

Speed Bands &

1-5 Me

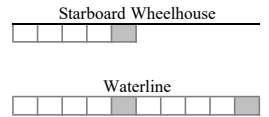
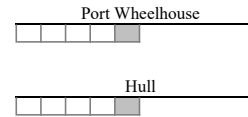
Notes

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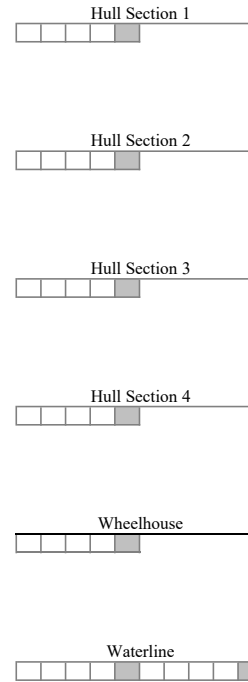
Hit Alloc

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

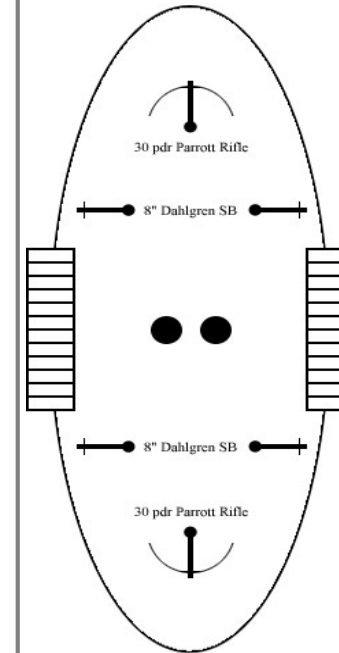
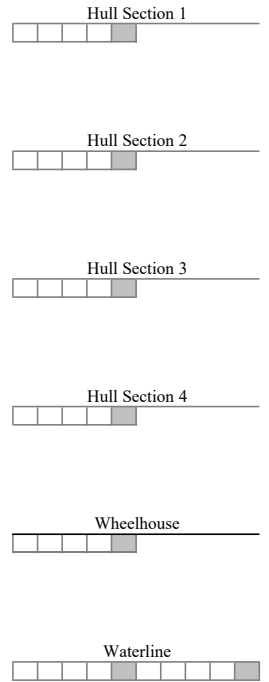
Bow Damage Locations



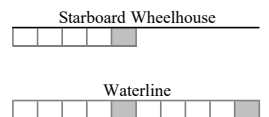
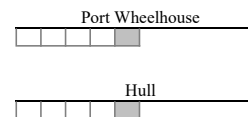
Port Damage Locations



Starboard Damage Locations



Stern Damage Locations



Sidewheel Gunboat Type III

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
24 pdr Smooth Bore	0-2	3-4	5-6	7-9	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		
42 pdr Army Rifle	0-3	4-6	7-12	13-16	17-26	1	3	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

5-12 Medium Arc

1-4 Small Arc

1-5 Medium Arc Reverse

Flotation

Draft 2

Engine Power

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

Structural

Notes

Ram Rating: 0
Mass Value: 4

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 Topside	15 Topside	15
16	16 Wheelhouse	16 Wheelhouse	16
17 * Check Firers Gun	17 * Check Firers Gun	17 * Check Firers Gun	17 * Check Firers Gun
18	18 Hull Section 1	18 Hull Section 1	18
19	19 Hull Section 2	19 Hull Section 2	19
20	20 Hull Section 3	20 Hull Section 3	20
21 Hull	21 Hull Section 4	21 Hull Section 4	21 Hull
22 Mast	22 Hull Section 1	22 Hull Section 1	22 Mast
23	23 Hull Section 2	23 Hull Section 2	23
24	24 Hull Section 3	24 Hull Section 3	24
25 Hull	25 Hull Section 4	25 Hull Section 4	25 Hull
26 Topside	26 Topside	26 Topside	26 Topside
27	27 Wheelhouse	27 Wheelhouse	27
28	28 Mast	28 Mast	28
29 Pilot House	29 Topside	29 Topside	29 Stack
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31 Topside	31 Topside	31
32 Hull	32 Pilot House	32 Pilot House	32 Hull
33 Starboard Wheelhouse	33 Hull Section 1	33 Hull Section 1	33 Starboard Wheelhouse
34 Port Wheelhouse	34 Hull Section 2	34 Hull Section 2	34 Port Wheelhouse
35	35 Hull Section 3	35 Hull Section 3	35
36 Hull	36 Hull Section 4	36 Hull Section 4	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Pilot House
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

