

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *A Gate of Hell* discussion folders at consimworld.com.

A GATE OF HELL

The Campaign for Charleston, July-September 1863

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“The defenses of Charleston are like a porcupine hide with the quills turned outside in.”

—Rear Admiral Samuel F. Du Pont

1.0 INTRODUCTION

During the summer of 1863, in the aftermath of the Gettysburg and Vicksburg campaigns, battles on land and sea were fought over control of the birthplace of the Confederacy, Charleston, South Carolina. A Union victory here would send an unmistakable signal to the states in rebellion, as well as the rest of the world, that the Confederacy’s cause was lost and further fighting a waste of lives and effort. A Confederate victory in the face of the tremendous Union host, that included every Union Ironclad on the Atlantic and Gulf coasts, as well as some of the most seasoned regiments that numbered among them the first formations of all Black soldiers (free US citizens as well as former slaves), would signify the war would go on and that two nations, not one, could be the result of this “second” American Revolution.

Players are cast in the roles of the historical commanders of the campaign; Pierre Gustave Toutant Beauregard for the Confederate defenders of Charleston, or Admiral Dahlgren and General Quincy Adams Gillmore of the Union. Can you do as well or better than they? Learn and enjoy!

2.0 GAME COMPONENTS AND TERMS

2.1 Game Components

Each copy of *A Gate of Hell* is composed of the following:

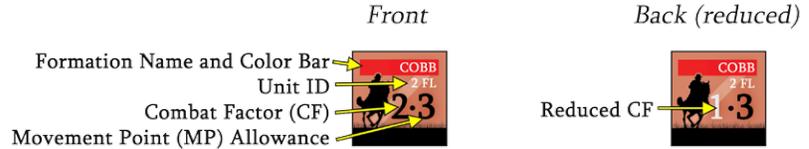
- 1 22" x 34" map
- 1 sheet of 200 counters
- 4 pages of charts and tables (PAC)
- This set of rules

Players will also need two six-sided dice to play the game.

SAMPLE (UNION) INFANTRY UNIT



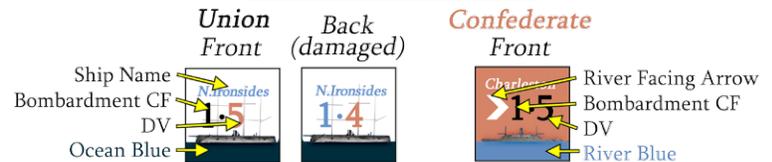
SAMPLE (CONFEDERATE) CAVALRY UNIT



SAMPLE (CONFEDERATE) FORT UNIT



SAMPLE NAVAL UNITS



MARKERS

Mine/Obstruction/Hunley



Committed



Entrenchment



2.2 Game Terms

1d6 The roll of a single six-sided die.

2d6 The roll of two six-sided dice.

Activation Units are activated to perform movement and combat during the owning player's Impulse of the Operations Phase. Units that are not allocated Military Support Points during the MSP Determination and Allocation Phase, as well as ones that have finished activating, are marked



with a committed/-1 DR marker. Units that Activate for a second time in a turn are marked with the Committed/-2 DR (other side of Committed /-1 marker).

Advantage An abstraction of the military intelligence, luck and planning by a side during the battle.



The Advantage marker confers certain abilities to the player who processes it during the turn. The Advantage will shift from one player to another each turn.

Areas Each land (L) and sea (S) area on the map is numbered for reference during play. Each area is separated from another by a border. Navigable rivers (R) are borders that can be moved into by Union ironclads to support movement and combat in land areas that share the river border. *Note: Fort Sumter is both a land and Sea Area. It is the only area where both land and naval units can exist. Note: The Charleston Harbor Area consists of sea areas S7 through S13.*

Control Control of an Area or Zone is important for determining who wins the game. An Area or Zone occupied by only one player's units is considered under that side's control. An Area or Zone that is occupied by units from both sides is contested and under neither player's control. An Area or Zone with neither player's units is not controlled.

CP Casualty Point

DR Die Roll The roll of 1d6 or 2d6

Formation Most ground units are part of a larger formation; division for the Union and some Confederate units or Brigades (Confederate only). Units of a formation have the same bar color and commanding officer. Units with a white bar and no commanding officer, as well as all Forts, are considered Independent. Formation is relevant for the allocation of MSP, stacking, activating, and assault combat. *Note: Naval and fort units are not part of any formation.*

Game Scale Each ground unit represents a regiment or "demi" (half) regiment or battalion of men and a battery of 4 to 10 cannon. A combat factor represents 100 to 150 men. Naval units represent a single ironclad ship. *Notes: The fleet of Union wooden support vessels and warships, and the few Confederate gunboats is abstracted in each sides' MSP and other game rules. Each Game turn represents one week of time. The map scale is given on the game map.*

Impulses Each Operation Phase is subdivided into Impulses; first Union then Confederate. An Impulse consists of either ground units OR naval/fort units being activated.

In Command The status of units that allows them to activate during the Operations Phase

Military Support Point (MSP) An abstraction representing the logistical, higher level military, and political support for the Charleston Campaign.



Expenditure of MSPs allows a player to: Activate units, construct or repair fortifications, enter units as reinforcements, repair naval units, or restore weakened ground units to full strength in a turn, *Notes: The Union player only can also expend MSPs to extend play during the Operations Phase beyond the Sunset die roll. Unexpended MSP also count towards a victory point award for the Confederate player (only).*



Movement Point (MP) Allowance The number governing how far a ground unit can move in a player's Impulse.

Operations Phase Each turn is subdivided into phases. The Operations Phase is when a player can activate a number of units to move and /or perform combat (bombardment or assault).

