

Infernal Machine Rule Book



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INTRODUCTION

Infernal Machine allows a player to explore the macabre and agonizing early days of submarine warfare. Set in the American Civil War of the 1860s, it presents the anthropotechnological challenges peculiar to that nascent nautical system. It accomplishes this in game format, inviting the solitaire player to design a submarine, or “fishboat” as they were often called at the time, train its crew, and undertake missions intended to further the military aims of the government. The fishboat must operate in both friendly and hostile water, and given the precarity of this early technology, the water itself poses as lethal a challenge as the enemy navy and its shore assets.

The game is intended to be played as a campaign but includes scenarios that teach its rules in graduated steps. Scenarios are presented in the Scenarios booklet, and serve as a presentation of the many episodes of submarine development during the war. They provide the player with an understanding of that interesting period as well as comprehension of the game system. With two or three scenarios under their belt, the player will be ready for the full game. The campaign depicts the experience of nautical action against a backdrop of a war unfolding before the player as they take their small part in it, struggling to achieve success both militarily and financially.

Content Advisory

The subject matter of this game is set in an ignominious historical context. At the start of the American Civil War, both governments allowed the enslavement of human beings, and one of those governments actively fought to preserve that inhumane and racialized institution. Playing this game means taking on the role of combatants who fought for one side or the other. Playing also means exploring the violence of armed conflict, an unpalatable and grisly subject. Finally, monetary concerns are not foreign to war, and the design, construction, and operation of infernal machines during this war involved one part courage, one part innovation, one part patriotism (variously construed), and at least one part greed (or, shall we say, one part capitalist spirit). This game does not hide these aspects of this difficult but fascinating content.

Getting Started

This Rule Book need not be read all at once. After reading this Introduction and Part 1, you will be equipped to play the tactical scenarios (Scenarios 1-3). You may ignore references to Scenarios 4-10 or the Campaign. Scenarios 4-9 require knowledge of Part 2 governing a mission from

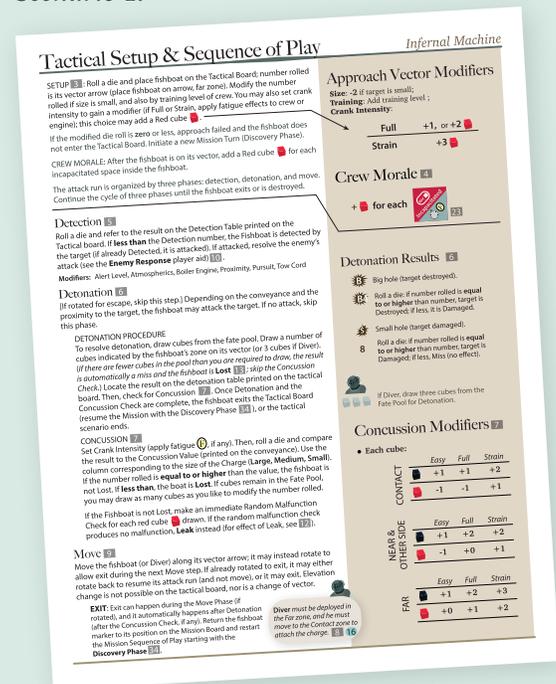
the fishboat’s launch to its return home. Part 3 presents rules of the campaign system encompassing the entirety of the war from a single inventor’s point of view, allowing you to design and build an infernal machine, recruit a crew for it, and launch it on missions. The decisions you make during that campaign will influence mission outcome, and may feel abstract or impenetrable without having played a scenario or two first.

Nested Sequence of Play

During a campaign, a Mission action triggers the Mission Sequence of Play, while a successful Target Check triggers the Tactical Sequence of Play. When a Mission is complete, the Campaign Sequence of Play resumes, and when tactical action is complete, the Mission Sequence of Play resumes. The Mission and Tactical Sequences of Play can be triggered many times.

Tactical Components

Shown here are components needed for Scenario 1.



Player Aid folder



Malfunction markers

Fatigue markers



Leaks marker 12

Box Contents

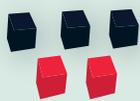
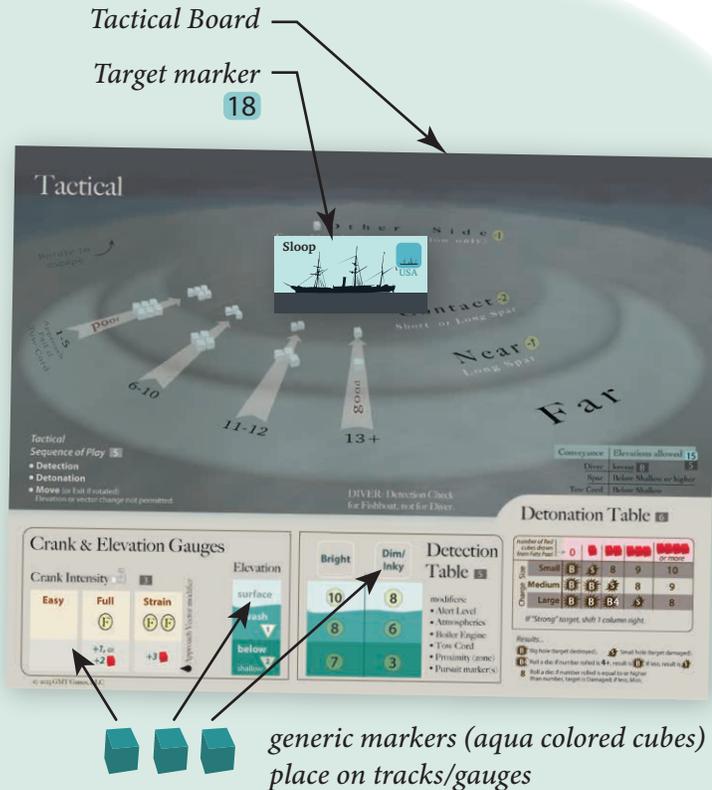
- 3 Dice (10-sided)
- Mission Boards (2 - double sided)
- Tactical Board
- Training Mission Board
- Gauges Board (double sided)
- Fishboat Displays (2 - double-sided)
- Punchboards (3 - double sided)
- Navigation Cards (25 poker)
- Discovery Cards (24 poker)
- CSA Persona Cards (50 small)
- USA Persona Cards (47 small)
- Location Cards (17 small)
- Wood Block
- Black Cubes (15)
- Red Cubes (15)
- Aqua (generic) Cubes (11)
- Sticker Sheet (for wood block)
- Player aids (3 - folded, double sided)
- Rule Book (64 pages)
- Cyclopedia (56 pages)
- Scenario Book (60 pages)
- CSA Almanac (28 pages)
- USA Almanac (32 pages)

Page references:

- 2** This indicates a page reference in the Cyclopedia (*example: page 2*).
- 12** This indicates a page reference in this Rule Book (*example: page 12*).

Recycle & Remove **2**

When instructed to recycle a component, remove it from play temporarily. It may be reused during the game. If instructed to remove a component, it may not be reused. Recycling is more common than removal.



Fate Cubes

In accountant's parlance black is good, red is bad. Here, red is only sometimes bad.