Hull

Waterline

Port Damage Locations

Hull Section 1

Hull Section 2

Hull Section 3

Hull Section 4

Wheelhouse

Waterline

Starboard Damage Locations

Hull Section 1

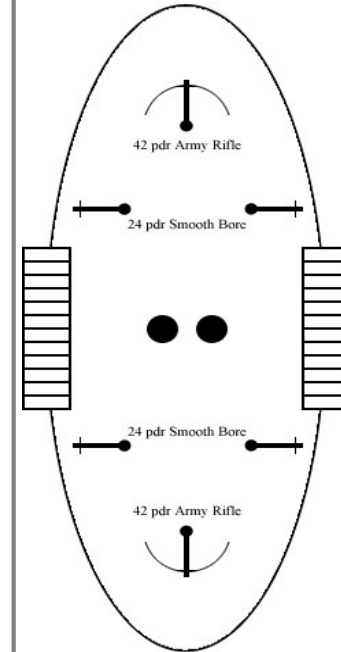
Hull Section 2

Hull Section 3

Hull Section 4

Wheelhouse

Waterline



Stern Damage Locations

Port Wheelhouse

Starboard Wheelhouse

Hull

Waterline

Torpedo Launch

Armament Table

Gun	Ranges					Rel.		Armor Damage - Roll D10+ Range Bonus																
	PB+7	S+5	M+3	L+1	Ext	ROF	Rating	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12 pdr Smooth Bore	0-2	3-4	5-7	8-10	11	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 Small Arc
 1-5 Very Small Arc
 1-4 Small Arc Reverse

Flotation

Draft 1

Engine Power

+5 / -5 Emergency
 +4 / -4 Normal

Structural

1/2

Notes

Ram Rating: 0
 Mass Value: 1
 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 Hull	21 Hull	21 Hull	21 Hull
22	22	22	22
23	23	23	23
24	24	24	24
25 Pilot House	25 Pilot House	25 Pilot House	25 Stack
26	26	26	26
27	27	27	27
28	28	28	28
29	29	29	29
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33	33	33	33
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

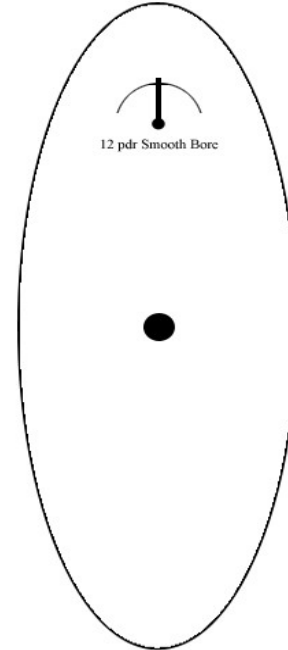
Hull Waterline

Port Damage Locations

Hull

Starboard Damage Locations

Hull



Waterline

Waterline

Stern Damage Locations

Hull

Waterline

Torpedo Launch

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

Normal 5-9 Small Arc
 Morale -1
 Morale -2 1-4 Very Small Arc
 Morale -3
 Morale -4 1-4 Small Arc Reverse
 Morale -5
 Morale -6

Draft 1 +3/-3 Emergency
 +2/-2 Normal

1/2
 Ram Rating: 0
 Mass Value: 1
 Spar Torpedo

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
23	23	23	23
24	24	24	24
25 Pilot House	25 Pilot House	25 Pilot House	25 Stack
26	26	26	26
27	27	27	27
28	28 Waterline	28 Waterline	28
29	29	29	29
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32	32	32
33 Topside	33 Topside	33 Topside	33 Topside
34	34	34	34
35	35 Hull 1	35 Hull 1	35
36 Hull	36 Hull 2	36 Hull 2	36 Hull
37 Pilot House	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline		

Huascar

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
300 pdr Armstrg Rfl	0-5	6-13	14-26	27-37	38-42	1	2	2	4	6	8	10	12	14	16	19	22	26	30	34	39	44	49	54
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