Sunset DR One of the ways the Operations Phase of a turn ends (Case 3.2.1c)

Zones There are off-map boxes (Zones) of play that players can possibly use (see Zone restrictions in the box). These zones are where reinforcement units can enter play onto the game map, Union naval units can be held between turns, and where ground units can, under certain conditions, be moved into and perform assault combat (only).

3.0 SEQUENCE OF PLAY

Each turn uses the following sequence of play.

3.1 MSP Determination and Allocation Phase

3.1.1 Both sides roll on the MSP Table to determine the number of MSPs they receive for the turn, and adjust their MSP markers on the Record Track (see map) to reflect the new total. *Note: This step is not performed on Turn 1.*

3.1.2 Next, the Union player, then the Confederate player will allocate MSPs. Those units (ground and naval) that do not have any MSP allocated to them are rotated 180 degrees (upside down to the owning player's viewpoint) and are "out of command" so they may not activate **at all** for the turn. Units entered into play as reinforcements are placed in their off-map zones by the owning player. *Note: This phase is not performed on turn one of the Campaign game scenario, and not at all in Scenarios 9.1 or 9.2.*

3.2 Operations Phase

There are normally 7 Impulses during the Operations Phase. The Union player can extend the phase by 1 Impulse should he choose. In each Impulse, first the Union, then the Confederate player, performs actions with formations and units that were activated in the last phase. The completion of the Confederate player's activations ends an Impulse.

3.2.1 The Operations Phase ends whenever any one of the following occurs:

- Both players declare pass consecutively in the same Impulse.
- Either player achieves an automatic victory during an Impulse.
- Sunset DR** At the end of Impulses 3 to 7 of a turn, one player performs a 2d6 DR. If the sum of the roll is equal to or greater than the Sunset DR number printed by that space on the Impulse Track on the map, the Phase ends. **Exception:** This result can be negated if the Union player immediately expends MSPs (see Case 4.2.6) The number of MSPs the Union player must expend is reduced by half (round up) if that player has the Advantage marker.
- The completion of Impulse 8.

3.3 End Phase

During the End Phase players perform the following:

- Determine if the Union player has won an Automatic Victory via his naval units. (see 10.1)
- Rotate all units that could not activate back to normal orientation and remove the yellow committed markers on units.
- All Union naval units in an Area with Confederate naval units or adjacent to an un-reduced Confederate Fort are returned to either the Port Royal or Cape Hatteras zones. The Confederate player may then relocate any Confederate naval units to any Charleston harbor Sea Area.

- Any Sea Areas occupied solely by Union naval units have any Confederate mine/torpedo markers removed.
- Determine control of land Areas and Off-map Zones.
- One player (take turns) performs a 2d6 DR and consults the Random Events Table (see PAC) to determine if a Random Event will be in effect for the next game turn.
- If this is not the last turn of the game, and neither player has achieved an Automatic Victory, play continues to the next turn. Advance the Game Turn marker to the next space on the track and return the Impulse marker to the 1 space of the Impulse Track.



4.0 MILITARY SUPPORT POINTS (MSPs)

4.1 MSP Determination

At the start of each turn, players will receive a variable amount of MSPs based upon their 1d6 DR results on the MSP Table (see PAC). A player should flip the MSP marker over to record levels of 11 through 20. Each player can have no more than 20 MSP at any time. Any MSP that exceeds this amount is ignored (Higher commands in either Washington DC or Richmond have sent these resources elsewhere).

4.2 MSP Costs

4.2.1 A player expends 1 MSP during the Allocation Phase to:

- Allow all units of a formation, or up to 5 naval units and/or independent ground units (ones with a white bar or a Fort) to be in command and activate during the Operations Phase.
- Immediately repair a damaged Ironclad to Normal status. **Note:** *The Confederate player can expend 2 MSP for this (see Section 7.6).*
- Deploy 2 Mines/Obstructions and 2 Dummies in a Charleston Harbor

area (Confederate player only) that is free of a Union naval unit.

- Attempt to finish repairs or train crew for the submarine *Hunley* (Confederate player only).
 - Flip a reduced ground unit to full strength status
- 4.2.2** The player may expend 1 MSP during the Operations Phase for each single activated formation or group of 5 units to perform the following actions during their activation of the Operations Phase.
- Ground units to cross a navigable river border.
 - Ground units to move from 1 Land Area adjacent to a Charleston Harbor Sea Area to another (Confederate player only).
 - Ground units to use Amphibious Movement (Case 5.3.3, Union player only).
 - Ground units to use Strategic Movement
 - Ground units of a formation to Regroup.
 - Ground unit(s) to construct a level 1 Entrenchment or upgrade an already existing Entrenchment to Level 2.
 - Allow all units of one formation and one Independent unit, or up to 5 naval or fort units that have already activated to activate for a second time. (See Case 5.1.5)

4.2.3 The player may expend 2 MSPs during the Allocation Phase to repair or rebuild a Fort.

4.2.4 The player may expend 2 MSPs during the Operations Phase to move all, some, or just 1 unit of an activated formation, as well as 1 activated independent unit, located in a Zone, to another connected Zone or onto, or vice-versa, any single Area of the map. **Exception:** Union Ironclads never require the expenditure of MSP to move from one zone to another or off the map. **Designer's Note:** *This represents the diversion of rail engines and cars (Confederate) and the use of naval transport and escort warships (Union).*

4.2.5 The player may expend 3 MSPs during the Allocation Phase to:

- Build a new Fort
- Deploy the Swamp Angel artillery unit (Union player only).

