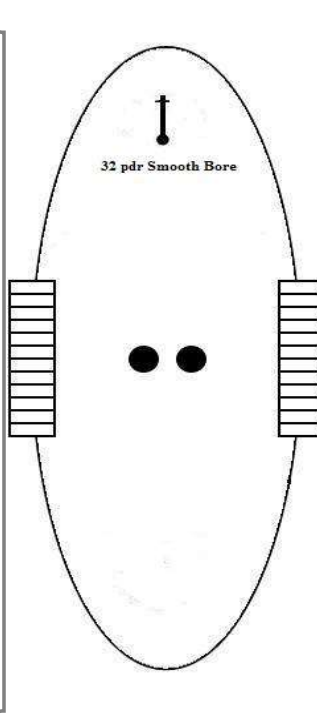
Casemate Section 1 █

Casemate Section 2 █

Hull Section 1 █

Wheelhouse █

Waterline █



### Starboard Damage Locations

Casemate Section 1 █

Casemate Section 2 █

Hull Section 1 █

Wheelhouse █

Waterline █

### Stern Damage Locations

Port Wheelhouse █

Casemate █

Hull █

Starboard Wheelhouse █

Waterline █

# CSS St Philip

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
32 pdr Smooth Bore	0-2	3-4	5-7	8-10	11	1	1	1	1	1	1	2	2	2	3	3	4	4	5	5	6	7	8	9
8" Columbiad SB	0-3	4-6	7-11	12-13	14-16	1	1	1	1	1	1	2	2	3	3	4	4	5	7	9	11	13	15	

### Crew

Normal	10
Morale -1	9
Morale -2	8
Morale -3	7
Morale -4	6
Morale -5	5
Morale -6	4

### Speed Bands & Maneuverability

5-8	Medium Arc	5
1-4	Very Small Arc	4
1-3	Small Arc	3
	Reverse	1

### Flotation

Draft 1

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
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### Engine Power

+3 / -3	Emergency
+2 / -2	Normal

### Structural

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
				1/2												

### Notes

Ram Rating: 4  
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 Section 1	21 Casemate Section 1	21 Casemate
22 Hull	22 Casemate Section 2	22 Casemate Section 2	22 Hull
23	23	23	23
24 Stack	24 Stack	24 Stack	24 Stack
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27 Casemate Section 2
28	28 Casemate Section 1	28 Casemate Section 1	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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32 Hull
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

### General Damage Locations

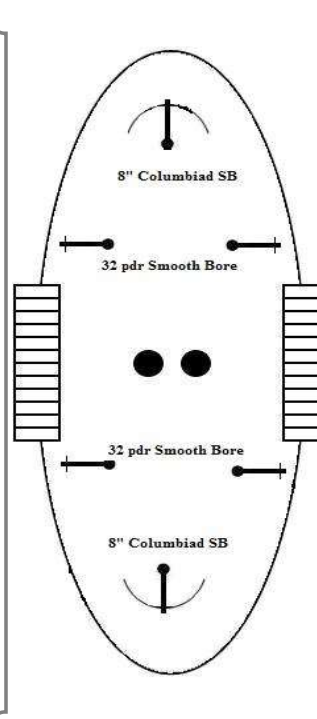
Pilot House	Deck
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### Bow Damage Locations

Port Wheelhouse	Starboard Wheelhouse
Casemate	Waterline

### Port Damage Locations

Casemate Section 1
Casemate Section 2
Hull Section 1
Hull Section 2
Hull Section 3
Wheelhouse
Waterline



### Starboard Damage Locations

Casemate Section 1
Casemate Section 2
Hull Section 1
Hull Section 2
Hull Section 3
Wheelhouse
Waterline

### Stern Damage Locations

Port Wheelhouse	Starboard Wheelhouse
Casemate	Waterline

# CSS Little Rebel

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
32 pdr Smooth Bore	0-2	3-4	5-7	8-10	11	1	1	1	1	1	1	2	2	2	3	3	4	4	5	5	6	7	8	9
12 PDR Smooth Bore	0-2	3-4	5-6	7-8		1	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	

