

Calling all Generals and Admirals

SHIP to SHORE

the classic Civil War game between land and naval forces.

Naval Forces: Hits Received

1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
	A	B	C	D	E	F	G	H	I	J	



Union Naval Forces attacking Port Hudson on the Mississippi River 1863



Confederate Land Forces defending Port Hudson on the Mississippi River 1863

Land Forces: Hits Received

1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
	A	B	C	D	E	F	G	H	I	J	

Rules for Playing: Ship to Shore

One player (The General) takes the sheet for land forces and the other (The Admiral) takes the sheet for naval forces.

Each player is give a force of six (6) units.

Land Forces:

- 2 large batteries 4 blocks each
- 2 medium batteries 3 blocks each
- 2 small batteries 2 blocks each

Naval Forces:

- 2 Capital ships 4 blocks each
- 2 Sloops of War 3 blocks each
- 2 Iron Clads 2 blocks each

Naval Forces: Shots Fired

1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
	A	B	C	D	E	F	G	H	I	J	

Players place their forces on the top grid (Hits Received) by shading the required number of blocks or by sketching in ships or batteries. The forces can be placed anywhere on the board. It is best to try scattering them. Each player in turn is allowed three (3) shots. They call out the target coordinates by saying 2B or 5F, etc. Keep a records of the shots fired by marking X on the lower grid (Shots Fired). When a player is receiving fire they should mark the hits on the top grid (Hits Received) and say "Hit" or "Missed." The first player to destroy the other's entire force is the winner.

Land Forces: Shots Fired

1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
	A	B	C	D	E	F	G	H	I	J	