4.2.6 The Union player may expend **MSPs** immediately after the Sunset DR to continue the Operations Phase. The number of MSPs spent is equal to the difference between the Sunset DR and the number needed. The number of MSPs the Union player must expend is reduced by half (round up) if he has the Advantage marker. (*Example It is Impulse 6 and the Sunset DR is an 11. The number needed to continue the turn is 8 or less, so the difference is 3 (11-8). The Union player would need to spend 3 MSPs normally but if he had the Advantage chit, only 2 MSPs would need to be expended to continue the Operations Phase.*)

4.2.7 A player can only expend MSPs that he has available and recorded on the MSP track (See map), adjusting the marker downward as needed. If MSP reaches 0 (zero) then no more can be expended that turn.

5.0 ACTIVATION

Activated Units from one Area or Zone may perform movement and combat during the owning player's Impulse of the Operations Phase.

5.1 Restrictions

Only units that have been put in command the previous phase (not rotated 180 degrees) can be activated and perform actions during the Operations Phase. A player can activate during his/her portion of the Impulse one of the following:

5.1.1 Up to 5 units in 1 Area or Zone of 1 formation. Mark these units with a "Committed -1" marker when they have completed their actions in the Impulse

5.1.2 Up to 5 naval units OR 4 ground units of differing formations or independent units. Mark these units with a "Committed -1" marker

when they have completed their actions in the Impulse

5.1.3 Forts may activate with either ground or naval units. Naval units may never activate with ground units and vice-versa in a player's portion of the Impulse.

5.1.4 Regroup Allow all of the units of **one** formation, regardless of location, to activate and relocate to any controlled or contested Zone or Area as long as one of the formation's units does NOT move (i.e., all of the other units relocate to the unmoving unit's Area or Zone). *Note: Units that relocate may not launch an assault combat (but can defend normally)*

5.1.5 Second Activation Normally units may activate only once in a turn, but a player may activate units (as per Case 4.2.2) that are "Committed -1" to activate a second time by expending 1 MSP. Once the units have activated a 2nd time, flip their marker over to its -2 side to indicate the unit can no longer be activated this Operations Phase. Damaged naval units and reduced forts cannot be activated for a second time.

5.1.6 Any units to be activated, whether for the first or second time, must be in the same Area when activated.

5.1.7 Activated units can perform **one** of the following:

- Movement and Assault combat (ground units).
- Movement and bombardment (naval units).
- Bombardment (forts).
- Strategic Movement (ground units).
- Construct entrenchments (ground units).

5.1.8 Activated units may move to different Zones and Areas and may conduct bombardment or assault combats. Once a unit is finished activating for the first time in a turn mark it with a "Committed/ -1" marker. Once a unit is finished activated for the second time in a turn flip its marker over to its "Committed/ -2" marker. All Committed markers are removed during the turn's End Phase.

6.1 Limits

6.1.1 The following maximum stacking limits apply at the end of an Impulse:

- All units of a Formation plus one independent or other formation's unit in a Land Area.
- Up to 5 units regardless of formation in a Land Area
- Up to 5 naval units in a Sea Area.
- Up to two naval units in the Fort Sumter Area
- Up to 2 Union Ironclads can occupy a navigable river border (see Case 7.3.2).

6.1.2 Enemy units and markers have no effect on friendly stacking.

6.1.3 There is no limit to the number of friendly units that can move through an Area.

6.1.4 Any Area found to be in violation of the stacking limits will have units eliminated, opponent's choice (ouch!), until the stacking limits are met.

6.1.5 There is no limit to the number of Union naval units that may occupy the Port Royal, Cape Hatteras or Seabrook/St. Helena/Hilton Head Zones.

6.2 Fort Sumter

This Area is both a Land and Sea Area and starts the game under Confederate control.

6.2.1 Up to 5 naval units and 1 ground unit may occupy the Area.

6.2.2 Fort Sumter may never be in a contested status at the end of the turn.

a) If the Confederate player has any naval units or mine/obstruction markers in the Area at the end of the turn any Union ground unit there will automatically be eliminated (they surrendered to the fort's garrison).

b) If there are no Confederate naval units or mine/obstruction markers (i.e., a Union Ironclad unit is still there) the Confederate Fort Sumter unit is removed and the Union player wins control of the Area.

7.0 MOVEMENT

When activated, units move from one connected Area or Zone to another (these cannot be skipped over). Note that movement to or from some zones is limited to one player side.

7.1 Ground Unit Movement.

7.1.1 When activated, ground units can move from one connected Area or Zone to another by expending Movement Points (MP). See the Movement Costs Table on the PAC for costs. (*Note that moving units to or from a Zone requires the expenditure of MSP.*)

7.1.2 Ground units must immediately end their movement when they enter an enemy occupied Area or Zone.

7.1.3 A ground unit may only exit a contested Zone and enter another contested Zone if there are more friendly units than enemy ground units in the Zone at the beginning and end of the unit's activation. Ground Units in a contested Zone may also enter an unoccupied enemy controlled Zone.

7.1.4 There is no limitation on a friendly units movement out of a contested zone if it moves into a friendly controlled zone during its activation.

Note: See also Regroup (Section 5.1.4).

7.2 Naval Unit Movement

7.2.1 Naval units may never enter any Land Area other than Fort Sumter, and may not enter the Third/Fourth Military or Georgia/East Florida Districts Zones.

7.2.2 River Movement Naval units, only, may also move along navigable river borders (such as R1).

a) Orient the front of the naval unit (arrow) to point to the area it is "in" and supporting for combat.

b) Naval units using river movement must stop in the first area occupied by a Confederate unit that has the river as a border.

7.2.3 During a Second Activation (Case 5.1.5) Union naval units may move from a Sea Area with mines/obstructions directly into another Sea Area with mines/obstructions.