### Crew

Normal

Morale -1

Morale -2

Morale -3

Morale -4

Morale -5

Morale -6

### Speed Bands & Maneuverability

6-10 Small Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

### Flotation

Draft 1

### Engine Power

+3 / -3 Emergency

+2 / -2 Normal

### Structural

### Notes

Ram Rating: 5

Mass Value: 1

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 Hull	21 Topside	21 Topside	21 Hull
22 Superstructure	22 Hull Section 1	22 Hull Section 1	22 Superstructure
23	23 Hull Section 2	23 Hull Section 2	23
24	24	24	24
25 Hull	25 Superstructure	25 Superstructure	25 Topside
26	26	26	26
27	27	27	27
28	28	28	28
29 Topside	29 Waterline	29 Waterline	29 Stack
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33 Hull	33 Topside	33 Topside	33 Hull
34	34	34	34
35	35 Hull Section 2	35 Hull Section 2	35
36 Hull	36 Hull Section 1	36 Hull Section 1	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

### General Damage Locations

Pilot House

Deck

### Bow Damage Locations

Hull

Superstructure

Waterline

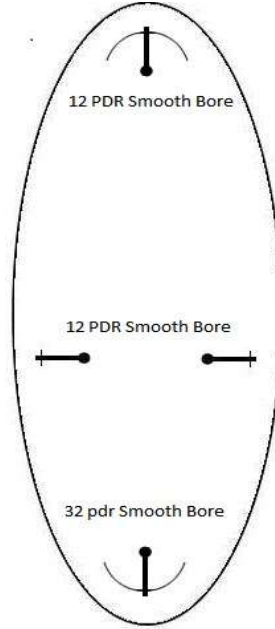
### Port Damage Locations

Hull Section 1

Hull Section 2

Superstructure

Waterline



### Starboard Damage Locations

Hull Section 1

Hull Section 2

Superstructure

Waterline

### Stern Damage Locations

Hull

Superstructure

Waterline

# CSS Corondelet

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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 Banded Rifle	0-3	4-7	8-13	14-20	21-32	1	1	1	1	1	1	2	2	3	3	3	4	5	6	8	10	12	15	18
48 pdr Smooth Bore	0-2	3-4	5-7	8-10		1	1	1	1	1	1	2	2	2	3	3	3	4	4	6	9	10	11	12

### Crew

Normal	10
Morale -1	9
Morale -2	8
Morale -3	7
Morale -4	6
Morale -5	5
Morale -6	4

### Speed Bands & Maneuverability

5-8	Medium Arc	5
1-4	Very Small Arc	4
1-3	Small Arc	3
	Reverse	1

### Flotation

Draft 1

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
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### Engine Power

+3 / -3	Emergency
+2 / -2	Normal

### Structural

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
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### Notes

Ram Rating: 4  
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 Section 1	21 Casemate Section 1	21 Casemate
22 Hull	22 Casemate Section 2	22 Casemate Section 2	22 Hull
23	23	23	23
24 Stack	24 Stack	24 Stack	24 Stack
25 Hull	25 Wheelhouse	25 Wheelhouse	25 Casemate
26 Casemate	26 Topside	26 Topside	26 Topside
27	27 Casemate Section 2	27 Casemate Section 2	27 Casemate Section 2
28	28 Casemate Section 1	28 Casemate Section 1	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 Wheelhouse	31 Wheelhouse	31
32 Topside	32 Hull Section 1	32 Hull Section 1	32
33 Port Wheelhouse	33 Hull Section 2	33 Hull Section 2	33 Port Wheelhouse
34 Starboard Wheelhouse	34 Hull Section 3	34 Hull Section 3	34 Starboard Wheelhouse
35	35 Casemate Section 1	35 Casemate Section 1	35
36 Casemate	36 Casemate Section 2	36 Casemate Section 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

### General Damage Locations

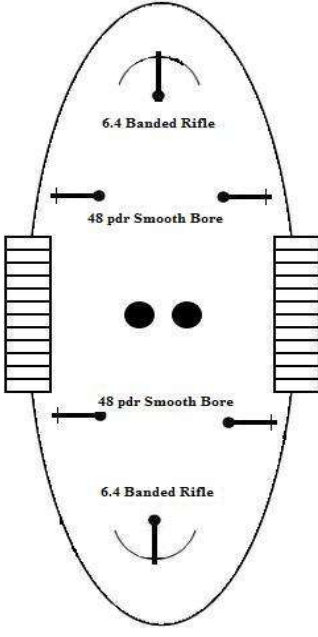
Pilot House	Deck
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### Bow Damage Locations

Port Wheelhouse	Starboard Wheelhouse
Casemate	Waterline

### Port Damage Locations

Casemate Section 1
Casemate Section 2
Hull Section 1
Hull Section 2
Hull Section 3
Wheelhouse
Waterline



