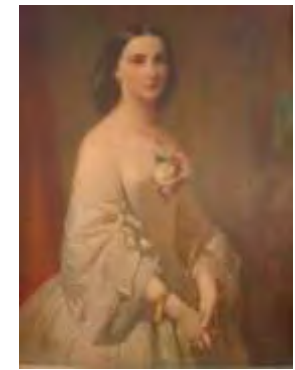


Flotilla: American Civil War Ironclads
Fort Chart

The Southern Belle
The Confederate Fort



- Guns can only be hit by enemy artillery on a 6 (calculate range reductions).
- Crew only can be hit by small arms on a 6. Crew can be hit by artillery on a 6 *only* after guns are destroyed and then D6 for effect.
- Once Crew is Killed Fort section is destroyed; remove from table.
- If enemy is IN the fort section and the **S gun** is destroyed, fort section is abandoned.



5	S 4	3	2	1	
LEFT Battery GUNS (N)					
CREW					
1	1	1	1	1	
2	2	2	2	2	
3	3	3	3	3	
Normal Guns 36 " Range					

8	7	S 6	5	4	3	2	1
GRAND Battery GUNS Heavy							
CREW							
1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4
Heavy Guns 48" Range							

5	S 4	3	2	1	
RIGHT Battery GUNS(N)					
CREW					
1	1	1	1	1	
2	2	2	2	2	
3	3	3	3	3	
Normal Guns 36 " Range					

Flotilla: American Civil War Ironclads
Fort Chart

*Heavy Confederate
 Shore Battery*



- Guns can only be hit by enemy artillery on a 6 (calculate range percentage reductions).
- Crew only can be hit by small arms on a 6. Crew can be hit by artillery on a 6 *only* after guns are destroyed and then D6 for effect.
- Once Crew is Killed Fort section is destroyed; remove from table.
- If enemy is IN the fort section and the **S** gun is destroyed, fort section is abandoned.



8	7	S 6	5	4	3	2	1
Battery HEAVY GUNS							
CREW							
1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4
Heavy Guns 48" Range							

*Flotilla: American Civil War Ironclads
Fort Chart*

*Confederate
Shore Battery*



- Guns can only be hit by enemy artillery on a 6 (calculate range percentage reductions).
- Crew only can be hit by small arms on a 6. Crew can be hit by artillery on a 6 *only* after guns are destroyed and then D6 for effect.
- Once Crew is Killed Fort section is destroyed; remove from table.
- If enemy is IN the fort section and the **S** gun is destroyed, fort section is abandoned.



5	S 4	3	2	1	
Battery GUNS					
CREW					
1	1	1	1	1	
2	2	2	2	2	
3	3	3	3	3	
Normal Guns 36 " Range					



CSS
Beauregard
 Protected
 (Cottonclad)

Flotilla: ACW Ironclads

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ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	----	----	----	----	----

Increase per Turn +3 +2 +1
 Decrease per Turn -5 -4 -3 -2 -1

Turn Speed
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
33
34
35
36
37
38
39
40

Port Guns (HEAVY)

10
9
8
7
6
5
4
3
2
1
0©

4	3	2	1	0©
Bow Guns (HEAVY)				

CREW Above/BELOW DECKS						
0	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	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

4	3	2	1	0©
Stern Guns (HEAVY)				

Starboard Guns (HEAVY)

10
9
8
7
6
5
4
3
2
1
0©

__45__ ° Turn at FIRST of move
45____ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			
Roll three dice; good if roll (+.- modifiers) equals or is <i>less than</i> current moral number			

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	P		P	I©	I
					P
W	W	W	W	W	W
	I		I	P	P
	W	P		W	W
P				P	P
W	W	W	W	W	W
			P	I	I
	P			©	©

Record Continuing Damage and Other Damage Here

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale



CSS
Bowsprit
 Treat as Ironclad
 SMALL SHIP

Flotilla: ACW Ironclads

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ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die]

Increase per Turn +2 +1
 Decrease per Turn -4 -3 -2 -1

0	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Turn Speed

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
33
34
35
36
37
38
39
40

Spar
Torpedo

4	3	2	1©
---	---	---	----

Bow Gun (LIGHT)

__45 Turn at FIRST of move
90__ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

CREW /BELOW DECKS						
0	1	2	3	4	5	6©
7	8	9	10	11	12	

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	©
	P
W	W
P	I
W	W
	P

Spar Torpedo

If armed with a spar torpedo, roll for detonation if spar is within 4 inches of enemy ship. A 1,2, 3, or 4 is a dud. A 5 or 6 is a hit, roll one die for amount of damage plus an automatic specific damage. Subtract 4 from the specific hit roll that comes up. The spar armed ship rolls one die to see how much hit damage it takes due to force of explosion: a 1 or 2 is destruction of ship; 3-6 no effect.