Fate Pool

Red and Black cubes comprise the Fate Pool. When required to draw one or more cubes from the pool, place them in an opaque container and then blindly draw them one at a time. Look at the color, apply the effect (if any), and then recycle the cube. Effects vary, depending on the reason you are drawing the cube. Cubes represent luck and the morale that comes when a crewman feels fate has smiled upon him, or abandoned him. The important thing is to never run out of it, good or bad.

PART 1: TACTICAL RULES

When a fishboat nears its target, the game presents the player with a set of components and accompanying rules that allow them to play out that tactical event. They are described in this section of the Rule Book.

Tactical Setup

Place the Tactical Board in front of you and put the appropriate Target marker in the space marked “target.” Place the Fishboat marker in the Far Zone. Roll a die to determine which vector arrow to place it on (this die roll is modified). Place a generic aqua-colored cube on the Elevation gauge to note the fishboat’s relative depth.

Elevation: The relative depth of the fishboat compared to the surface of the water is called “elevation,” recorded by the Elevation gauge (use a generic cube for this). Scenario instructions will indicate what the elevation is (surface, awash, or below). *Awash is also known as Level 1 or Depth 1, and below can be of increasing depths: below shallow, below deep, or below deeper (Depth 2, 3, and 4 respectively).* While the fishboat is on the tactical board, you may not voluntarily change elevation. However, you may change Elevation when the Fishboat marker is on the Mission Board [24](#).

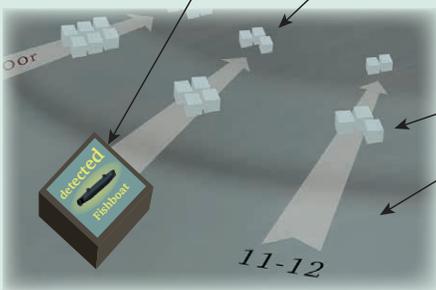


Scenarios 4-10 & Campaign: A successful Target Check [36](#) allows you to transfer the Fishboat marker from the Mission Bd. to the Tactical Bd. (if detected on the Mission Bd., the fishboat sets up detected on the Tactical Bd.). When the fishboat exits the Tactical Board, you will return it to that same position on the Mission Board (Exit [9](#)).

Zones & Approach Vectors

Tactical Board

Roll die to select the arrow (the approach vector); in this example, Fishboat landed on the 6-10 vector



3 detonation cubes (Contact zone) As you will see [6](#), the fewer cubes, the more effective the approach.

Near zone

Far zone
Fishboat always starts in the Far zone.

Approach Vector

Approach vector represents the angle of approach to the target as well as the quality of that approach.

Roll a die to find out which arrow to place the fishboat marker on (the fishboat always starts in the Far Zone). Each vector arrow is labeled with a number range. You will place the fishboat on the vector arrow whose range encompasses your final modified die roll. Roll the die and modify by target size and the training level of your crew. You may then select your crank intensity (after rolling) and modify the roll to arrive at a final modified die roll. These modifiers are summarized on the player aid.

Approach Vector Modifiers...

- **Size:** If the target is labeled “small,” subtract 2 from the number rolled. This is noted on the Target marker.
- **Training Level:** The modifier is equal to the level. *For example, if the Training Level is 1, the modifier is +1.* The scenario will indicate what this level is, and if playing the campaign that level will be recorded on the Gauges Board.
- **Crank Intensity (player choice):** +0 if Easy, +1 or +2 if Full, +3 if Strain. Note that if you select Strain, you must also add a Red cube to the Fate Pool. Likewise, if you select Full and you accept the +2 modifier, you must add a Red cube to the Fate Pool.



Crank Intensity Explained

When required to select crank intensity (at any time, not just during the Tactical Sequence of Play), choose either **Easy**, **Full**, or **Strain**. Mark your choice by placing a marker on the Crank Intensity gauge printed on the Tactical Board. Apply the effect of your choice immediately.

Crew Effects of Crank Intensity (fatigue): Besides awarding yourself an Approach Vector modifier, there is an additional fatigue effect to each crank intensity:

- **Easy:** No effect. No new Fatigue markers enter play. *The crew or engine are not exerting themselves.*
- **Full:** 1 Fatigue marker enters play (place it on a crewman).
- **Strain:** 2 Fatigue markers enter play (place each on a different crewman).



Engine? If the fishboat has an engine, place Fatigue on it instead of crewmen.

Fatigue in Scenarios 1-3: Since these scenarios do not use a fishboat display or crewmen cards, keep the Fatigue marker(s) nearby. Fatigue is explained in Part 2 [22](#).

Approach Vector Less Than 1?

If the modified number rolled for the approach vector is **zero or less**, the fishboat fails to initiate its attack run (it does not get close enough to the target or the approach is bungled). Tactical action is canceled, resume the action on the Mission Board by starting a new Discovery Phase **34**.

Tow Cord? If the fishboat is equipped with a Tow Cord, an Approach Vector of **5 or less** fails (i.e., the fishboat fails to initiate the attack run).

Scenarios 1-3: If the fishboat fails to initiate the attack run, treat the result as a '1' (or '6' if Tow Cord). Or just roll again.

Crew Morale

After placing the Fishboat marker on its vector in the far zone (on the Tactical Board), check for Incapacitated markers. For each such marker in the fishboat, place a Red cube in the fate pool. 

Incapacitated markers are explained in Part 2 **23**. In scenarios 1-3, you don't have any.



Crank Intensity?

This refers to the power applied to spin the fishboat's propeller. If the fishboat is propelled by hand, this refers to the exertion of the crew, but if propelled by an engine, it refers to the modulation of that mechanical apparatus. In either case, crank intensity is a game feature that necessitates a choice made by the player. During the game, the choice of crank intensity will be made several times.

Approach Vector?

Approach vectors and the cube icons printed on them are intended to reflect the relative effectiveness of the fishboat's approach. When attacking a ship target, the "beam" approach vector is the best because it is perpendicular to the target's vertical surface, while vectors on or near the prow or stern are often ineffective and sometimes dangerous. The beam approach keeps the charge, rather than the fishboat's hull, nearest the target and is assumed to benefit from a more steady and disciplined creep to the target. But vectors abstractly represent soft factors too. A poor approach vector may represent confusion among the crew or a befuddled captain. The bottom line here is this: You can't change vector arrow after setup, so a poor approach can only be remedied by exiting, and trying again next Mission turn. Or in scenarios 1-3, by starting over.

Approach Vector example

It is scenario 1 and the player rolls a die for the Approach Vector...



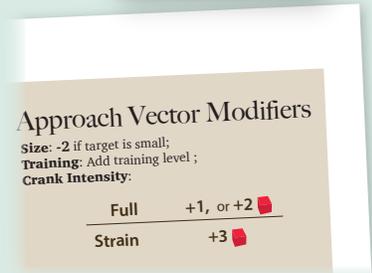
...rolls a '6' and then applies modifiers.

Scenario instructions indicate the Training Level is 3, so +3 is added to the number rolled (the total is now '9').

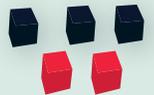
There is no modifier for the target's size (the sloop is not small).



The player must choose a Crank Intensity. They decide to crank Full and add +2 as a modifier in order to shift the Fishboat marker to the 11-12 approach vector.



