Switzerland

Armament Table

Gun	Ranges PB+7	S +5	M +3	L +1	Ext	ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

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	
1-5	Small Arc	Reverse

Flotation

Draft 1

Engine Power

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

Structural

½

Notes

Ram Rating: 8
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 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
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

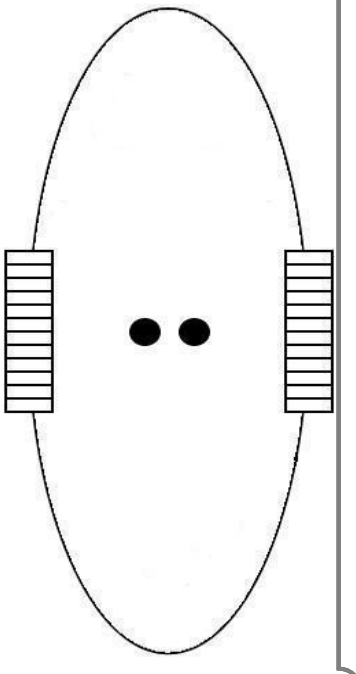
Hull Section 1

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

Monarch

Armament Table

Gun	Ranges PB+7	S +5	M +3	L +1	Ext	ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

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
1-5 Small Arc Reverse

Flotation

Draft 1

Engine Power

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

Structural

½

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 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
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

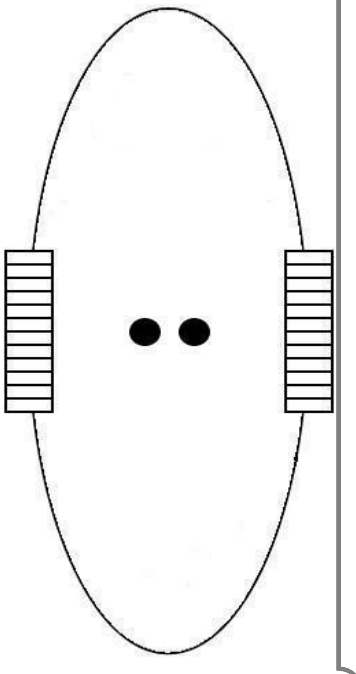
Pilot House
Deck

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

Mingo

Armament Table

Gun	Ranges PB+7	S +5	M +3	L +1	Ext	ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Crew

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

Speed Bands & Maneuverability

7-12 Large Arc

1-6 Small Arc

1-4 Medium Arc Reverse

Flotation

Draft 1
Draft 2

Engine Power

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

Structural

½

Notes

Ram Rating: 8
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 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 Hull Section 1	25 Hull Section 1	25 Casemate
26 Casemate	26 Hull Section 2	26 Hull Section 2	26 Topside
27	27	27	27
28	28 Topside	28 Topside	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 Casemate Section 2	33 Casemate Section 2	33 Wheelhouse
34 Starboard Wheelhouse	34 Casemate Section 1	34 Casemate Section 1	34
35	35	35	35
36 Casemate	36	36	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

Casemate

Hull

Waterline

Port Damage Locations

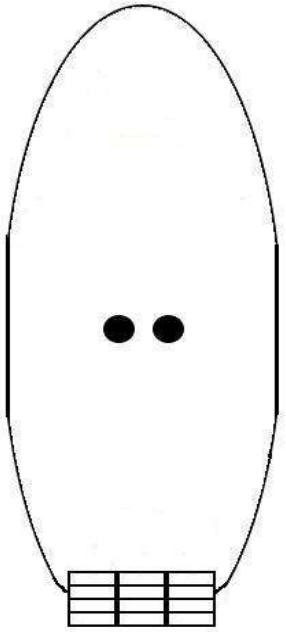
Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Waterline



Starboard Damage Locations

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Waterline

Stern Damage Locations

Wheelhouse

Casemate

Hull

Waterline

Lioness

Armament Table

Gun	Ranges PB+7	S +5	M +3	L +1	Ext	ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Crew

