



AMERICA

SPECIAL OPERATIONS VESSEL



UNIT NAME:

TRAIT

- Paddlewheel
- America Class



Flagship



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	7	5	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	5	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Give Em Hell | Heavy Firepower | Pacifier Assault | Point Def. Shield Generator | Shroud Generator | Tactical Cavitation



COLUMBIA

HEAVY BATTLESHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Columbia Class



Flagship



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Broadside Fusillade, Broadside

Rocket Battery Aerial

Heavy Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	17	17	Citadel
ADV	6	5	ADV
SDV	5	4	SDV
Fray	14	13	Fray
Hull	10	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Full Steam Ahead | Give Em Hell | Heavy Firepower | Reliable Design | Tactical Cavitation



CONSTITUTION

BATTLESHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Constitution Class



Flagship



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	16	15	Citadel
ADV	8	5	ADV
SDV	6	4	SDV
Fray	13	12	Fray
Hull	8	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	F/P/A	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	F/S/A	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Torpedo Salvo	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Give Em Hell | Heavy Firepower | Shield Generator | Tactical Cavitation | Triangulated Solution



USS MEXICO

BATTLESHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Unique
- Constitution Class
- Pipeworks



Flagship



Surface Unit



Union

WEAPON

- Heavy Electrocannon Battery** Gunnery, Arc
- Heavy Electrocannon Battery** Gunnery, Arc
- Heavy Broadside** Broadside, Fusillade
- Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY	Mass	3	3	Mass	3
	Speed	5	3	Speed	3
	Turn Limit	3	2	Turn Limit	2
	Armour	8	8	Armour	8
	Citadel	15	14	Citadel	14
	ADV	7	5	ADV	5
	SDV	6	4	SDV	4
	Fray	12	11	Fray	11
Hull	8	4	Hull	4	

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/A	10(6)	8(5)	8(5)	6(2)	6(3)	6(3)
F/S/A	10(6)	8(5)	8(5)	6(2)	6(3)	6(3)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

SPECIAL RULES:

Arc Generator | Contra Rotation | Focused Gunnery | Give Em Hell | Heavy Firepower | Inductorium | Shield Generator | Tactical Cavitation | Temperamental Design



USS TEXAS

BATTLESHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Unique
- Constitution Class



Flagship



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	8	5	ADV
SDV	6	4	SDV
Fray	13	12	Fray
Hull	8	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/A	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S/A	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Focused Gunnery | Fortunes Of War | Give Em Hell | Heavy Firepower | Inspirational | Semper Fortis | Shield Generator | Tactical Cavitation | Triangulated Solution | Veteran Repair Teams



ENTERPRISE

HEAVY CARRIER



UNIT NAME:

TRAIT

- Paddlewheel
- Enterprise Class



Flagship



Surface Unit



Union

WEAPON

- Heavy Rocket Battery Aerial
- Heavy Rocket Battery Aerial
- Heavy Rocket Battery Aerial
- Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	4	4	Mass
Speed	4	3	Speed
Turn Limit	2	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	4	SDV
Fray	13	13	Fray
Hull	7	9	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
A/P	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Combat Air Patrol | Fortunes Of War | Heavy Firepower | Launch Catapults | Shield Generator | SRS Mine Clearance | SRS Recon | SRS Capacity 10/5 | Tactical Cavitation



INDEPENDENCE

BATTLECRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Independence Class



Flagship



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Gun Battery Gunnery

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	7	5	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	7	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Give Em Hell | Heavy Firepower | Magnetic Generator | Shield Generator | Tactical Cavitation



USS INDIANAPOLIS

BATTLECRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Unique
- Independence Class
- Pipeworks



Flagship



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Gun Battery Gunnery

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	7	5	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	7	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Arc Generator | Contra Rotation | Give Em Hell | Heavy Firepower | Helical Rail Guns | Shield Generator | Tactical Cavitation | Temperamental Design



USS RIO GRANDE

BATTLECRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Unique
- Independence Class
- Pipeworks



Flagship



Surface Unit



Union

WEAPON

Heavy Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Heavy Rocket Battery Aerial

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	7	5	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	7	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
A/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Arc Generator | Contra Rotation | Give Em Hell | Heavy Firepower | Thermobaric Volley | Shield Generator | Tactical Cavitation | Temperamental Design