7.2.4 An activated Union naval unit does not expend MP, but instead moves from one connected Zone to another, or from a Zone to any Area or navigable river border, as far as desired until it enters a Sea Area adjacent to a Confederate Fort, or a Sea Area that is occupied by a Confederate naval unit, or into an Area with a mine/obstruction marker.

7.2.5 A Confederate naval unit may move into and through an unlimited number of connected Sea Areas until it moves into a Sea Area that is adjacent to a Union Fort or a Sea Area that is occupied by a Union naval unit.

7.2.6 A Confederate naval unit may never enter a navigable river hex (they drew too much water) or off the map into a zone.

7.2.7 At the start of the End Phase, any Union naval unit in a navigable river border or a Sea Area that is adjacent to either an un-reduced Confederate Fort or a Confederate naval unit occupied Sea Area must be removed from the map to either the Port Royal or Cape Hatteras zones (Union player's choice).

7.2.8 If the Union Ironclad is damaged, at the end of its relocation move, perform a 1d6 check on the Union Damaged Ironclad Table. Modify the roll with any applicable DRM and apply the result.

Note: See Section 7.6 for Confederate Ironclad repair.

7.3 Amphibious Movement

7.3.1 The Union player can move activated ground units into Sea Areas and along navigable river borders to a Land Area via Amphibious Movement. This costs 1 MSP for all the units when activated.

7.3.2 The activated units may move from the Cape Hatteras or the Seabrook/St. Helena/Hilton Head Islands Zones through any number of Sea Areas or navigable river borders.

7.3.3 The units must immediately stop and move into Land Area whenever they move into a Sea Area or navigable river border that is adjacent to an entrenched Confederate ground unit or fort (normal or reduced status).

7.3.4 If the Sea Area moved into has Mines/Obstruction marker(s) they are revealed. Any non-dummy markers (ones with a CF of 1 or 2) will then "attack" a number of units equal to the value of the Mines/Obstructions marker. The Confederate player selects the units to be affected and performs a 1d6 DR and consults the Mine/Obstruction Table (see PAC) for the result to each unit.

7.4 Strategic Movement

7.4.1 Activated units can move up to double their MP allowance on the map, or from one Zone through another controlled Zone and then onto the map using their printed MP factor, via Strategic Movement.

7.4.2 1 MSP must be expended for the Activated unit(s) to move in this manner.

7.4.3 When utilizing strategic movement a unit cannot enter an Area that contained only enemy units at the start of the player's Impulse.

7.4.4 The units may leave a contested Area using Strategic Movement, provided there are still friendly units left in the Area at the end of the player's Impulse.

7.4.5 Units that engage in Strategic Movement may not launch an assault combat.

8.0 COMBAT

There are two forms of combat: Assault and Bombardment.

8.1 Assault Combat

Assault combat can be conducted by activated units against enemy units in the same Area or Zone.

8.1.1 The attacking player designates the attacking units and selects one of them as the “lead” unit. The defending player then designates one his units as the “lead” defending unit.

8.1.2 If defending in a zone, up to 5 units of 1 formation or any 4 units can defend. All other friendly units are ignored. *Gameplay Note: Therefore, it will take multiple assault combats to clear all opposing units from a zone if there are more than can be attacked in one assault combat.*

8.1.3 Attack Factor (AF) The attacker makes a 1d6 DR and then modifies the result by all modifiers that apply from the Attack Factor Modifiers Chart (see PAC)

8.1.4 Defense Factor (DF) The defending player makes a 1d6 DR and then modifies the result by all modifiers that apply from the Defense Factor Modifiers Table (see PAC).

8.1.5 Assault Result Compare the AF to the DF.

a) If the results are the same there is no effect (a stalemate).

b) If the results differ, the player with the higher total has won the battle and the difference of the two results is the number of Casualty Points (CP) that the loser must sustain.

8.1.6 Casualty Points The losing player must allocate ALL of the CP among the units involved in the Assault Combat using the following criteria:

a) **Expend 1 CP** for each unit retreated from the Area and marked as Committed. *Note: An already committed unit can still retreat and suffers no further ill effects.*

b) **Expend 3 CP** for each unit flipped to reduced status, or if an already reduced unit is eliminated from play.

c) Fort units may not be retreated. They can only be reduced or eliminated.

d) The allocation of CPs is entirely up to the owning player; a unit or units may be retreated and/or eliminated before applying remaining CP to another. It is allowable for one unit to bear some or all of the CPs before any others are applied to another unit.

8.1.7 Retreats Units are retreated into an adjacent Land Area in the following priority order:

a) Into an adjacent Land Area with no enemy units.

b) Into an adjacent Land Area with both friendly and enemy units (contested).

c) Into an adjacent Land Area with only enemy units.

d) At the end of each unit’s retreat, a 1d6 DR is made. A +1 DRM applies if any enemy unit in the Area retreated into has a higher printed CF than the retreated unit’s. Also a +1 DRM applies if there is an enemy fort (normal or reduced status) in the Area. A maximum of +2 DRM can apply to this roll. If the modified DR is greater than the unit’s CF, the retreated unit immediately surrenders and is removed from play. Otherwise, there is no effect.

Example of Assault Combat:

The Union activates the 5 units of Davis’ division in the Seabrook/St. Helena/Hilton Head Islands Zone and moves them via Amphibious movement to L6 via S7. In S7 there is a Level 1 Mine/Obstruction marker that causes the 1SC unit to be reduced. They land ending movement in L6 where the 21/2 SC Infantry and 1+5 SC Cavalry, and a Level 2 Entrenchment are located (Fort Wagner was removed earlier in the turn due to naval bombardment).