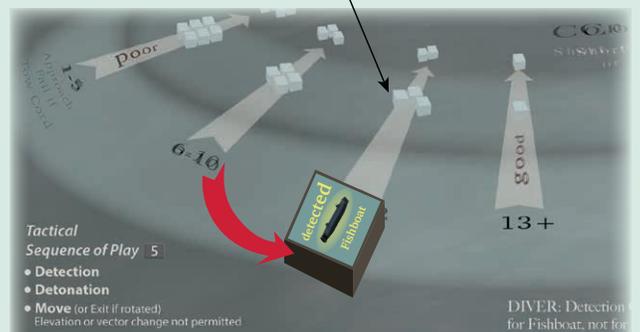
Unfortunately, that means adding a Red cube to the Fate Pool. 



They could have added only +1 at Full crank, to avoid putting a Red cube into the Fate Pool, but the Fishboat would have remained on the 6-10 vector arrow.

Fatigue  This choice of crank intensity also requires applying a Fatigue marker to one of the crewman (in this scenario, the player places the Fatigue marker nearby as a reminder).

Fishboat's approach vector



Crank & Elevation Gauges



TACTICAL SEQUENCE OF PLAY

Action on the Tactical Board is organized by three phases: **Detection**, **Detonation**, and **Move**. The cycle of three phases comprises a turn. Continue playing turns until the fishboat exits or is destroyed.

↓ DETECTION PHASE

As the fishboat closes in, enemy personnel aboard the target (or nearby) may detect its presence.

Detection Procedure: Printed on the Tactical Board is a Detection Table. The columns correspond to visibility: **bright**, **dim**, or **inky**. Use the column corresponding to the current visibility as indicated on the Mission Board (if Scenario 1-3, setup instructions indicate visibility). Use the row corresponding to the fishboat's elevation (relative to the surface of the water): **surface**, **awash** or **below shallow**. Note the number printed at the intersection of column and row, and roll a die. If the number rolled is **equal to or greater than** the printed number, the fishboat is not detected. If **less than** the printed number, it is detected. Modify the number rolled by the following:

Detection Modifiers...

- **Alert Level:** Apply the negative modifier indicated on the Alert Level gauge. In Scenarios, this is indicated in setup instructions (the Gauges Board is not used).
Example: -1 when Alert Level is 1.
- **Atmospherics:** Apply the positive modifier of the Atmospherics marker currently in play, if any. *Example: Rain adds +2.*
- **Boiler Engine:** If the fishboat has a Boiler Engine **8**, subtract 3. This modifier is canceled if the fishboat has Anthracite Coal **6**.
- **Tow Cord:** If the fishboat has a Tow Cord **17** deduct 1.
- **Proximity:** Apply the Detection modifier printed in the fishboat's zone on the Tactical Board, if any. *Example: Near subtracts 1.*
- **Pursuit Marker(s):** If the Fishboat marker carries a Pursuit marker, apply its negative modifier, -1 for each Pursuit marker **11**.

Detection

If the fishboat is detected, turn the Fishboat marker so that its detection side is face-up. If the fishboat was already detected (that is, it is already detection-side up), the enemy attacks the fishboat. Suspend the sequence of play to perform a response attack (Enemy Response **10**).

Not Detected

If the fishboat is not detected, turn the Fishboat marker so that its undetected-side is face-up. If already undetected, leave the marker as it is. There is no change and no other effect.

Detection example

The fishboat is in the Near zone of the Tactical Board. Visibility is Dim and the fishboat's elevation is awash. The player rolls a die to check for Detection...

...rolls a '6' and then adjusts that number for modifiers:



-1 The Alert Level is 2, so 1 is subtracted from the number rolled.

Alert Level



+2 It is raining (atmospherics), so that adds 2 to the number rolled.



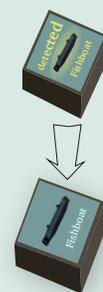
Detection modifier →

In scenarios 1-3, Alert Level and Atmospherics will be determined by scenario instructions. And in this example, there are no Pursuit markers attached to the fishboat.



-1 The Fishboat marker is in the Near zone on the Tactical Board, so 1 is subtracted from the number rolled.

Combined, modifiers yield a +0 adjustment to the number rolled. Thus, the '6' is just enough to elude detection. The Fishboat marker is flipped to its undetected side. Had it been detected, the fishboat would have been attacked.



Elevation	Bright	8
	Dim	6
	Inky	3
surface	10	8
awash	8	6
below shallow	7	3

Detection Table

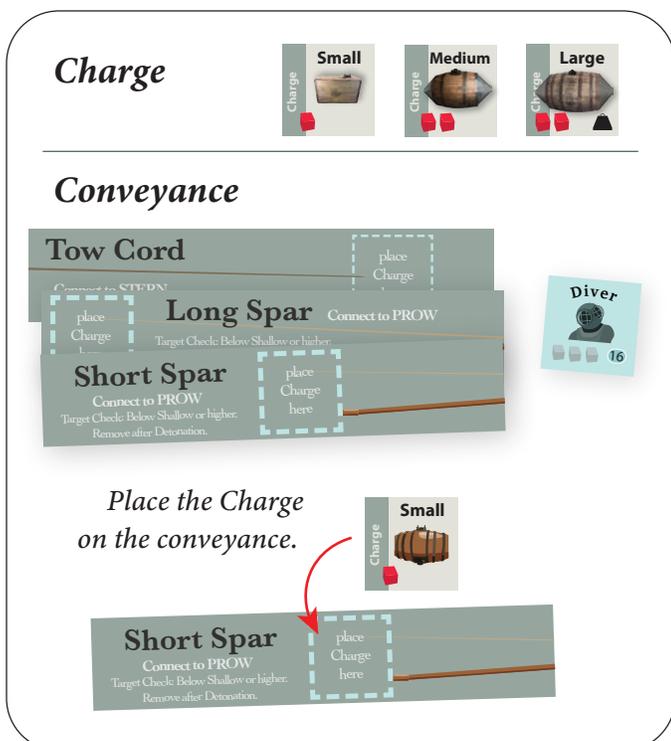
↓ DETONATION PHASE

During the Detonation Phase, you may attack the target by employing the fishboat's explosive charge (the "torpedo", represented by a Charge marker). This is allowed only if the Fishboat marker is in the appropriate zone on the Tactical Board. "Appropriate zone" is determined by the conveyance type (long spar, short spar, tow cord, or diver), as noted on the Tactical Board. Detonation is a choice you make. If you choose not to detonate the charge, or can't, skip this phase.

Conveyance Types

The torpedo must be carried by a conveyance, either a spar (rig attached to the prow), a cord (tow rope attached to the stern), or a diver (carries the charge to the target and then walks back to the Far zone). *A torpedo is not self-propelled, it must be carried to the target and detonated against it.*

Conveyance Proximity Requirement: As noted on the Tactical Board, if the Charge is carried on a long spar, it may only be detonated in the Near or Contact zones. If carried on a short spar, it may be detonated only in the Contact zone. If carried at the end of a tow rope, it may only be detonated in the Other Side zone. And if carried by a diver, it must be carried to the Contact zone (the diver plants the charge on the target and walks back to the fishboat), and the Charge is then detonated when the Diver returns to the Airlock in the fishboat.