### Starboard Damage Locations

Casemate Section 1
Casemate Section 2
Hull Section 1
Hull Section 2
Hull Section 3
Wheelhouse
Waterline

### Stern Damage Locations

Port Wheelhouse	Starboard Wheelhouse
Casemate	Waterline

Gun	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3
	1	1	1	1	2	2	2	3	3	4	4	5	5	6	7	8	9
	1	1	1	1	2	2	2	3	3	3	4	4	5	6	8	10	12

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

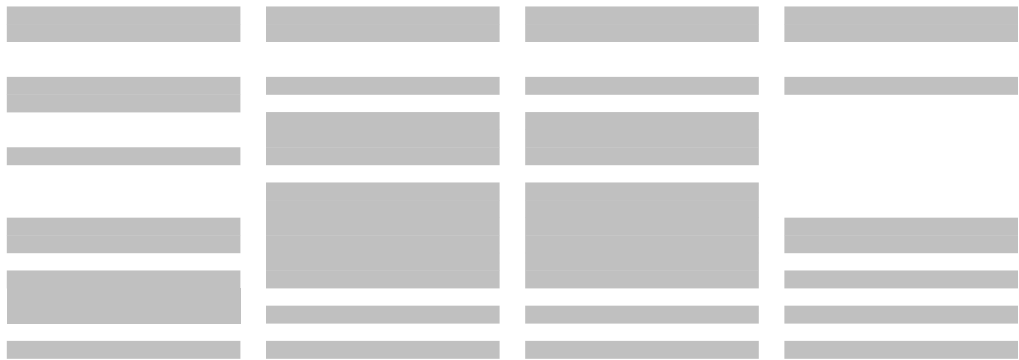
5-7 Medium Arc  
 1-4 Very Small Arc  
 1-3 Small Arc Reverse

Draft 1

+3 / -3 Emergency  
 +2 / -2 Normal

Ram Rating: 5  
 Mass Value: 2

1	1	1	1
2	2	2	2
3	3	<b>3</b>	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9		



# CSS Teaser

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
40 pdr Armstrong Rifle	0-3	4-7	8-16	17-25	26-35	1	2	1	1	1	1	2	2	3	3	3	4	4	5	7	9	11	13	15
24 pdr Smooth Bore	0-2	3-4	5-6	7-9		1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6

**Crew**

Normal

Morale -1

Morale -2

Morale -3

Morale -4

Morale -5

Morale -6

**Speed Bands & Maneuverability**

5-8 Small Arc

1-4 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Emergency

+2 / -2 Normal

**Structural**

**Notes**

Ram Rating: 2

Mass Value: 1

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 Hull	21 Topside	21 Topside	21 Hull
22 Superstructure	22 Hull	22 Hull	22 Superstructure
23	23	23	23
24	24	24	24
25 Hull	25 Superstructure	25 Superstructure	25 Topside
26	26	26	26
27	27	27	27
28	28	28	28
29 Topside	29 Waterline	29 Waterline	29 Stack
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33 Hull	33 Topside	33 Topside	33 Hull
34	34	34	34
35	35	35	35
36 Hull	36 Hull	36 Hull	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Hull

Superstructure

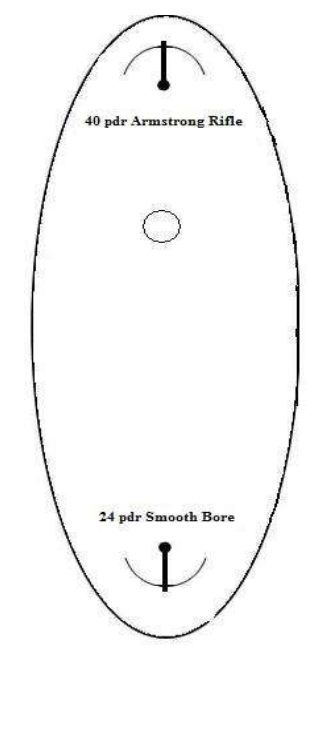
Waterline

**Port Damage Locations**

Hull

Superstructure

Waterline



**Starboard Damage Locations**

Hull

Superstructure

Waterline

**Stern Damage Locations**

Hull

Superstructure

Waterline



# CSS Drewry

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																		
	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 Banded Rifle	0-3	4-7	8-13	14-20	21-32	1	1	1	1	1	1	2	2	3	3	3	4	5	6	8	10	12	15	18		
7" Brooke, 1B Rifle	0-6	7-14	15-25	26-35	36-51	1	1	1	1	2	2	3	3	4	5	6	7	9	11	14	16	19	23	27		