CSS Hunley

Flotilla: ACW Ironclads

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ENGINES

Maximum **SPEED** (in inches)

[Reverse; not possible]

Increase per Turn +6

Decrease per Turn -6

0	2	3	4	5	6
---	---	---	---	---	---

Turn Speed

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
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25	
26	
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28	
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30	
31	
32	
33	
34	
35	
36	
37	
38	
39	
40	

Spar Torpedo Armed Submarine

If Submerged Roll two die each turn. A 2 or 3 the ship swamps and is lost

90 ° Turn at **FIRST** of move

90 ° Turn at **MIDDLE** of Move

90 ° Turn at **END** of move

CREW /BELOW DECKS

Dies to the Last Man

Captain's Morale

Never in Doubt

If on surface each ship in range may fire one shot with two dice: a 12 sinks sub.

Spar Torpedo

If armed with a spar torpedo, roll for detonation if spar is within 4 inches of enemy ship. A 1,2, or 3 is a dud. A 4, 5 or 6 is a hit, roll one die for amount of damage plus an automatic specific damage. Subtract 8 from the specific hit roll that comes up. The spar armed ship rolls one die to see how much hit damage it takes due to force of explosion: a 1 or 2 is destruction of ship; 3-6 no effect.



CSS
Manassas
RAM
 ironclad

Flotilla: ACW Ironclads

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ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Increase per Turn +2 +1
Decrease per Turn -5 -4 --3 -2 -1

Turn Speed
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
33
34
35
36
37
38
39
40

RAM

4	3	2	1
Bow Guns (HEAVY)			

CREW /BELOW DECKS						
0	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	

__0 Turn at FIRST of move
45____ ° Turn at MIDDLE of Move
__0__ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	P		P	I	I
					P
	W	W	W	W	W
	I		I	P	P
	W	P		W	W
	P			P	P
	W	W	W	W	W
			P	I	I
	P		©	©	©

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



**CSS
Mississippi
(RAM)**

Ironclad

Flotilla: ACW Ironclads

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MASTS & RIGGING & ENGINES

Increase per Turn +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Maximum SPEED (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Turn Speed
1
2
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17
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20
21
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24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

Port Guns

15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0©

6	5	4	3	2	1	
Bow Guns						
0	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	33	34
35	36	37	38	39	40	41
42	43	44	45	46	47	48
Stern Guns						
6	5	4	3	2	1	

Starboard Guns

15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0©

__0__ ° Turn at FIRST of move
__45__ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12	13		

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P	I©	I
	P				
					P
W	W	W	W	W	W
P	I	P	I	P	P
W			W	W	W
				P	P
W	W	W	W	W	W
	P		P	I	I
				©	©

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



CSS Orleans
Wooden

Flotilla: ACW Ironclads

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ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die]

Increase per Turn +3 +2 +1
Decrease per Turn -5 -4 -3 -2 -1

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

Turn Speed

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
33
34
35
36
37
38
39
40

Port Guns (HEAVY)

8
7
6
5
4
3
2
1
0©

4	3	2	1
Bow Guns (HEAVY)			

CREW /BELOW DECKS						
0	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©	

4	3	2	1
Stern Guns (HEAVY)			

Starboard Guns (HEAVY)

8
7
6
5
4
3
2
1
0©

__45__ ° Turn at FIRST of move
45____ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	P		P		P	©		I	I
							P		
									P
	W	W	W	W	W	W	W	W	W
	P	I		I		I	P	I	P
	W	P		W	P		W		W
			P					P	P
	W	W	W	W	W	W	W	W	W
					P		P	I	I
			P				©	©	©

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



CSS Rapacious (RAM)

Wooden

Flotilla: ACW Ironclads

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MASTS & RIGGING & ENGINES

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Maximum SPEED (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	----	----	----	----	----

Turn Speed
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
33
34
35
36
37
38
39
40

Port Guns

6
5
4
3
2
1
0©

6	5	4	3	2	1©
Bow Guns HEAVY					

CREW Above/BELOW DECKS						
0	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	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

6	5	4	3	2	1©
Stern Guns HEAVY					

Starboard Guns

6
5
4
3
2
1
0©

__45__ ° Turn at FIRST of move
__45__ ° Turn at MIDDLE of Move
45 ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			
Roll three dice; good if roll (+.- modifiers) equals or is <i>less than</i> current moral number			