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

Speed Bands & Maneuverability

7-12 Large Arc

1-6 Medium Arc

1-4 Medium Arc Reverse

Flotation

Draft 1
Draft 2

Engine Power

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

Structural

½

Notes

Ram Rating: 8
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 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 Hull Section 1	25 Hull Section 1	25 Casemate
26 Casemate	26 Hull Section 2	26 Hull Section 2	26 Topside
27	27	27	27
28	28 Topside	28 Topside	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 Casemate Section 2	33 Casemate Section 2	33 Wheelhouse
34 Starboard Wheelhouse	34 Casemate Section 1	34 Casemate Section 1	34
35	35	35	35
36 Casemate	36	36	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

Casemate

Hull

Waterline

Port Damage Locations

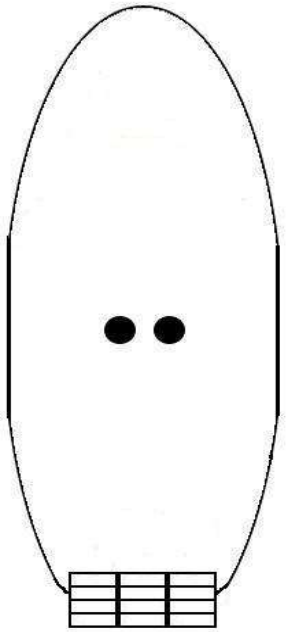
Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Waterline



Starboard Damage Locations

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Waterline

Stern Damage Locations

Wheelhouse

Casemate

Hull

Waterline

Mingo

Armament Table

Gun	Ranges PB+7	S +5	M +3	L +1	Ext	ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Crew

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

Speed Bands & Maneuverability

6-11 Large Arc

1-5 Small Arc

1-4 Medium Arc Reverse

Flotation

Draft 1
Draft 2

Engine Power

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

Structural

½

Notes

Ram Rating: 8
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 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
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

Casemate

Hull

Waterline

Port Damage Locations

Casemate Section 1

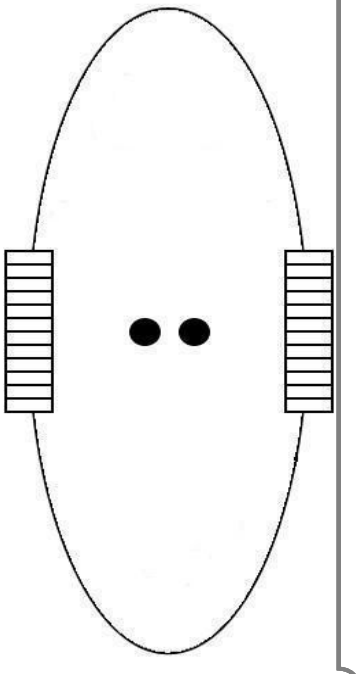
Casemate Section 2

Hull Section 1

Hull Section 2

Wheelhouse

Waterline



Starboard Damage Locations

Casemate Section 1

Casemate Section 2

Hull Section 1

Hull Section 2

Wheelhouse

Waterline

Stern Damage Locations

Casemate

Hull

Waterline

CSS Queen of the West

Armament Table

Gun	Ranges PB+7	S +5	M +3	L +1	Ext	ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Crew

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

Speed Bands & Maneuverability

5-10 Medium Arc
1-4 Very Small Arc
1-3 Small Arc Reverse

Flotation

Draft 1

Engine Power

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

Structural

½

Notes

Ram Rating: 8
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 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
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

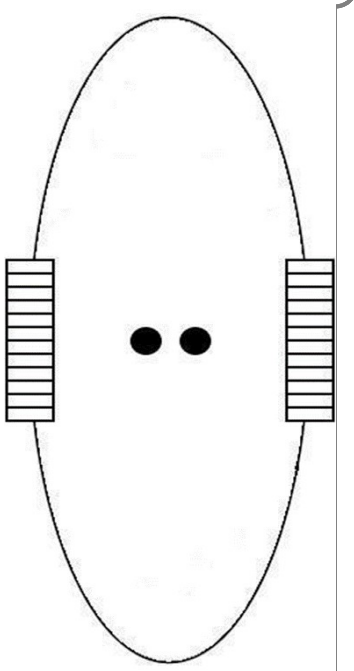
Pilot House
Deck

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