The Union player declares an Assault combat with the 2 SC as the lead unit (5CF). The Confederate player declares the 21/2 SC Infantry the defending lead unit. Both sides calculate their AF and DF totals:

Union player rolls 2d6 to get a 7 result. He modifies this roll by the following: +5 (lead unit’s CF), +4 (number of other attacking units), -1 for amphibious movement before the attack, +1 (all attacking units from the same formation). This nets a total of an AF of 16.

Confederate rolls 2d6 to get 7 result as well. He modifies this roll by the following: +3 (lead unit’s CF), +1 (number of other defending units), +2 (Level of Entrenchments) This nets a DF of 13.

The Union player has the highest total and wins the battle. The difference of the AF vs the DF is 3, which is the number of CPs that the Confederate player (as loser) must allocate to his two defending units. Since retreating both units would only consume 2 CPs, the Confederate player must reduce a unit. The Confederate player elects to flip the 1+5 SC Cavalry to its reduced side, thereby using all 3 CPs.

8.2 Bombardment

8.2.1 Forts and naval units can conduct bombardment attacks against enemy forts and naval units in the same or adjacent Sea Areas.

8.2.2 Uncommitted and normal status Confederate Forts and naval units can also bombard enemy units conducting amphibious movement into their Area.

8.2.3 Each activated naval unit or fort can conduct one bombardment attack in an Impulse after moving.

8.2.4 For each bombarding unit, designate its target and perform a 2d6 DR. Modify the result by all modifiers that apply on the Bombardment Table (see PAC) and then apply the results as indicated by the table.

8.2.5 Removed friendly forts are out of play but can be rebuilt if the Area remains Contested or out of enemy control. If the area comes under enemy control, the removed fort can never be rebuilt and is removed from the game.

8.2.6 Removed ironclads are placed as follows:

- Confederate ironclads to an un-designated traversable River Area west of Charleston.
- Union ironclads are removed to either Port Royal or Cape Hatteras (Union player's choice).

Example of a Bombardment Attack:

The Union player has 4 ironclads in S7 (He had 5 at the start of the Impulse, but one was severely damaged by a Level 1 mine when it entered S7 and returned to Cape Hatteras). In Fort Sumter (adjacent area) are the un-reduced fort and the ironclad Chicora. Fort Moultrie and the ironclad Palmetto State are in S8. Fort Wagner is also adjacent and at full strength in L5. There are also two Confederate full strength units with a Level 2 entrenchment in L5.

The Union player first decides to try to take out Fort Wagner, as he's planning to make an amphibious assault against it later in the turn. The first ironclad (Catskill) attacks with a bombardment value of +3 (+1 for the attacking unit's CF + 3 for each of the 3 other uncommitted ironclads present, -1 for the Level 1 mine in the Area, +1 for being in an adjacent Area, and -1 for Fort Wagner). The net modifier of +3 is added to a 2d6 DR of 6, which results in a 9 total. This is more than double the fort's DV of 4 so Fort Wagner is flipped to its reduced side. The Catskill is marked with a Committed/-1 marker.

The Union player attacks Fort Wagner again (he wants to take it out) with a second bombardment attack by the Ironclad Lehigh. The second attack has a net DRM of 2 (+1 for the CF of the Ironclad, +2 for each of the 2 other uncommitted ironclads, -1 for the Level 1 mine in the Area, +1 for being in an adjacent Area, -1 for Fort Wagner). The 2d6 DR this time is a 10, but the Confederate player uses the Advantage marker to have the DR re-rolled. This time the roll is a 3 and adding the net DRM of 2 totals a 5 result. This total is not double the reduced DV of 4 so there is no effect. The Lehigh is now marked committed.

The Union player is starting to break into a sweat. He still has two uncommitted ironclads but he has still not removed Fort Wagner, and is literally "under the guns of Forts Sumter and Moultrie, as well as the two Confederate Ironclads (Who the hell came up with this plan anyways?)!

The Union player targets the third ironclad (New Ironsides) against Fort Wagner. Perhaps the third time will be a charm. At least the Lehigh's attack got the Confederate player to use the Advantage marker. The New Ironsides attacks with a Bombardment DRM of 1 (same modifiers as the first two attacks except now there is only 1 uncommitted ironclad in support this time). The 2d6 DR is an 8, adding the +1 DRM which makes the result a 9. This result is more than double Fort Wagner's DV of 4 so the Fort is removed.

The last of the four bombarding ironclads (Nahant) now makes its bombardment attack against the Confederate Ironclad Chicora. The Nahant attacks with no bombardment DRM (0 for the Ironclad's CF of 0, +1 for being in an adjacent Area, -1 for being in Level 1 mine). The 2d6 DR of 6 is rolled (no modifier). This is not more than double the Chicora's DF of 5, so the bombardment had no effect. The Nahant is now marked as Committed.

If the Confederate troops on the ground can remain in the Area following the Union's amphibious assault later in the turn then perhaps Fort Wagner can be rebuilt. If not, then the Union will have taken a significant step in the process of unraveling the Charleston defenses.

9.0 SPECIAL UNITS

Some units have special abilities and/or portray unique situations in this campaign and are outlined in this rules section.

9.1 CSS Hunley



The submarine *Hunley* can be built by the Confederate player by expending MSP to do so. If successful, it can then be

deployed on the map to attack Union naval vessels.

9.1.1 During the MSP Determination and Allocation Phase, the Confederate player may allocate 1 or 2 MSP to the Hunley. If he does, he then performs a 1d6 DR and consults the Hunley Table A for a result. Apply the DRM to the roll if applicable.

9.1.2 Once the *Hunley* status marker reaches the *Hunley* Ready space, the CSS *Hunley* unit can be deployed by the Confederate player. It can be deployed in one of two ways each turn:

- As a Mine/Obstruction marker. Whenever a Union Ironclad or ground units using amphibious movement, it attacks either per Case 7.3.4 or Case 9.5.6.
- As a naval unit. During any Union naval unit activation, the Confederate player can deploy the CSS *Hunley* to any Sea Area (not Zone or navigable river) that has a Union Ironclad and attacks it per Case 9.5.6.

