A Gate of Hell
Variant Rules by Paul Rohrbaugh

13.0 VARIANT RULES
These variant rules add both additional historical detail to the game and can also be used as play balance devices for opponents of differing experience.

13.1 Union Off-Map Zones
The map contains several zones that are, in reality, "off the map". Normally not used in the standard game, these rules now require the Union player to make the fullest use of these areas during game play.

13.1.1 Port Royal: All Union reinforcement units must first be deployed to the Port Royal zone. Additionally, all Union ironclad units can only be repaired in the Port Royal zone. It does not cost any MSPs to move units (ground or ironclad) from Port Royal zone to The Islands zone or vice versa.

Similar to the Confederate player's "bonus" victory condition level at the end of Section 10.3, the Union player can increase his/her victory condition by one level if there are 10 or more Union ground units in the Port Royal zone at the end of the last turn of the game.

13.1.2 The Islands. All Union reinforcement units that are to enter the game map can now only do so from The Islands zone. All Union units that exit the map for any reason must first go to The Islands zone. It does cost 2 MSPs to move 5 Union ground units, or all of the units from one Union formation, from The Islands zone to the map or vice versa (per Rule 4.2.4).

13.2 The *CSS David*
The *CSS David* was a submersible warship. Unlike the *CSS Hunley* that was a true submarine, the *CSS David* was a small steam powered vessel that could be partially submerged so that only its smoke stack and small conning tower were above the water's surface. As with the *CSS Hunley* the *CSS David* was armed with a spar torpedo.

13.2.1 Game Entry: The *CSS David* enters the game as a possible reinforcement unit on the September I turn. The Confederate player first publicly rolls 1D6. He must expend 1 (if an odd DR) or 2 (if even DR) MSPs to enter the CSS David into play. After determining the MSP cost, the Confederate player does not have to expend the MSPs and can instead try again on a later turn or decline to enter the *CSS David* into the game at all. Unlike the *CSS Hunley*, there is no other DR check to be made, once the MSP is expended, deploy the *CSS David* onto the map.

13.2.2 Combat: The *CSS David* attacks in the same manner as the *CSS Hunley* per Rule 9.1.2. Once any attack by the *CSS David* has been resolved, or during the End Phase of a turn if the deployed *CSS David* does not attack, the Confederate player must roll 1D6. Add +1 to the DR if the *CSS David* attacked during the turn. If the DR is 1-5 the *CSS David* is unaffected. If the DR is 6 or more, remove the *CSS David* from the game (it sank or suffered a severe mechanical failure).

A mounted die-cut counter for the CSS David was printed in the Against the Odds 2018 Annual edition, or you can create one yourself using the images below:

Front   Reverse