LIBERTY

BATTLECARRIER



UNIT NAME:

TRAIT

- Paddlewheel
- Liberty Class



Flagship



Surface Unit



Union

WEAPON

Heavy Rocket Battery Aerial

Heavy Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	7	5	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	5	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/S/A	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F/P/A	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Combat Air Patrol | Contra Rotation | Give Em Hell | Heavy Firepower | Launch Catapults | Shield Generator | SRS Capacity 6/4 | SRS Mine Clearance | SRS Recon | Tactical Cavitation

**UNIT NAME:****TRAIT**

- Paddlewheel
- Senator Class



Flagship



Surface Unit



Union

WEAPON

Heavy Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Rocket Battery Aerial

Rocket Battery Aerial

SENATOR

COMMAND CRUISER

**BATTLE READY**

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	6	Armour
Citadel	12	11	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	9	8	Fray
Hull	5	5	Hull

CRIPPLED**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
F/P/A	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S/A	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)

CRIPPLED**SPECIAL RULES:**

Command Codes | Contra Rotation | Flak Barrage (6) | Flashlamps | Give Em Hell | Heavy Firepower | Long Range Support | Magnetic Generator | Skyfire | Tactical Cavitation | Triangulated Solution



USS MONITOR

ASSAULT BATTLESHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Unique
- Virginia Class



Flagship



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Broadside Fusillade, Broadside

BATTLE READY

Mass	3	3	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	17	17	Citadel
ADV	6	5	ADV
SDV	5	4	SDV
Fray	14	13	Fray
Hull	10	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Full Steam Ahead | Give Em Hell | Heavy Firepower | Inspirational | Pacifier Assault | Reliable Design | Semper Fortis | Tactical Cavitation



BOSTON

FRIGATE



UNIT NAME:

TRAIT

- Paddlewheel
- Boston Class



Surface Unit



Union

WEAPON

Rocket Battery Aerial

Light Broadside Broadside, Fusillade

Sperry Torpedo Launcher Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	7	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
F	3(2)	3(2)	2(1)	2(-)	2(1)	2(1)

CRIPPLED

SPECIAL RULES:

Infrasound Detector | Contra Rotation | Flashlamps | Skyfire | Tactical Cavitation | Vanguard


UNIT NAME:
TRAIT

- Paddlewheel
- California Class



Surface Unit



Union

CALIFORNIA

SUPPLY CRUISER


BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	5	4	Fray
Hull	4	3	Hull

CRIPPLED
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED
WEAPON
Broadside Fusillade, Broadside

SPECIAL RULES:

Attached Unit (Union, Flagship) | Contra Rotation | Flashlamps | Give Em Hell | Heavy Escort | Logistical Support | Mine Sweeper | Supply Depot | Tactical Cavitation



CHICAGO

LONG-RANGE CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Chicago Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	6	Armour
Citadel	12	11	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	7	6	Fray
Hull	5	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Long Range Support | Mine Sweeper | Shield Generator | Tactical Cavitation | Triangulated Solution



COLORADO

BATTLE PLATFORM



UNIT NAME:

TRAIT

- Colorado Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

CRIPPLED

SPECIAL RULES:

Attached Unit (Farpoint Class, Freedom Class Or Oklahoma Class) | Flashlamps | Forward Deployment | Give Em Hell | Heavy Escort | Immobile | Strategic Asset


UNIT NAME:
TRAIT

- Paddlewheel
- Discovery Class
- Pipeworks



Surface Unit



Union

DISCOVERY

ARC CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	4	3	ADV
SDV	3	3	SDV
Fray	6	5	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER
WEAPON
Heavy Electrocannon Battery Gunnery, Arc

Rocket Battery Aerial

Broadside Fusillade, Broadside

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Electrocannon Battery	F/P/S	10(6)	8(5)	8(5)	6(2)	6(3)	6(3)
Rocket Battery	F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Broadside	P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Arc Generator | Contra Rotation | Flashlamps | Give Em Hell | Inductorium | Tactical Cavitation | Temperamental Design