Detonation Procedure

To resolve detonation, draw cubes from the Fate Pool **2**. Draw a number of cubes indicated by the Fishboat's position on its vector arrow (the Tactical Board is printed with cube icons; those icons tell you how many cubes to draw from the Fate Pool). Locate the result on the Detonation Table printed on the Tactical Board. Then check for **Concussion** **7**, ending the Tactical Sequence of Play. This ends Scenarios 1-3. **In Scenarios 4-10 or the Campaign, the fishboat returns to the Mission Board if it survived (resume the Mission Sequence of Play starting with the Discovery Phase 32).** If the fishboat was **Lost** **13**, the mission ends (if playing a campaign, perform the Wreck Sequence **59**).

Diver exception: The number of cubes drawn from the Fate Pool is three, and does not depend on proximity. **3 Detonation cubes** →



Strong Target: After drawing cubes for Detonation and noting the column to use on the Detonation Table, use the column to the right if the target is strong (as printed on the Target marker).

No Cube? If you are required to draw more cubes than there are cubes in the Fate Pool, the Fishboat is **Lost** **13**, and the result to the target is a **Miss** (no need for a Concussion Check).

Detonation Results Explained...

B Big Hole: The explosion blasts a hole in the target. *If a ship, it sinks. If a bridge, it suffers loss of structural integrity and either partially collapses or will soon. In a campaign, this achieves the objective and makes the mission a success.*

B Big or Small Hole: Roll a die: if the number rolled is **equal to or higher than 4**, treat this as a **B** result. If **less than 4**, treat it as a **S** result.

S Small Hole: The explosion blasts only a small hole in the target, damaging it. *This does not achieve the objective.*

? Number (S or Miss): If the result is a number, there is a chance that the target is damaged. Roll a die: if the number rolled is **equal to or higher than** the number, a small hole is blasted in the target (**S** result, the target is damaged). If **less than** the number, the blast had little to no effect on the target. It is a Miss result (no target damage).

Fog of War - Optional Rule: If playing the campaign, defer rolling a die until the end of the Season. If the fishboat is Lost on the return home, defer to the end of the game.

Concussion Check Procedure:

After detonation, check to see if the explosion damaged or destroyed the fishboat. First, select Crank Intensity. If you set it to **Full** or **Strain** 3, apply fatigue to crewmen or to the engine. Your choice of Crank Intensity will influence the die roll modifier of the Concussion Check. Then, roll a die and compare the result to the Concussion Value (printed on the back of the Conveyance). Add +1 to the number rolled if your fishboat is equipped with the **Sturdy Prow** boat tile 3. Use the column corresponding to the Charge's size (large, medium, or small). Use the row corresponding to the fishboat's elevation. Locate the number at the intersection of column and row. If the number rolled is **equal to or higher than** the value, the fishboat and its crew survive unharmed. If **less than**, the boat is **Lost** (the fishboat is destroyed and the crewmen die; Escape is not possible).

Concussion Value example: If fishboat is awash, a Large Charge has a Concussion Value of 10.

Charge	Large	Med.	Sm.
surface awash	10	8	6
below	12	10	7

Crank Intensity modifier...

If cubes remain in the Fate Pool, you may draw as many as you like to give yourself a die roll modifier, which is based on the **Crank Intensity** and the fishboat's **zone** on the Tactical Board. Stop drawing cubes whenever you want, you do not have to commit to a number and then draw up to that number. Just make sure to set Crank Intensity **BEFORE** rolling the die. The modifier for each cube drawn is as follows:

CONTACT

	Easy	Full	Strain
Black cube	+1	+1	+2
Red cube	-1	-1	+1

NEAR & OTHER SIDE

	Easy	Full	Strain
Black cube	+1	+2	+2
Red cube	-1	+0	+1

FAR

	Easy	Full	Strain
Black cube	+1	+2	+3
Red cube	+0	+1	+2

Red Cube Malfunction: Each Red cube drawn for this modifier triggers a random **Malfunction** 34.



If the random malfunction result is 'no malfunction' (because the fishboat does not have that mechanism), the fishboat suffers a **Leak** instead 12. If playing **Scenarios 1-3**, don't roll to determine what the random Malfunction is 34. Instead, just keep the Malfunction marker nearby.

Detonation example

The fishboat is at **Below** elevation in the **Near** zone of the Tactical Board and on the 6-10 approach vector. A **Medium Charge** on a **Long Spar** is activated during the **Detonation** Phase, so the player randomly draws four cubes from the Fate Pool to detonate the torpedo...

...and garners two cubes of each color.

randomly draw four cubes

Two Red cubes results in a 7 result.

Charge Size	Small	Medium	Large
surface awash	B	B	B
below	S	B	B

Now the player makes a **Concussion Check**. They decide to set the **Crank Intensity** at **Full**, applying a **Fatigue** marker to a crewman. They flip the **Long Spar** marker over to see the **Concussion Value**, and they roll a die...

Malfunction Long Spar

Charge Size

Charge	Large	Med.	Sm.
surface awash	10	8	6
below	12	10	7

...a '7'...but they need a '10'. Now they draw a cube out of the Fate Pool (randomly and blindly) in order to increase the number rolled...

...they draw a **Black** cube, which at **Full** crank intensity gives them a +2 (9 total). Needing more, they pull another cube...

...a **Red** cube for a +0...so they draw another cube and it is **Black** allowing them to avert a **Lost** result.

And thanks to the **Red** cube, the fishboat garners a **Malfunction!**

DIVER

[Scenarios 3, 6, 9, and Campaign only - Diver is not used in other scenarios.] This conveyance type is represented by a Diver marker. Place a Charge marker on it to represent the torpedo he carries. If playing a campaign, a Diver can only be installed in the fishboat's Airlock. If the fishboat does not have an airlock, it may not have a Diver.



The diver is wearing "submarine armor," the mid-nineteenth century equivalent of a wetsuit and helmet. An air tube attached to the helmet provides air from the fishboat, allowing the diver to fill his airlock with water and then push outside the infernal machine and walk to the target carrying a torpedo.

Scenarios 4-10 & Campaign: The Diver is not a crewman and can't be assigned an Order.

Proximity Requirement: The diver may only exit or enter the fishboat when the Fishboat marker is in the Far zone.

Elevation Requirement: The fishboat must be at the lowest depth allowed by the position on the mission board (*the diver must walk on the bottom of the river, harbor, or sea; he WALKS and does not swim to the target*). Additionally, if the target is a Gunboat or Sloop, the lowest depth must be below shallow (not lower), and if an Ironclad, it must be awash.

Target Type	Lowest Elevation Allowed for a Diver
	Below Shallow
	Awash

Diver No (DN)? In the campaign, it is possible that an Ironclad, Sloop, or Gunboat will be in a position on the Mission Board that is too deep for a Diver to attach the Charge. Those Target icons are marked DN for Diver No, and it means you may not place the Diver marker on the Tactical Board (i.e., you may not attack that target with a Diver).

Diver Procedure:

The Diver marker leaves the fishboat and moves to the target. The Fishboat marker should not move while the Diver is on the Tactical Board (if it does, the Diver is abandoned - recycle it and the Charge marker). The Diver deposits the Charge marker on the target in the Contact zone, and then walks back to the fishboat.

