

Turn sequence section 20	
	Activity
1	Reload order stack
2	Events (mist,nightfall,submarines, torpedo boats, panic, army support)
3.	Fort carries out firing. Number of D6 = total No of guns. 5,6= allowed to fire.
4	Orders to the gun deck.
5	Movement priority
6	For each ship 1. Carry out attempts to unstuck from sandbar 2. Carry out single repair 3. Opportunity firing by opponents from this point onward 4. Carry out order card
7	Carry out river drift . Roll 4,5,6 per ship = 1 hex movement.
8	Battle clock total advances by one.
9	Players (both) can change battle clock total by 1 if 5,6 scored. Defender rolls first. 8= game end.
10	Remove all order cards from table.
11	Arrivals. Defender first. Score 9 or more on 2D6= any ship can arrive. Re-roll 1 chosen D6 if tinclad or wooden ship worth 25 or fewer hit points.

Movement allowances (in hexes) section 21		
	Slow speed order	Full speed order
Normal ship	1	2
Fast ship	1 or 2	2 or 3

Ramming factors Section 24	
Modifiers (basic factor 14D6)	
+4D6	Rammer using a full speed order
-4D6	Rammer has less than half hit points remaining
-4D6	Target using a full speed order
-8D6	Rammer is not a ram ship/has a damaged ram/damaged smoke stack

Results of the ram (in addition to the damage points inflicted)	
0-2	Rammer is damaged. D6-1 damages inflicted upon ramming ship. Ship is no longer a ram ship.
3-5	No additional effects.
6+	The target ship will be holed and sink if a 5,6 is rolled on a D6 by the rammer.
After ram. Rammer returns to last complete hex. No order card can be played by rammer next turn.	

Battered ships Section 28
At or below 1/3 hit points = battered. Firing hits on 6 only. Opportunity rolls not changed. Max speed 1 hex. Every time 1 or more damages points inflicted by an enemy ship, fire or ram. 1=Strike colours
Ships that have struck colours do not move. They cannot be targeted unless a 5,6 is rolled by firer.

Quick Sheet

Sandbars section 23		
Roll 2D6 each time sandbar hex entered		
Ship type	Stuck	Un-stuck
Shallow draught	11,12	8+ (2D6)
Normal draught	8-12	Lose 2 hit points for 2nd attempt

Gun ranges section 25		
	Short range	Long range
All guns	1 hex	5 hexes (1 hex to 15")

Hit deflection section 25		
Roll against each gun shot.		
Shot type	Deflection for ironclad target	Deflection for tinclad target
Light guns	3,4,5,6	5,6
Medium guns	4,5,6	5,6
Heavy guns	5,6	6

Gun factors (per gun) section 25	
Each gun starts with a factor of 4D6	
Factor	Reason
+2D6	Heavy gun
-2D6	Firer has move order this turn.
+2D6	Target in short range
-1D6	Target narrow
-2D6	Light gun
Each 5,6 (6 if battered, sandbar, turning in hex, ram, rammed) = 1 hit	

Quick Sheet

Critical hits section 26 Apply at 5 point increments		
Score on 2D6	Critical effect	Repairs (only 1 repair can be attempted per turn)
2	Engine/boiler destroyed. This can be cancelled by any union player rolling a 5 or 6. The ship cannot move except to turn in the hex or drift with the current.	This cannot be repaired.
3 or 10	Funnel/stack destroyed. Max speed 1 hex.	This cannot be repaired.
4 or 8	A fire breaks out. Inflict D6-1 damage.	This can be repaired on a roll of 4,5,6 No more than 1 fire can exist on a ship at any one time.
5,6 or 7	Gun destroyed. Heaviest gun first, target choice of which gun. Monitor hits Instead of losing a gun a monitor rolls a further D6. 1,2,3= no effect 4,5,6=Turret out of action.	Monitor turret can be repaired on a roll of 4,5,6
9	Pilot house hit. No movement allowed.	This can be repaired on a roll of 4,5,6
11	Rudder mechanism damaged. All movement must be a left or right turn. No forward movement. Max movement 1 hex.	This can be repaired on a roll of 4,5,6
12	Munitions explode. Ship destroyed.	This cannot be repaired.

Forts section 30		
Hex cloth arcs Front/rear arc = 3 hexes, then 4 hexes, then 5 hexes etc., Else side arc.	Deflection Forts deflect as if ironclad.	Forts do not become battered.
Non-hex cloth arcs Diagonals of rectangular base extended.	Critical hits All critical hits = gun destroyed of owner's choice.	

Mines section 17	
Risk is when entering or remaining in for whole turn.	9D6 Effect -4D6 if shallow draught.
Detonation= 5,6 for Union target. 6 for Confederate target.	Gamble. 6= 10 hit points

Submarines section 17	
Single use. 4,5,6 for arrival.	6D6 effect. Gamble. 6= 10 hit points
Guess direction of attack.= destruction of submarine.	

Torpedo boats section 17	
Single use. 4,5,6 for arrival.	6D6 effect. Gamble. 6= 10 hit points
Opportunity firing by target only. Torpedo boat has 5 hit points.	

Fire rafts section 17		
Fire raft worth 6 hit points.	Effect 6D6	Gamble against wooden or tinclad ships 5,6= fire started
At release move 1 hex any direction. Each turn carry out river drift.		

Army Support section 17
Light guns. 360° arc. Worth 2 hit points. No opportunity firing, either to or from.