9.1.3 Once any attack by the *Hunley* has been resolved, or during the End Phase of a turn if a deployed *Hunley* does not attack, the Confederate player performs a 1d6 DR on the Hunley Table B (see PAC) and applies the result.

9.2 Forts

9.2.1 The Confederate player has a number of forts that start the game on the map (see Scenario setups).



9.2.2 The Union player can construct up to two forts in any controlled Area (not contested) during the course of the game.

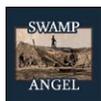
9.2.3 Forts can engage in bombardment attacks against enemy naval units in the same or adjacent Sea Areas, as well as against a ground unit conducting amphibious movement into its Area.

9.2.4 It costs various MSPs for the players to construct (Union only),

repair, or rebuild a fort in a controlled (not contested!) Area (see Section 4.2).

9.2.5 Fort Sumter See Section 6.2.

9.2.6 Swamp Angel



a) The Union player can deploy the Swamp Angel in any Area, controlled or contested, that is within 3 Areas of Charleston (*historically this was in L6, near the border with L8*).

b) It costs 3 MSP to construct the Swamp Angel.

c) The Swamp Angel does not count as a combat unit, cannot conduct assault or bombardment attacks, and may not be used to satisfy combat CP results.

d) The Swamp Angel can be destroyed in one of two ways:

- The Area comes under Confederate Control. Remove the Swamp Angel marker from the game.
- “Doubles” (same number on both dice) are rolled and is greater than or equal to the Sunset DR limit. Remove the Swamp Angel marker from the game.

e) If the Swamp Angel marker is still in place at the end of the last turn of the game, consider the Union player to have met one of the victory conditions for the game. Alternatively, if the Confederate wins and he has not eliminated the Swamp Angel, his level of victory is reduced by one level.

9.3 Entrenchments

9.3.1 An activated ground unit or units can construct Entrenchments if the following 2 conditions are met:

- At least 5 CF of unit(s) are activated and do not move.
- 1 MSP is expended when the units are activated.

9.3.2 If the above conditions are met, a Level 1 entrenchment is placed.

9.3.3 If a Level 1 Entrenchment is already exists in the Area, it is flipped to its Level 2 side.

9.3.4 There may only be one Entrenchment marker for a side in an area (but both sides can have entrenchments in the same area).

9.3.5 Entrenchment markers confer a +1 or +2 (depending upon the level) DR modifier for the defending player in assault combat.

9.3.6 Entrenchments are removed whenever there are no friendly ground combat units in the Area. (Thus, Entrenchments may not be “captured”).

9.3.7 Although removed from the map, Entrenchment markers can be re-used and put into play by both sides throughout the game.

9.4 Advantage

The Advantage marker represents the “imponderables” of warfare.

9.4.1 Each player takes turns having procession of the Advantage marker, and it must be turned over to his opponent whenever it is used. **or during the turn’s End Phase** (so use it or lose it!).

9.4.2 The advantage marker cannot be used by the opponent in the same turn that he gets it.

9.4.3 The Advantage Marker can be used for any one of the following during the turn:

- Re-roll any one DR in the turn.
- Allow units to activate for a second time without the expenditure of MSP.
- Allow activated units to conduct a Regroup or utilize Strategic Movement without the expenditure of MSP.
- Allow activated units to cross a navigable river or utilize Amphibious movement without the expenditure of MSP.

9.5 Mines/Obstructions



Mines and Obstructions represent the defensive works constructed by the

Confederates against Union naval attacks.

9.5.1 Mines/Obstructions can be deployed in these Confederate controlled (no Union ironclads present) sea areas during the MSP Determination/Allocation Phase: S7 through S13 and Fort Sumter.

9.5.2 For each MSP spent, one point of Mines/Obstructions and 1 Dummy marker can be deployed on the map.

9.5.3 A Sea Area may have no more than 2 Points of Mines/Obstructions and up to 2 Mine/Obstruction markers. *For example, a Sea Area may have a 2 pt. Mine/Obstruction marker and one dummy marker, two dummy markers, two 1 point Mine/Obstruction markers, and so forth.*

9.5.4 Mine/Obstruction markers are deployed on the map with their generic Mine graphic side up.

9.5.5 These markers are revealed as soon as any Union units move into the Sea Area, either naval units or ground units utilizing amphibious movement.

9.5.6 Real Mine/Obstruction units “attack” a Union ground unit using Amphibious movement, per Case 7.3.4. A naval unit is immediately attacked when it moves into the mine’s Sea Area by performing a 2d6 DR is made. Modify the DR by all applicable DRMs as shown and apply the result from the Mines/Obs./Hunley vs Ironclad attack Table on the PAC.

9.6 Confederate Ironclad Repair

The Confederates had less resources and infrastructure to support these warships. Carrying out repairs on these vessels was more “problematic” than those for their Union adversaries.

During the End Phase the Confederate player can attempt to repair any damaged ironclad by expending 1 or 2 MSP and performing a 1d6 DR check (apply the DRM if applicable) on the Confederate Ironclad Repair Table on the PAC and implements the result.

10.0 WINNING THE CAMPAIGN GAME

There are two types of victory in the Campaign game; Automatic and Conditional.