Considerations while the Diver is on the Tactical Board...

Detection Phase: Make a Detection Check for the fishboat **5**. Do not make a Detection Check for the Diver, regardless of the Diver's zone. The Diver is never detected or attacked. If **Enemy Response** is triggered **11**, and you re-roll dice by setting **Crank Intensity**, recycle the Diver.

It was tempting to devise rules gaming the Diver's jeopardy, but we resisted the urge. The wonderful precarity of walking on the sea or river floor carrying ordnance, while tethered by airhose to an infernal machine and the jittery crew in its belly, could indeed complexify what is already a robust rule book.

Detonation Phase: If the Charge marker is already on the Target marker AND the Diver is back in the fishboat, you may perform Detonation (that is, perform the Detonation Procedure **6**). The charge may ONLY be detonated while the fishboat is on the Tactical Board AND the Diver is in the airlock. Draw three cubes from the Fate Pool for Detonation.

● **Concussion?** Use the Concussion number printed on the back of the Diver's marker.

Move Phase (Diver's action) 9: Either move the Diver marker or the Fishboat marker, not both. If the fishboat marker moves, rotates or exits while the Diver marker is on the Tactical Board, the Diver is abandoned (recycle the Diver marker and the Charge marker). The Diver's movement is limited (it may do one of the following each turn):
Place on the Tactical Board: The Diver may move out of the Airlock and onto the Far zone. In Scenario 3, the airlock is not represented by a game component, so keep the Diver nearby until you place it onto the Tactical Board.

Move: The Diver may move to an adjacent zone (*from far to near, for example, or from contact to near as another example*).

Attach the Charge: If the Diver marker is in the Contact zone, you may transfer the Charge marker to the Target marker.

Re-enter the Fishboat: If in the Far zone, the Diver may return to the Fishboat's Airlock (with or without the Charge).

*For a Diver example, see **9**.*

↓ MOVE PHASE

As the fishboat or diver closes in, there is little for the player to make decisions about. The approach vector established the angle of attack and the infernal machine does not easily respond to the tiller. You can't change vector or elevation while on the Tactical Board.

During the Move Phase, move the Fishboat marker to an adjacent zone on the Tactical Board, or leave it in its zone. The Fishboat marker **MUST** remain on its vector approach arrow. It may **NOT** voluntarily change elevation (in Scenarios 4-10 or the Campaign, it can change due to Malfunctions). If the Fishboat marker doesn't move, it can rotate or if already rotated, it can exit (and thereby end the tactical action; this ends Scenarios 1-3). If armed with a Diver (carrying a Charge 16), if the fishboat moves, rotates, or exits while the Diver is on the Tactical Board, the Diver is recycled 8.

Other Side zone: If the Fishboat marker is in the Contact zone, it may move to the zone marked "Other Side" (the other side of the target). This is necessary if the fishboat is armed with a Tow Cord (towing a torpedo 6). That weapon may only be detonated after the fishboat passes under the target and reaches the other side.

There is no vector arrow in the Other Side zone. If in that zone, the fishboat may neither move nor rotate. During the Move Phase, it may either stay where it is or exit.

Not Moving

During the Move Phase, you may keep the Fishboat marker in its zone. This makes sense if you are attacking the target with a Diver carrying a charge. The Diver will move while the fishboat stays in the Far zone (see 8).

Rotate

Instead of moving, you may rotate the Fishboat marker so that it no longer is oriented to the target. If already oriented away from the target (it already rotated in a previous Move Phase), you may rotate it back so that it is aligned with the vector arrow, or the fishboat may Exit. Rotating away from the target is necessary for the fishboat to exit (unless in the Other Side zone; the fishboat may exit from there without rotating).

May move closer to target or rotate.



May rotate or exit.

Exit

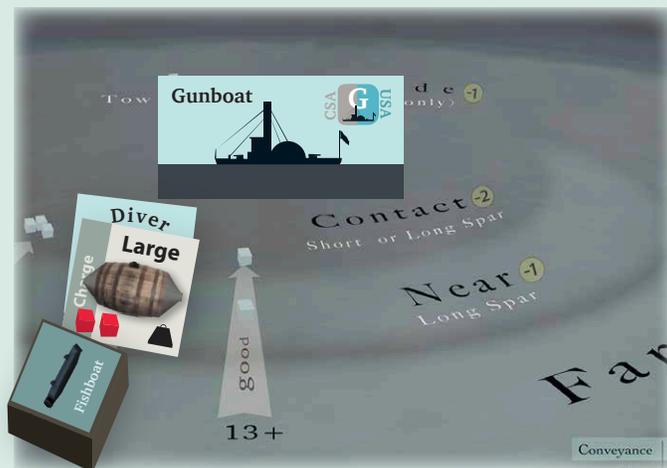
Instead of moving, the fishboat may exit the Tactical Board. It may do this from any zone. In the Far, Near, or Close zone, this is permitted only if the Fishboat marker no longer faces the target (that is, it is rotated away from the target). Exiting terminates the Attack Run and quits the Tactical Action (it ends Scenarios 1-3).

After Exiting: Upon exiting, move the Fishboat marker back to the Mission Board. It must return to the position it occupied when the Target Check succeeded 36. It retains its detection state (detected or not detected) and any Pursuit markers it may be carrying 11. Resume the Mission Sequence of Play with the Discovery Phase (i.e., start a new Discovery Phase). To enter the Tactical Board again and restart the tactical action, you must perform a successful Target Check again 36.

Diver example

The fishboat is at Below elevation in the Far zone of the Tactical Board. It is the Move Phase, so the player shifts the Diver marker (and its Charge marker) from the Airlock (on the fishboat display) to the Far zone of the Tactical Board. That ends the Move Phase.

During the Detection Phase, the player makes a Detection Check. The fishboat is not detected.



The Detonation Phase is skipped. During the next Move Phase (shown here), the Diver moves to the Near zone (carrying the Charge marker). The Fishboat marker does not move.

The fishboat once again eludes detection in the Detection Phase (another great die roll by the player).

Example continued →

Diver example continued

The player skips the Detonation Phase (no action possible). During the Move Phase, the Diver moves into the Contact zone.

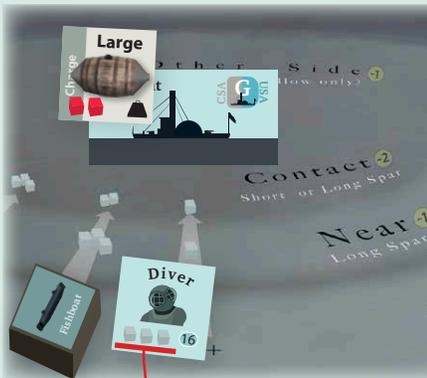
And again, the fishboat is not detected (Detection Check during the Detection Phase).



In the Move Phase, after skipping the Detonation Phase, the Charge marker is shifted from the Diver marker to the Target marker. Then the Diver moves to the Near zone in the next Move Phase. After another Detection Phase, and another skipped Detonation Phase, the Diver moves into the Far zone with the fishboat.

After yet another Detection Check and skipped Detonation Phase, the Diver slips back into the fishboat (they start the Move Phase in the same zone).

After another Detection Phase, the player detonates the Charge 6.



The player draws 3 cubes from the Fate Pool...