Crew

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

Speed Bands & Maneuverability

5-11 Large Arc █

1-4 Medium Arc █

1-4 Large Arc Reverse

Flotation

Draft 3 █

Engine Power

+2 / -2 Emergency

+1 / -1 Normal

Structural

█ ½ █

Notes

Ram Rating: 9

Mass Value: 5

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 Turret	21 Turret	21 Turret	21 Hull
22 Hull	22 Hull Section 3	22 Hull Section 3	22 Waterline
23	23 Hull Section 2	23 Hull Section 2	23
24	24	24	24
25 Turret	25 Turret	25 Turret	25 Hull
26 Pilot House	26 Pilot House	26 Pilot House	26 Stack
27	27 Hull Section 1	27 Hull Section 1	27
28	28 Hull Section 3	28 Hull Section 3	28
29 Turret	29 Waterline	29 Waterline	29 Hull
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32 Waterline	32 Waterline	32 Waterline	32 Masts
33 Turret	33 Turret	33 Turret	33 Hull
34	34 Hull Section 3	34 Hull Section 3	34
35	35 Hull Section 2	35 Hull Section 2	35
36 Turret	36 Turret	36 Turret	36 Hull
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

Turret █

Deck █

Pilot House █

Bow Damage Locations

Hull █

Waterline █

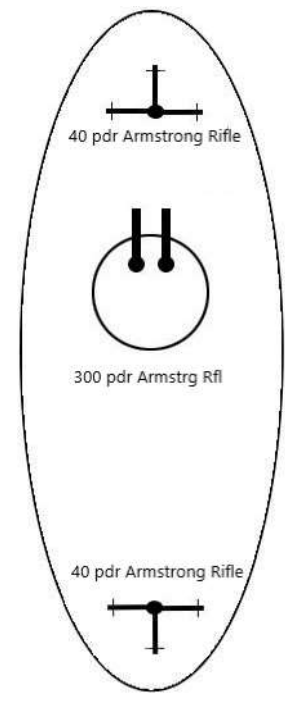
Port Damage Locations

Hull Section 1 █

Hull Section 2 █

Hull Section 3 █

Waterline █



Starboard Damage Locations

Hull Section 1 █

Hull Section 2 █

Hull Section 3 █

Waterline █

Stern Damage Locations

Hull █

Waterline █

Independencia

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
7" RML Brit	0-5	6-12	13-17	18-26	27-36	1	1	1	1	2	2	3	4	5	6	8	10	12	15	18	21	24	27	30
6" RML	0-3	4-8	9-17	18-25	26-30	1	1	1	1	1	1	2	2	3	3	3	4	5	6	8	10	12	15	18
32 pdr Rifle	0-3	4-7	8-13	14-20	21-38	1	2	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

5-12	Large Arc	10
1-4	Medium Arc	5
1-4	Large Arc	Reverse

Flotation

Draft 3	10
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Engine Power

+1 / -1	Normal
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Structural

10	10
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Notes

Ram Rating: 7
Mass Value: 8

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 Section 1	21 Hull Section 1	21 Hull
22 Stack	22 Hull Section 2	22 Hull Section 2	22 Pilot House
23	23 Hull Section 3	23 Hull Section 3	23
24	24 Hull Section 4	24 Hull Section 4	24
25 Mast	25 Gun Port	25 Gun Port	25 Mast
26 TopSide	26 Gun Port	26 Gun Port	26 TopSide
27	27 Mast	27 Mast	27
28	28 Waterline	28 Waterline	28
29 Hull	29 Gun Port	29 Gun Port	29 Hull
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31 Waterline	31 Waterline	31
32 Waterline	32 Hull Section 4	32 Hull Section 4	32 Waterline
33 Hull	33 Hull Section 3	33 Hull Section 3	33 Hull
34	34 Hull Section 2	34 Hull Section 2	34
35 Hull	35 Hull Section 1	35 Hull Section 1	35 Hull
36	36 Top Side	36 Top Side	36
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

Hull

Waterline

Port Damage Locations

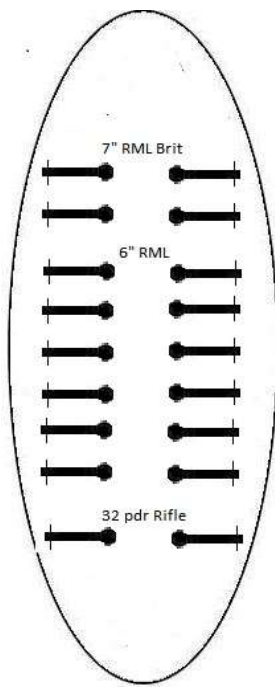
Hull Section 1

Hull Section 2

Hull Section 3

Hull Section 4

Waterline



Starboard Damage Locations

Hull Section 1

Hull Section 2

Hull Section 3

Hull Section 4

Waterline

Stern Damage Locations

Hull

Waterline