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	P				I	I
			P			
						P
	W	W	W	W	W	W
		I	P	I	P	P
	P		W		W	W
					P	P
	W	W	W	W	W	W
		P		P	I	I
				©	©	©

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



**CSS
Tennessee
(RAM)**

Ironclad

Flotilla: ACW Ironclads

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MASTS & RIGGING & ENGINES

Increase per Turn +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Maximum SPEED (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Turn Speed	
1	
2	
3	
4	
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8	
9	
10	
11	
12	
13	
14	
15	
16	
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26	
27	
28	
29	
30	
31	
32	
33	
34	
35	
36	
37	
38	
39	
40	

Port Guns

15	18
14	17
13	16
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

6	5	4	3	2	1	Hev'y
Bow Guns Heavy						
0	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	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						
Stern Guns Heavy						
6	5	4	3	2	1	Hev'y

Starboard Guns

15	18
14	17
13	16
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

__0__ ° Turn at FIRST of move
__45__ ° Turn at MIDDLE of Move
__0__ ° Turn at END of move

Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12	13		

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P		P	©		I	I
	P						P		
									P
W	W	W	W	W	W	W	W	W	W
P	I	P	I		I	P	I	P	P
		W	P		W	W		W	W
				P				P	P
W	W	W	W	W	W	W	W	W	W
	P						P	I	I
					P		©	©	©

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



CSS Texas (RAM)

Ironclad

Flotilla: ACW Ironclads

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MASTS & RIGGING & ENGINES

Increase per Turn +2 +1

Decrease per Turn -5 -4 --3 -2 -1

Maximum SPEED (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Turn Speed
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
33
34
35
36
37
38
39
40

Port Guns

15	20
14	19
13	18
12	17
11	16
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0©	

6	5	4	3	2	1	Hev'y
Bow Guns Heavy						
0	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	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

6	5	4	3	2	1	Hev'y
Stern Guns Heavy						

Starboard Guns

15	20
14	19
13	18
12	17
11	16
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0©	

__0__ ° Turn at FIRST of move
__45__ ° Turn at MIDDLE of Move
__0__ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12	13		

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P		P	©		I	I
	P						P		
									P
W	W	W	W	W	W	W	W	W	W
P	I	P	I		I	P	I	P	P
		W	P		W	W		W	W
				P				P	P
W	W	W	W	W	W	W	W	W	W
	P						P	I	I
					P		©	©	©

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



Virginia III (RAM)

Ironclad

Flotilla: ACW Ironclads

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MASTS & RIGGING & ENGINES

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Maximum SPEED (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	----	----	----	----	----

Turn Speed
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
33
34
35
36
37
38
39
40

Port Guns

15	22
14	21
13	20
12	19
11	18
10	17
9	16
8	
7	
6	
5	
4	
3	
2	
1	
0	

6	5	4	3	2	1	Hy
Bow Guns HEAVY						

CREW Above/BELOW DECKS						
0	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	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	

6	5	4	3	2	1	Hy
Stern Guns HEAVY						

Starboard Guns

15	22
14	21
13	20
12	19
11	18
10	17
9	16
8	
7	
6	
5	
4	
3	
2	
1	
0	

____ ° Turn at FIRST of move
__45__ ° Turn at MIDDLE of Move
____ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P		P		P	©	©	©
	P							I	P	I
W	W	W	W	W	W	W	W	W	W	W
P	I	P	I		I		I	P	I	P
		W	P		W	P		W		
				P						
W	W	W	W	W	W	W	W	W	W	W
	P						P	I	P	I
					P			©	©	©

Record Continuing Damage and Other Damage Here



CSS White Knight
Protected Cottonclad

Flotilla: ACW Ironclads

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ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die]

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

Increase per Turn +3 +2 +1
Decrease per Turn -5 -4 -3 -2 -1

Turn Speed
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
33
34
35
36
37
38
39
40

Port Guns (N)

10
9
8
7
6
5
4
3
2
1
0©

4	3	2	1
Bow Guns			

CREW Above/BELOW DECKS						
0	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	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

4	3	2	1	0
Stern Guns				

Starboard Guns (N)

10
9
8
7
6
5
4
3
2
1
0©

__45__ ° Turn at FIRST of move
45____ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			
Roll three dice; good if roll (+.- modifiers) equals or is <i>less than</i> current moral number			

DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	P		P	I©	I
					P
W	W	W	W	W	W
	I		I	P	P
	W	P		W	W
P				P	P
W	W	W	W	W	W
			P	I	I
	P			©	©

Yellow = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here