...garnering a **B** result!

Then, the player sets Crank Intensity and makes a Concussion Check, rolling a die...

...a '10'...so the fishboat and crew are unharmed.



Enemy Response (Attack)

Enemy assets may attack your fishboat. This can happen while the Fishboat marker is on the Mission Board or the Tactical Board. The procedure is the same regardless of which board, but the Attack Value is derived differently.

ENEMY RESPONSE TRIGGER: An enemy response is triggered when an already detected fishboat is detected again. When triggered, pause the sequence of play (during the Discovery or Detection Phase), and resolve the response (the enemy's attack).

Not detected
If not detected, it becomes detected (flip to its detected side).



Detected
If detected while already detected, Enemy Response is triggered. The fishboat remains detected and the enemy attacks your fishboat!

Tactical Board Attack Value

Find the Attack Value on the back of the Target marker. Use the column corresponding to the Fishboat marker's zone (Far, Near, or Contact). If in the Other Side zone, use the column labeled Near/O.Side. Refer to the row corresponding to the fishboat's elevation. The Attack Value is at the intersection of column and row.

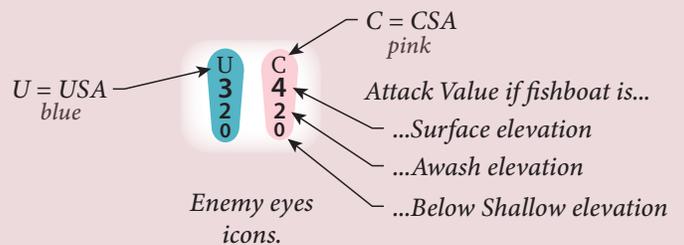
front	Ironclad small: -2 Approx	USA Ironclad Attack			back
	strong	Contact	Near O.Side	Far	
	surface	6	5	4	
	awash	4	3	3	
	below				

Attack Value

To perform the enemy's attack against the fishboat, find the Attack Value.

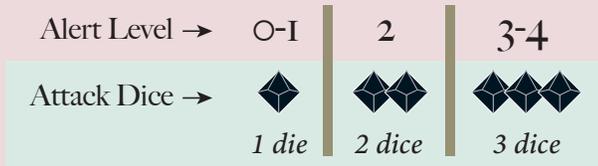
Mission Board Attack Value

Find the Attack Value in the Enemy Eyes icon printed in the position box. If playing the USA side, use only the CSA icon, and if playing the CSA side use only the USA icon. Use the upper numeral if surface, the middle numeral if awash, and the lowest numeral if below shallow. **If below deep or deeper, the enemy attack is canceled.**



Enemy Attack Procedure

Once you know the Attack Value, roll one or more dice, referred to here as “Attack Dice.” The Alert Level determines the number of Attack Dice (if playing a scenario, setup instructions tell you the Alert Level). Roll the attack dice. Check each die rolled individually, as each may produce a hit (do not add the numbers rolled to make a sum). If a number rolled is **equal to or higher than** the Attack Value, that die has no effect (miss). If the number rolled is **lower**, a hit is scored.



Pursuit Marker Modifier: Pursuit is the only potential modifier. If the fishboat carries a Pursuit marker **12**, subtract 1 from each number rolled. Do this for each Pursuit marker. The markers are printed with a “-2” on their reverse side, representing two markers.

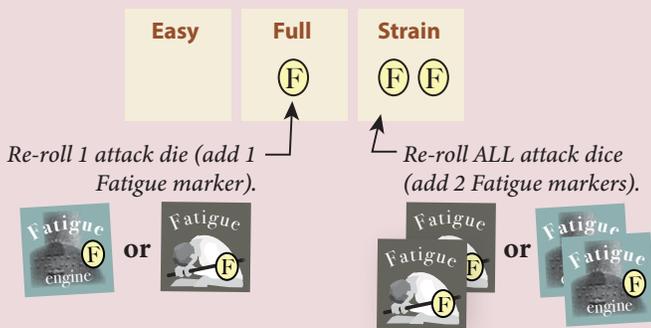


One Pursuit marker Two Pursuit markers

Crank Intensity Re-Roll

After rolling the die (or dice), set crank intensity. If set to Easy, you won't re-roll any dice. If Full, you may re-roll one die. If Strain, you may re-roll as many dice as you like (but you may not re-roll a re-roll). Then pay the fatigue cost, if any. *For example, if you set it to Strain, you must assign two Fatigue markers to crewmen, one each (or both to the Engine if the fishboat is so equipped).*

Crank Intensity



Diver Abandoned? If a Diver is on the Tactical Board, re-rolling one or more dice abandons him. Remove the Diver and the Charge. His airline is severed and he is lost in the dark (or perhaps he too was attacked).

Hit Effect

If the attack scores one or more hits, roll a die for each hit scored. If the number rolled is EVEN, the result is a random Malfunction **34** (if no malfunction, treat as a Leak). If ODD, the result is a Leak **12**. However, if the fishboat does not have a Hatch (it is propelled by a boiler engine and crew are exposed), instead of a Leak, an ODD number kills a randomly selected crewman (remove the persona card).

- **Fate Smiles:** Convert a Hit to a Miss by recycling 2 Black cubes or 4 Red cubes from the Fate Pool. This is allowed once each Enemy Response.

Catastrophic Hit: Three Hits in the same attack destroys the fishboat. It is **Lost 13**.

Malfunctions in Scenarios 1-3: Instead of determining the random Malfunction **34**, place a Malfunction marker near or on the Fishboat marker as a reminder. The malfunction won't effect game play, but it will influence the interpretation of the scenario's outcome.

Miss Effect

If no Attack Die rolled a Hit (do not count Hits ignored due to Cranking), attach a Pursuit marker to the Fishboat marker, which it carries with it as it moves.

Obstruction Target? If on the Tactical Board, and the target marker is an Obstruction, a miss could prove catastrophic (*shots fired at the infernal machine miss and strike the obstruction's torpedo instead...and the result is...ka-boom*). Roll a die. If **3 or less**, the obstruction is hit and detonates (if playing the campaign, this is a result and achieves the objective). Remove the fishboat's Charge marker and Conveyance. Then, make a Concussion Check **7**. The Concussion number is **15** (this value is noted on the Obstruction target marker).

Enemy Response example

The fishboat is at Below elevation in the Near zone of the Tactical Board and on the 6-10 approach vector. It is detected. The Detection Check garnered a Detection result, and since the fishboat is already detected, it triggered Enemy Response!

The Alert Level is zero, so only one attack die will be rolled. The player flips the Target marker over to see the Attack Value...



Gunboat	Attack	Contact	Near O.Side	Far
surface		8	5	4
awash		6	4	3
below				

...it is 4.

Example continued



PURSUIT

If an enemy attack against the fishboat misses, enemy assets strive to do better. The chase is on, or eyes and ears in the dark are straining to see you better!

Pursuit Effect

Each Pursuit marker attached to the fishboat imposes a -1 modifier to both the **Enemy Response** 11 and **Detection Check** 5 35 die rolls.

Pursuit Removal (Mission Board only)

The Pursuit modifier is reduced by 1 when the Fishboat marker moves to another position box on the Mission Board (e.g., Pursuit -2 becomes Pursuit -1).