FARPOINT

BUNKER PLATFORM


UNIT NAME:
TRAIT

- Farpoint Class



Surface Unit



Union

WEAPON
Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

CRIPPLED
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED
SPECIAL RULES:

Flashlamps | Forward Deployment | Give Em Hell | Immobile | Long Range Support | Pacifier Assault



FARRAGUT

FRIGATE



UNIT NAME:

TRAIT

- Paddlewheel
- Farragut Class



Surface Unit



Union

WEAPON

Gun Battery Gunnery

Light Broadside Broadside, Fusillade

Sperry Torpedo Launcher Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	7	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
F	3(2)	3(2)	2(1)	2(-)	2(1)	2(1)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Linear Dash | Tactical Cavitation

FREEDOM

HEAVY PLATFORM



UNIT NAME:

TRAIT

- Freedom Class



Surface Unit



Union

WEAPON

Heavy Gun Battery	Gunnery
Heavy Gun Battery	Gunnery
Heavy Gun Battery	Gunnery

BATTLE READY	Mass	3	3	Mass
	Speed	0	0	Speed
	Turn Limit	0	0	Turn Limit
	Armour	5	5	Armour
	Citadel	12	10	Citadel
	ADV	5	4	ADV
	SDV	5	4	SDV
	Fray	11	10	Fray
Hull	6	6	Hull	

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Forward Deployment | Flashlamps | Give Em Hell | Heavy Escort | Immobile | Strategic Asset

FRONTIER

PLATFORM TRANSPORT



UNIT NAME:

TRAIT

- Paddlewheel
- Frontier Class



Flagship



Surface Unit



Union

WEAPON

Heavy Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	6	6	Armour
Citadel	13	12	Citadel
ADV	7	5	ADV
SDV	5	4	SDV
Fray	10	9	Fray
Hull	4	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
A/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Advanced Repair Facilities (3) | Contra Rotation | Give Em Hell | Long Range Support | Platform Transport | Supply Depot | Tactical Cavitation

GETTYSBURG

HEAVY MONITOR



UNIT NAME:

TRAIT

- Paddlewheel
- Gettysburg Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	2	2	Mass
Speed	6	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	8	7	Fray
Hull	5	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Full Steam Ahead | Give Em Hell | Mine Sweeper | Reliable Design | Shallow Draught | Tactical Cavitation



INTREPID

LIGHT CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Intrepid Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	9	8	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	6	5	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Tactical Cavitation | Vanguard



LEXINGTON

HEAVY CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Lexington Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	6	Armour
Citadel	12	11	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	7	6	Fray
Hull	6	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Tactical Cavitation

**UNIT NAME:****TRAIT**

- Paddlewheel
- Unique
- Lexington Class
- Pipeworks



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

THE DEAD PRESIDENTS

HEAVY CRUISER

**BATTLE READY**

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	6	Armour
Citadel	12	11	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	7	6	Fray
Hull	6	3	Hull

CRIPPLED**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED**SPECIAL RULES:**

Contra Rotation | Devil's Own Luck | Flashlamps | Give Em Hell | Internal Shield Generator | Pack Hunter | Shadow Hunter | Tactical Cavitation | Veteran Repair Teams



MONTGOMERY

SUPPORT SHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Montgomery Class



Surface Unit



Union

WEAPON

Broadside Fusillade, Broadside

BATTLE READY	Mass	2	2	Mass	2
	Speed	7	6	Speed	6
	Turn Limit	4	3	Turn Limit	3
	Armour	6	6	Armour	6
	Citadel	12	11	Citadel	11
	ADV	3	3	ADV	3
	SDV	3	3	SDV	3
Fray	5	4	Fray	4	
Hull	4	3	Hull	3	

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

SPECIAL RULES:

Advanced Repair Facilities (2) | Attached Unit (Union, Flagship) | Contra Rotation | Field Repair Platform | Flashlamps | Give Em Hell | Mine Layer | Tactical Cavitation

CRIPPED

CRIPPED



NASHVILLE

STRIKE CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Nashville Class



Surface Unit



Union

WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Gun Battery Gunnery	F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery Gunnery	F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	6	Armour
Citadel	12	11	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	7	6	Fray
Hull	5	5	Hull