**Crew**

Normal

Morale -1

Morale -2

Morale -3

Morale -4

Morale -5

Morale -6

**Speed Bands & Maneuverability**

6-10 Small Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Normal

**Structural**

**Notes**

Ram Rating: 0

Mass Value: 1

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 Hull	21 Topside	21 Topside	21 Hull
22 Superstructure	22 Hull Section 1	22 Hull Section 1	22 Superstructure
23	23 Hull Section 2	23 Hull Section 2	23
24	24	24	24
25 Hull	25 Superstructure	25 Superstructure	25 Topside
26	26	26	26
27	27	27	27
28	28	28	28
29 Topside	29 Waterline	29 Waterline	29 Stack
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33 Hull	33 Topside	33 Topside	33 Hull
34	34	34	34
35	35 Hull Section 2	35 Hull Section 2	35
36 Hull	36 Hull Section 1	36 Hull Section 1	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Hull

Superstructure

Waterline

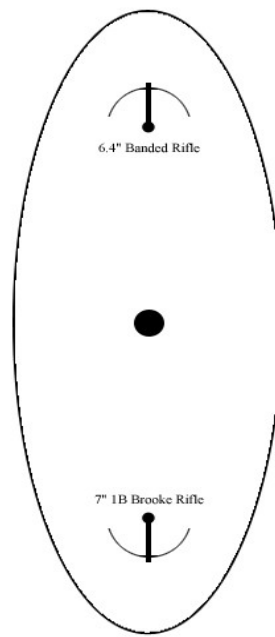
**Port Damage Locations**

Hull Section 1

Hull Section 2

Superstructure

Waterline



**Starboard Damage Locations**

Hull Section 1

Hull Section 2

Superstructure

Waterline

**Stern Damage Locations**

Hull

Superstructure

Waterline

# CSS Maury

Gun	Ranges					Armament Table		Armor Damage - Roll D10+ Range Bonus																
	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
32 pdr Smooth Bore	0-2	3-4	5-7	8-10	11	1	1	1	1	1	1	2	2	2	3	3	4	4	5	5	6	7	8	9
9" Dahlgren SB	0-3	4-6	7-10	11-15	16-18	1	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**

6-10 Small Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

**Flotation**

Draft 1

**Engine Power**

+3 / -3 Normal

**Structural**

**Notes**

Ram Rating: 0

Mass Value: 1

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 Hull	21 Topside	21 Topside	21 Hull
22 Superstructure	22 Hull Section 1	22 Hull Section 1	22 Superstructure
23	23 Hull Section 2	23 Hull Section 2	23
24	24	24	24
25 Hull	25 Superstructure	25 Superstructure	25 Topside
26	26	26	26
27	27	27	27
28	28	28	28
29 Topside	29 Waterline	29 Waterline	29 Stack
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33 Hull	33 Topside	33 Topside	33 Hull
34	34	34	34
35	35 Hull Section 2	35 Hull Section 2	35
36 Hull	36 Hull Section 1	36 Hull Section 1	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

**General Damage Locations**

Pilot House

Deck

**Bow Damage Locations**

Hull

Superstructure

Waterline

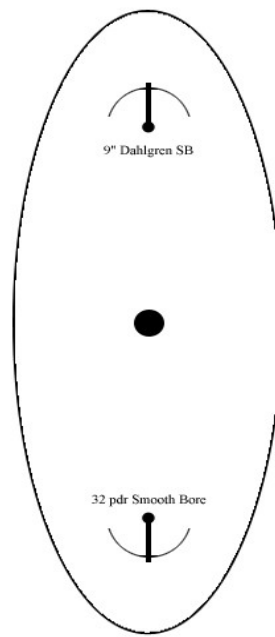
**Port Damage Locations**

Hull Section 1

Hull Section 2

Superstructure

Waterline



**Starboard Damage Locations**

Hull Section 1

Hull Section 2

Superstructure

Waterline

**Stern Damage Locations**

Hull

Superstructure

Waterline

# CSS Nansemond

Gun 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17  
1 1 1 1 2 2 3 3 3 4 4 5 7 9 11 13 15

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

6-10 Small Arc

1-5 Very Small Arc

1-4 Small Arc Reverse

Draft 1

+3 / -3 Normal

■ ½

Ram Rating: 0  
 Mass Value: 1

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

█	█	█	█
█	█	█	

█			█
█	█	█	█
█	█	█	█
█	█	█	█