Pursuit Breaks Off (Mission Board only)

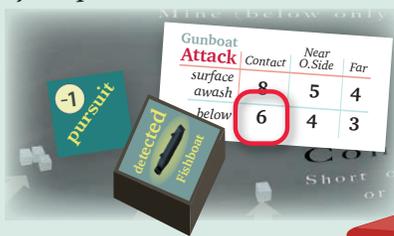
If the Fishboat marker is in a position without Enemy Eyes, remove all Pursuit markers. The fishboat is automatically not detected. *Enemy pursuers will not risk their own safety to chase after your peculiar machine.*

Enemy Response example continued

Next, the player rolls one die...



...a '9', so the enemy's attack misses. A Pursuit marker is attached to the fishboat. In the next Detection Phase the Fishboat marker is now in the Contact zone and once again garners a Detected result, which again triggers Enemy Response.



This time the Attack Value is 6 (Contact zone). The player rolls a die...



...a '3', modified to a '2' by the Pursuit marker, which scores a Hit on the fishboat.

The player opts to Crank Full, adding a Fatigue marker to a crewman, and the new die rolls a '6', which does not save the fishboat from the Hit. So, the player checks the Hit by rolling another die...



...an EVEN number which causes a Malfunction.

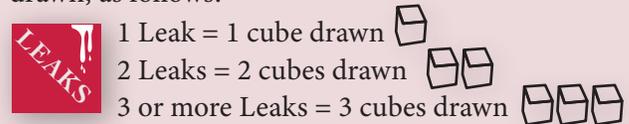


LEAKS

A fishboat can suffer a leak during the Concussion Check 7, by Drift 29, by Malfunction 6 10, or by a Hit during an Enemy Response 11.

Leak Effect

At the start of each Repair Phase of the Mission turn, draw cubes at random from the Fate Pool. Apply a **Panic** marker P to one crewman for each **Red** cube drawn. Regardless of color, recycle the cube. The number of uncontrolled Leaks determines the number of cubes to be drawn, as follows:



- **No Cube?** If you can't draw a cube because the Fate Pool is empty, the fishboat is **Lost** 13.
- **Leaks in Scenarios 1-3:** Since these scenarios include only the Tactical Sequence of Play, cubes will not be drawn due to a leak. The number of leaks won't affect game play but they will influence the interpretation of the scenario's outcome.

Leak Control

During the Orders Phase, you may assign a Repair Order to a crewman with the Repair capability to temporarily control a leak. As long as the Repair marker remains on the crewman (you can use a Leak Control marker as a reminder that he is doing Leak Control), and that crewman does not repair a mechanism, you may ignore one Leak during the Repair Phase (a 'controlled' Leak remains but its effect is ignored - do not draw its cube from the Fate Pool). If the Repair marker is removed, the Leak's effect may not be ignored. Each Leak may be temporarily stayed this way.

- **Leaks in the Campaign:** See Repair Check 59.

Leak Control example

The fishboat suffers a leak! The player assigns a Repair order to Wilson. Thus, the Leak does not require the player to draw a cube, and thus, no risk of Panic (Wilson has it under control). However, if the player has Wilson use that order to repair the Propeller, the effect of the cube can no longer be ignored and a cube must be recycled out of the Fate Pool.



LOST

The fishboat can become **Lost** during a mission or scenario. This can happen as a result of a Tow Check during Mission setup **18**, as a result of Drift during the mission's Navigation Phase **29**, as the result of a malfunction **34**, or as the result of enemy response **10**. It also happens when you are required to draw a cube from the Fate Pool but the Fate Pool is empty.

Lost means the fishboat sinks to the bottom, disappearing from the surface, from view, and possibly from history.

Mission Ends: A **Lost** result ends the mission and the scenario, but not a campaign. In either case, you may perform Escape.

Escape: Perform Escape **13** when the fishboat suffers a **Lost** result, or when you order the fishboat abandoned. Escape gives your crew a chance to evacuate the doomed fishboat. If enemy eyes are present, some or all surviving crewmen may be captured **14**.

Abandon Ship: At the end of a mission turn (Discovery Phase), you may self-impose a Lost result on the fishboat. Perform Escape and end the mission.

Scenario 1-3: A **Lost** result ends the scenario (do not perform Escape). The fishboat is destroyed, her crew fail to return home.

Campaign: A **Lost** result does not end the campaign, it initiates the Wreck Sequence **59** (but after Escape, if any). Crewmen that did not Escape must be removed (those that did not survive or were captured should also be removed). Those that Escaped without capture should be returned to the Shop. Note that a Lost result does not lower the Training Level (your Recruit actions will lower it **60**). A new fishboat can be built and crewmen recruited. *The war goes on.*

Why doesn't the Training Level reset to zero? Training is a measure of crew performance, skill, experience, and learned temperament. It lives in the shop and not just in the fishboat. Mechanics and others who help build and maintain the fishboat but don't serve as crew have knowledge represented by the Training Level, and 'training' is assumed to happen in between missions even if it is only study or dry runs. And, the level declines with each Recruit action.

No more Persona cards? If subsequent Recruit actions can't generate enough cards to make a new crew, either end the game ("sorry pal, no one is crazy enough to work with you"), or shuffle all removed cards to make new decks ("say mister, you bear a right near resemblance to a feller who worked here not long back...").

ESCAPE

When you garner a Lost result **13** or order the ship abandoned, the fishboat is lost to the waters. It sinks to the bottom, or is stuck there, and her crew will perish unless they escape. Escape is optional when playing Scenarios, and mandatory when playing the campaign.

Escape Procedure

Roll a die and find the result on the Escape Check Table printed on the Mission player aid folder (and printed here). Compare the number rolled to the Escape Value printed at the intersection of column and row.

Column: Use either the Crank or Engine section of the table depending on propulsion. If the fishboat was propelled by an engine, use the column corresponding to the number of Fatigue markers on the engine **22**. If propelled by hand cranking, use the column corresponding to the number of incapacitated spaces in the fishboat **23**.

Row: Use the row corresponding to the fishboat's elevation (surface, awash, below shallow, etc.).

Modify the number rolled, as follows:

Modifiers...

+2 if the mission board is Training, New Orleans, Baton Rouge, or Richmond

-1 if drift intensity is weak 

-3 if drift intensity is strong 

Escape Check Table		Crank Incapacitated Spaces					Engine Fatigue	
		0-1	2	3	4	5+	0-2	3+
Fishboat's elevation	surface	1	1	1	2	3	0	2
	awash	2	3	3	4	4	3	5
	below shallow	4	6	7	8	9	6	8
	below deep	7	7	8	9	10	8	9
	below deeper	9	9	9	10	10	9	10

Panic does NOT get an extra die at Below deeper.

Escape Check table on the player aid

Result - Escape is Possible?

If the number rolled is **equal to or greater than** the Escape Value, crewmen have a chance to escape safely (perform Safe Escape steps 1-3 below). If **lower than** the Escape Value, all perish inside the doomed machine (in a campaign, all are removed from play).

