

Scenario 1 “Wood and Iron”	Union	Blackhawk , Miami <i>D6,D6</i> Defender
	Confederate	Manassas, Tuscaloosa <i>D6, 2D6</i> Attacker
	Would suit	Good fair knockabout types.

Scenario 2 “Monitors”	Union	Canonicus, Monitor <i>D6-1, D6-1</i> Attacker
	Confederate	Arkansas, Nashville, General Sumter , Planter <i>D6-2, D6+2, 2D6,2D6+2</i> Defender
	Would suit	Union power gamers.

Scenario 3 “Last flag down”	Union	Tyler, Sassacus, Miami <i>D6,D6-2, D6+2</i> Attacker
	Confederate	Tennessee + medium fort <i>2D6, 2D6</i> Defender
	Would suit	Lucky Confederate players.

Scenario 4 “Virginia”	Union	Cairo, Tuscumbia, Tyler <i>D6-1, D6+2, D6-2</i> Defender
	Confederate	Virginia, Planter <i>D6, D6+2</i> Attacker
	Would suit	Aggressive Confederate players

Scenario 5 “Choctaw”	Union	Choctaw <i>D6+3</i> Attacker
	Confederate	Governor Moore, General Bragg, Selma, General Sumter <i>2D6, 2D6-2, D6+2, D6-2</i> Defender
	Would suit	Suicidal Union player.

Fleets (6000 points)

All Fleets have Medium fort

Union Fleet 1

Bing	Signal	Commodore Morris	Chillicothe	Benton	Sassacus
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Union Fleet 2

Daisy	Tulip	Onandaga	Sandusky	Signal	Sassacus
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Confederate Fleet 1

Manassas	Arkansas	Albemarle	Gov Moore	Bragg	Gen Sumter
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Confederate Fleet 2

Virginia	Tuscaloosa	Gen Sumter	Gen Sumter (II)	Selma	Planter
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