10.1 Union Automatic Victory

The Union player wins an Automatic Victory whenever any of the following occurs:

- Immediately when a Union ground unit moves into Charleston (regardless of when during the turn).
- A Union ironclad occupies the Fort Sumter Sea Area, Fort Sumter is reduced, and there are no mines/obstructions in any of the adjacent Sea Areas at the end of the turn. *Note: This condition is nullified by the first Confederate Automatic Victory Condition if both apply and an automatic victory cannot be achieved.*

10.2 Confederate Automatic Victory

The Confederate player wins an Automatic Victory whenever any of the following occurs:

- A) 5 or more Union Ironclads are sunk and only 1 Confederate fort is eliminated at the end of any turn. *Note: This condition nullifies the second Union Automatic Victory Condition, resulting in neither player achieving an automatic victory.*
- B) There are no un-reduced Union ground units in play on the game map (do not count those in Zones) and only 1 Confederate fort is eliminated at the end of any turn.

10.3 Conditional Victory

Should none of the Automatic Victory Conditions be fulfilled, players can win a conditional victory should any of the following occur by the end of the last turn of the game.

- **Union Decisive Victory** Any 4 of these Areas or Zones are controlled by the Union player: Third and Fourth Military Districts Zone, L5, L17, L40, L34, L19, Fort Sumter. *Note: This can be reduced to 3 areas if the Swamp Angel is still on the map (see Case 7.3.3).*
- **Union Marginal Victory** Any 3 of these areas are controlled by the Union player: Third and Fourth Military Districts Zone, L5, L17, L40, L34, L19, Fort Sumter. *Note: This can be reduced to 2 areas if the Swamp Angel is still on the map (see Case 7.3.3).*
- **Draw** Any 2 of these areas are controlled by the Union player: Third and Fourth Military Districts Zone, L5, L17, L40, L34, L19, Fort Sumter. *Note: This can be reduced to 1 Area under Union control and the Swamp Angel is still on the map (see Case 7.3.3).*
- **Confederate Marginal Victory** If only 1 of these areas are controlled by the Union player: Third and Fourth Military Districts Zone, L5, L17, L40, L34, L19, Fort Sumter. *Note: This can be reduced to a Draw result if the Swamp Angel is still on the map (see Case 7.3.3).*
- **Decisive Confederate Victory** None of these areas are controlled by the Union player: Third and Fourth Military Districts Zone, L5, L17, L40, L34, L19, Fort Sumter.
- **Note:** Increase the Confederate Victory level by one if there are 13 or more Confederate units in the Georgia and East Florida Districts Zone at the end of the game (any status). There is NO effect on a Union victory if there are 13 or more Confederate units in this zone at the end of the game (*except maybe you're being cashiered and held in the disgrace for the rest of your life!*).

11.0 THE SCENARIOS

There are three scenarios to the game. Two are small and focus on decisive aspects of the larger campaign. Besides being shorter in terms of playing time, they are good instruments by which to learn the intricacies of the game. The Confederate player always sets up first followed by the Confederate player. Unless otherwise specified all units set up full-strength, normal status, and un-committed.

11.1 April's Fools: The Naval Assault on Charleston

"If we lose our monitors we lose the whole coast."
—Rear-Admiral Du Pont

This scenario covers the April 7, 1863 Union Ironclad attack on Forts Sumter, Moultrie, Johnston, and Wagner. Only naval units and forts are used. The scenario lasts only 1 turn.

11.1.1 Confederate Set Up (First)

Forts: Fort Sumter in the Fort Sumter Area, Fort Moultrie in L40, Castle Pinckney Fort in L34, Fort Johnson in L17, Fort Wagner in L5, Lighthouse Fort in L4.

S7 through S12 and Fort Sumter Sea Areas: Ironclads *Palmetto State* and *Chicora* (2 units), 7 points of Mines/Obstructions and 8 Dummies. **Reminder:** Only 2 markers (Dummy and real) can set up in an Area.

The Confederate has 2 MSPs available at start.

11.1.2 Union Set Up (Second)

Port Royal Zone: Ironclads *New Ironsides*, *Keokuk*, *Weehawken*, *Passaic*, *Montauk*, *Patapsco*, *Nantucket*, *Catskill*, *Nahant* (9 units).

The Union has 2 MSPs available at start.

The Union player has the Advantage.

11.1.3 Special Rules (this scenario only)

a) MSP Determination and allocation are not performed in this scenario. All units are capable of activating.

b) Union ironclads may not enter navigable river borders and may only move onto the map Sea Areas with a maximum of 5 units per Area.

c) **Victory** For this scenario, the Union player wins the game if any 3 of the following are eliminated: Any Confederate ironclad, Fort Sumter, Fort Moultrie. Increase the Union victory requirement by 1 for each Union ironclad that is sunk. Any other result is a Confederate victory.

11.2 Opening Salvoes: The Battle for Morris Island

“... (the) fall of Charleston is the fall of Satan’s Kingdom.”

*—Assistant Secretary of the Navy
Gustavus Fox*

This scenario covers the initial Union attack on Morris Island and Fort Wagner. The scenario lasts 1 turn.

11.2.1 Confederate Set Up

Areas L1, L19, L24 through L27: Hagood’s Division (5 units).

Areas L8, L11 through L18: Simonton’s Division (5 units) and 5 points worth of Entrenchments. For example, the Confederate player can set up five Level 1 Entrenchments or one Level 1 and two Level 2 Entrenchments, or any other combination, as long as 5 is not exceeded.

Areas L4 through L6: Graham’s Brigade (3 units) and 3 points of Entrenchments.

Areas L33, L35 through L40: Keitt’s Brigade (3 units) and 4 points of Entrenchments.

Charleston, L34 (Castle Pinckney), Fort Sumter Areas: Charleston Infantry and Cavalry battalions (2 units).

S7 through S12 and Fort Sumter

Sea Areas: Ironclads *Palmetto State*, *Chicora* (2 units), 7 points of Mines/Obstructions and 8 Dummies.