HULL DAMAGE TRACKER

CRIPPED

CRIPPED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Mine Layer | Tactical Cavitation | Long Range Support | Shield Generator | Triangulated Solution



OKLAHOMA

OFFSHORE SUPPORT PLATFORM



UNIT NAME:

TRAIT

- Oklahoma Class



Surface Unit



Union

WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Advanced Repair Facilities (1) | Flashlamps | Forward Deployment | Give Em Hell | Heavy Escort | Immobile | Strategic Asset | Supply Depot | Useful Freight



RELIANT MONITOR



UNIT NAME:

TRAIT

- Paddlewheel
- Reliant Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	7	6	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
A	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Maritime Patrol | Tactical Cavitation | Shallow Draught



ROANOKE

STRIKE CARRIER



UNIT NAME:

TRAIT

- Paddlewheel
- Roanoke Class



Surface Unit



Union

WEAPON

Rocket Battery Aerial

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	7	6	Fray
Hull	3	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Attached Unit (Union) | Combat Air Patrol | Contra Rotation | Flashlamps | Launch Catapults | SRS Capacity 4/2 | SRS Mine Clearance | SRS Recon | Tactical Cavitation



SARATOGA

LITTORAL CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Saratoga Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	6	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	6	5	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	--	2(1)	4(2)	--
P & S	6(3)	3(2)	--	4(2)	2(1)	--

CRIPPLED

SPECIAL RULES:

Coastal Bombardment | Contra Rotation | Flashlamps | Give Em Hell | Pacifier Assault | Shallow Draught | Tactical Cavitation

SPRINGFIELD

CORVETTE



UNIT NAME:

TRAIT

- Paddlewheel
- Springfield Class



Surface Unit



Union

WEAPON

Gun Battery Gunnery

Light Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	9	-	Speed
Turn Limit	7	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	2	-	SDV
Fray	6	-	Fray
Hull	2	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Attached Unit (Union, Flagship) | Contra Rotation | Corvette Duty | Flashlamps | Give Em Hell | Tactical Cavitation



SUMTER

LANDING SHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Sumter Class



Surface Unit



Union

WEAPON

Gun Battery Gunnery

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	6	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	2	2	ADV
SDV	2	2	SDV
Fray	7	6	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Landing Vessel | Pacifier Assault | Shallow Draught | Tactical Cavitation

VALIANT

FAST DESTROYER



UNIT NAME:

TRAIT

- Paddlewheel
- Valiant Class



Surface Unit



Union

WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Light Broadside Broadside, Fusillade

Sperry Torpedo Launcher Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1	-	Mass
Speed	11	-	Speed
Turn Limit	7	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	4	-	ADV
SDV	3	-	SDV
Fray	6	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
F	3(2)	3(2)	2(1)	2(-)	2(1)	2(1)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Linear Dash | Hydrophone Relay | Skyfire | Tactical Cavitation



WASHINGTON

MISSILE CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Washington Class



Surface Unit



Union

WEAPON

Rocket Battery Aerial

Cruise Missile Silo Aerial, Blast, Limited

Cruise Missile Silo Aerial, Blast, Limited

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	5	4	Fray
Hull	4	4	Hull

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Rocket Battery	F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Cruise Missile Silo	360°	-(-)		10(6)	-(-)		5(3)
Cruise Missile Silo	360°	-(-)		10(6)	-(-)		5(3)
Broadside	P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

SPECIAL RULES:

Contra Rotation | Flashlamps | High Speed Guidance | Spotter | Tactical Cavitation

CRIPPLED

CRIPPLED



YORKTOWN

CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Yorktown Class



Surface Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	4	3	ADV
SDV	3	3	SDV
Fray	7	6	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flashlamps | Give Em Hell | Tactical Cavitation



JOHN HENRY VITRUVIAN COLOSSUS



UNIT NAME:

TRAIT

• John Henry Class



Skimming Unit



Union

WEAPON

Twin Sturgenium Hammers	Ramming 10, Sustained
Chesapeake Gatling Gun	Sustained, Fusillade
Chesapeake Gatling Gun	Sustained, Fusillade