Reminder: Only 2 markers (*Dummy and real*) can set up in an Area.

Forts: Fort Sumter in the Fort Sumter Area, Fort Moultrie in L40, Castle Pinckney Fort in L34, Fort Johnson in L17, Fort Wagner in L5, Lighthouse Fort in L4, Fort Pemberton in L18.

The Confederates have 3 MSPs available at start.

11.2.2 Union Set Up

Port Royal Zone: Any two Ironclads (exclude the *Lehigh*, *Keokuk* and *New Ironsides*).

Seabrook, St. Helena, Hilton Head Islands Zone: Strong’s Division (6 units), Chatfield’s Division (5 units).

Area L2: Howell’s Division (4 units) and a Level 2 Entrenchment.

Area L3: Vogdes’ Division (4 units) and a Level 1 Entrenchment.

The Union has 3 MSPs available at start.

The Union player has the Advantage.

11.2.3 Special Rules

a) MSP Determination and allocation are not performed in this scenario.

b) All units are capable of activating.

c) Play is limited to the game map. Union units may only move out of their start-up Zones onto the map.

d) Any units moved off of the map are considered eliminated for this scenario.

e) **Victory** For this scenario only, the Union player wins the game if two of these three forts are eliminated: Lighthouse, Wagner, Pemberton, **and** only 1 Union ironclad has been eliminated (removed from the map). Any other result is a Confederate victory.

11.3 The Gate of Hell: The Campaign for Charleston

“Charleston is too important to be lost when so nearly won.”

—Major General John G. Foster

This is the “grand campaign.” The scenario starts with turn 1 and, barring an Automatic Victory, will last 11 turns (July 2 through September 4). Use the victory conditions outlined in Module 10.0 to determine the winner of the game.

Gameplay Reminder: Per Section 3.1 MSP Determination and allocation are not performed until turn two. All units are capable of activating on turn one.

11.3.1 Confederate Set Up The Confederate player sets up as follows:

Third and Fourth Districts Zone: Walker’s Division (7 units), Trapier’s Brigade (2 units).

Georgia and East Florida District Zone: Taliaferro’s Division (5 units), Anderson’s Division (8 units), Finegan’s Brigade (3 units), Cobb’s Division (6 units). **Note:** Mark Anderson’s, Finegan’s and Cobb’s formations as “Committed-2.”

Areas L1, L19, L24 through L27: Hagood’s Division (5 units).

Areas L8, L11 through L18: Simonton’s Division (5 units) and 5 points worth of Entrenchments. For example, the Confederate player can set up five Level 1 Entrenchments or one Level 1 and two Level 2 Entrenchments, or any other combination, as long as 5 is not exceeded.

Areas L4 through L6: Graham’s Brigade (3 units) and 3 points of Entrenchments.

Areas L33, L35 through L40: Keitt’s Brigade (3 units) and 4 points of Entrenchments.

Charleston, L34 (Castle Pinckney), Fort Sumter Areas: Charleston Infantry and Cavalry battalions (2 units).

S7 through S12 and Fort Sumter

Sea Areas: Ironclads *Palmetto State*, *Chicora* (2 units), 7 points of Mines/Obstructions and 8 Dummies. Reminder: Only 2 markers (Dummy and real) can set up in an Area.

Forts: Fort Sumter in the Fort Sumter Area, Fort Moultrie in L40, Castle Pinckney Fort in L34, Fort Johnson in L17, Fort Wagner in L5, Lighthouse Fort in L4, Fort Pemberton in L18.

The Hunley marker is placed in the “Under Repair” space of the Hunley Track.

The Confederate has 6 MSPs available at start.

11.3.2 Confederate Reinforcements

These units are available at the start of Turn 4 in either the Georgia/East Florida or Third/Fourth Military District Zones: Evans brigade (5 units). **Note:** These units do not cost any MSP on the turn of their arrival.

Additionally, the Confederate player makes a 1d6 roll. An even result means that in any 4 reduced units may be flipped to full strength. If an odd result, 3 units may be flipped to full strength. **Historical Note:** *This represents the arrival of Colquitt's brigade from Mississippi. These men were used to fill-in the ranks of units on James Island and some of the forts, guard the rail line to Charleston, as well as help build additional field works in the area.*

11.3.3 Union Set Up The Union player sets up as follows:

Port Royal Zone: All Ironclads except for the *Lehigh* and *Keokuk* (9 units).

Seabrook, St. Helena, Hilton Head Islands Zone: Strong's Division (6 units), Davis' Division (6 units), Chatfield's Division (5 units), Stevenson's Division (4 units). **Note:** *Mark Davis' and Stevenson's formations as “Committed/-2.”*

Area L2: Howell's Division (4 units) and a Level 2 Entrenchment.

Area L3: Vogdes' Division (4 units) and a Level 1 Entrenchment.

The Union has 5 MSPs available at start.

The Union player has the Advantage.

11.3.4 Union Withdrawals and Reinforcements

Game Turn 3 Withdrawal:

The following units are removed from the game: Either Strong's or Davis' Division, whichever formation has the fewest reduced or eliminated units, as well as 1 ironclad other than the *New Ironsides*.

The following units are available on Turn 4:

Foster's Division (5 units). **Note:** These units can be placed in either the Port Royal or Seabrook/St. Helena/Hilton Island zone (and MSP costs paid depending on where they are deployed).

The following units are available on Turn 6:

Gordon's Division (6 units). **Note:** These units can be placed in either the Port Royal or Seabrook/St. Helena/Hilton Island Zone (and MSP costs paid depending on where they are deployed).

The ironclad *Lehigh* is available at the start of Turn 6 at either the Port Royal or Cape Hatteras zone.