BATTLE READY

Mass	2	2	Mass
Speed	9	8	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	4	4	ADV
SDV	0	0	SDV
Fray	5	4	Fray
Hull	3	2	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	6(3)	-(-)	-(-)	4(2)	-(-)	-(-)
F/P/S	6(3)	-(-)	-(-)	4(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Colossus | Flashlamps | Give Em Hell | Hammer Song | RJ Afterburner | Shield Generator | Terror From Above



LAKOTA

SUPER-HEAVY HOVERTANK



UNIT NAME:

TRAIT

- Lakota Class



Skimming Unit



Union

WEAPON

Chesapeake Gatling Gun Sustained, Fusillade

Light Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	7	-	Speed
Turn Limit	3	-	Turn Limit
Armour	6	-	Armour
Citadel	12	-	Citadel
ADV	3	-	ADV
SDV	2	-	SDV
Fray	6	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	-(-)	-(-)	4(2)	-(-)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Flashlamps | Give Em Hell | Landing Vessel | Powerslide

CHEYENNE

HUNTER SUBMARINE


UNIT NAME:
TRAIT

- Paddlewheel
- Cheyenne Class



Submerged Unit



Union

WEAPON
Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1
Speed	7
Turn Limit	7
Armour	4
Citadel	10
ADV	1
SDV	3
Fray	3
Hull	3

Mass	-
Speed	-
Turn Limit	-
Armour	-
Citadel	-
ADV	-
SDV	-
Fray	-
Hull	-

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED
CRIPPLED
SPECIAL RULES:

Contra Rotation | Flashlamps | Silent Hunter | Tactical Cavitation | Triangulated Solution



PURITAN AUTOMATA


UNIT NAME:
TRAIT

- Paddlewheel
- Puritan Class
- Pipeworks



Submerged Unit



Union

WEAPON
Sperry Torpedo Launcher Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1	-	Mass
Speed	9	-	Speed
Turn Limit	6	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	0	-	ADV
SDV	3	-	SDV
Fray	1	-	Fray
Hull	2	-	Hull

CRIPPLED
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	3(2)	3(2)	2(1)	2(-)	2(1)	2(1)

CRIPPLED
**SPECIAL
RULES:**

Acceptable Attrition | Auto-Destruct Sequence | Auxilliary Mine Layer | Contra Rotation | Flashlamps | Mechanical Soul | Tactical Cavitation | Vanguard



AKRON

SENTRY ROTOR



UNIT NAME:

TRAIT

- Akron Class



Aerial Unit



Union

WEAPON

Rocket Pod Aerial

Sperry Torpedo Launcher Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1	-	Mass
Speed	12	-	Speed
Turn Limit	7	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	4	-	SDV
Fray	6	-	Fray
Hull	2	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	3(2)	3(2)	-(-)	-(-)	-(-)	-(-)
F	3(2)	3(2)	2(1)	2(-)	2(1)	2(1)

CRIPPLED

SPECIAL RULES:

Akron Escort Duty | Awacs (Akron Warning And Control System) | Flashlamps | Hydrophone Relay | Powerslide | Shadow Hunter | Vanguard



CONSTELLATION

ATTACK AIRSHIP



UNIT NAME:

TRAIT

- Constellation Class



Aerial Unit



Union

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Flak Broadside Broadside, Sustained (Aerial Units)

Freedom Incendiary Bombs Torrent, Hazard, Bomb, Limited

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	5	3	ADV
SDV	0	0	SDV
Fray	7	6	Fray
Hull	4	2	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	5(3)	4(2)	-(-)	4(2)	3(1)	-(-)
A	11(-)	-(-)	-(-)	-(-)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Dirigible Construction | Flak Barrage (5) | Flashlamps | Give Em Hell | Vanguard



TICONDEROGA

ASSAULT AIRSHIP



UNIT NAME:

TRAIT

- Ticonderoga Class



Aerial Unit



Union

WEAPON

Heavy Rocket Battery Aerial

Rocket Battery Aerial

Flak Broadside Broadside, Sustained (Aerial Units)

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	5	3	ADV
SDV	0	0	SDV
Fray	7	6	Fray
Hull	4	2	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	5(3)	4(2)	-(-)	4(2)	3(1)	-(-)

CRIPPLED

SPECIAL RULES:

Dirigible Construction | Flak Barrage (5) | Flashlamps | Give Em Hell | Pacifier Assault