Safe Escape

If some crewmen can escape, follow this procedure:

Step 1. Gather together crewmen in spaces with hatches, and roll a die: that number escape safely (they survive), the rest perish (select randomly). *For example, four crewmen are in spaces with hatches (there are two hatches on the fishboat). You roll a '7', so all four crewmen escape safely.* If the fishboat does not have hatches, ALL crew automatically survive (skip steps 2 and 3). A crew on a fishboat without hatches rides on the top (it is a boat like the *David*, not a fishboat).

Step 2. Gather together crewmen in spaces **adjacent** to hatches, and roll a die **for each crewman**: if you roll a 8-10 he survives, if 7 or less he perishes. *For example, two crewmen are in spaces adjacent to a hatch. The player selects one of them and rolls a die, a '5' which means that crewman dies. The player rolls a die for the other crewman, a '9' and that crewman survives.* If a crewman is panicked (i.e., he has a Panic marker; Terror is not Panic), roll two dice and select one of the numbers rolled (exception: Below Deeper rolls only one die). *For example, a crewman next to a space with a hatch has a Panic marker. So you roll two dice, a '5' and a '2', and neither is high enough. The crewman is dead.*

Step 3. If there are other crewmen, roll a die **for each**: if you roll a 10 he survives, if 9 or less he dies. If a crewman is panicked (i.e., he has a Panic marker), roll two dice and select one of the numbers rolled (exception: Below Deeper rolls only one die).

Survivors: Crewmen that survive are returned to the Shop [44](#). However, survivors are automatically **captured** by the enemy if the fishboat's Position on the Mission Board has **enemy eyes but no friendly eyes**. If captured, they are removed. If the Position has both enemy and friendly eyes, roll a die: the number rolled is the number of survivors that you may place in the Shop (select randomly), the rest are captured (remove from play).

Sick Bay? When Lost, if the elevation was Below Shallow or lower, uncaptured survivors are placed in Sick Bay. Also, at any elevation, if both Fatigued and Panicked, a crewman goes to Sick Bay.

Escape example

It is a Training mission and the fishboat is propelled by hand-cranking. It is Below Shallow, drift intensity is strong, and two spaces are incapacitated.



Escape Check Table

Fishboat's elevation	Crank Incapacitated Spaces					Engine Fatigue	
	0-1	2	3	4	5+	0-2	3+
surface	1	1	1	2	3	0	2
awash	2	3	3	4	4	3	5
below deep	4	6	7	8	9	6	8
below deeper	7	7	8	9	10	8	9
	9	9	9	10	10	9	10

Panic does NOT get an extra die at Below Deeper.

The player rolls a die...



...a '7', and adds +2 for mission board (training) and subtracts -3 for drift intensity (strong)...

...the modified number rolled is '6', which is just enough to allow escape.

Step 1: Two crewmen share a space with a hatch, and the player rolls a die for them...an '8'... which means both of them survive.



Step 2: Three crewmen are in spaces adjacent to a hatch, so the player rolls a die for each:

Watson is the only one to survive.



Finally (Step 3), the player rolls a die to check for Robinson's escape. The number rolled is a '7'...



...not good enough but he is panicked, which allows for a second die...a '4'...he drowns. Had he survived, he would have gone to Sick Bay thanks to the combined Panic and Fatigue.



PART 2: MISSION RULES

When a fishboat embarks on its mission, the game presents you with a large-scale map of the area of operations (Mission Board) and a set of rules to handle action taking place on that board (Mission Sequence of Play). It also affords the player a detailed view of the interior of the fishboat (boat tiles, mechanisms, weapon, and crew).

You will make decisions intended to acquire a target on the Mission Board (usually your goal is to initiate the Tactical Sequence of Play, bringing the Tactical Board into play). Do this while limiting the amount of fatigue and terror experienced by your crew. As the mission wears on, your crew is likely to get tired and scared, and it is possible to succumb to catastrophe thanks to the vulnerability of the human element. Meanwhile, the mechanical element may prove your ruin, as this new technology suffers breakdowns while the infernal machine plies the cold waters as you pioneer a new military frontier beneath the surface. And yes, let's not forget the enemy and his naval arsenal. He strives to punish your shenanigans.

Mission Setup

If playing a scenario, follow the instructions for setup in the Scenario Book. If playing the campaign, the mission was triggered when you decided to perform a Mission Action 56, in which case assign crewmen to spaces in the Fishboat and place cubes into the Fate Pool for crewmen's unique benefits (top of card 22 60) and weapons 15, if any. Then, place the Fishboat marker in a friendly 'Launch' position and then roll dice to determine the nautical conditions your fishboat and crew will be operating under 16. Your Fishboat must start on the **surface** of the water (i.e., Surface elevation), which means you place a generic marker (cube) in the 'surface' space of the Elevation gauge. If Training Level is 2 or higher select a Training Benefit 43. Finally, if in a Launch Tow position, make a Tow Check 18.

Elevation Limit



BOTTOM: This icon 2 indicates the bottom depth of the position; a Fishboat's Elevation may not be deeper than this limit (see Ground 29).

Mission Components

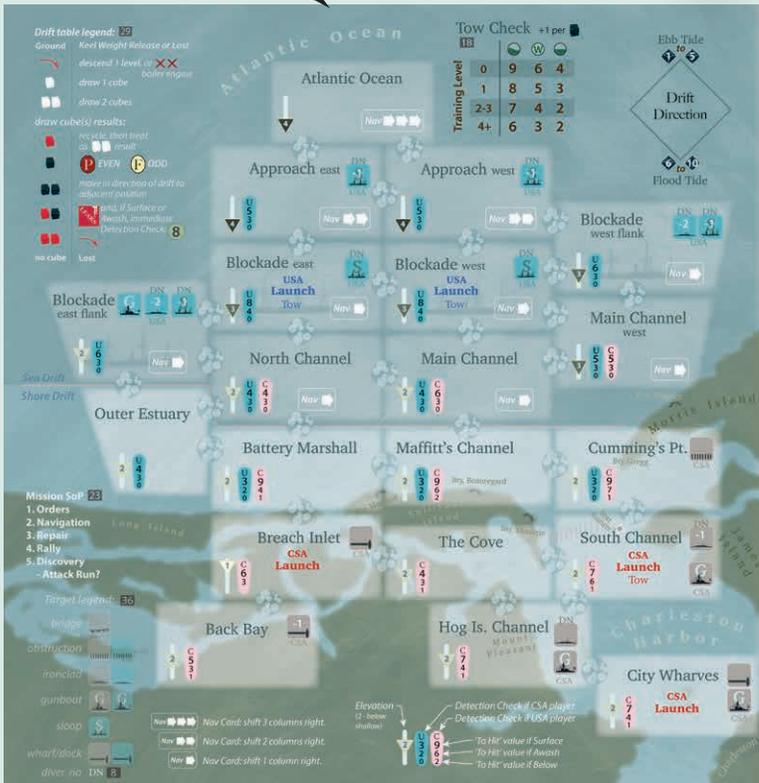
Mission Board



Atmospherics markers 17



Drift Direction marker 17 use either side



Winter
1-2 Snow
3-7 Sleet
8-10 Rain
1-7 Drizzle
9-10 None

Spring
1-3 Rain
4-5 Drizzle
6-7 Fog
8-9 Haze
10 Gust

Summer
1-5 Rain
6-7 Drizzle
8-10 Fog
1-5 Haze
6-7 Gust

Autumn
1-4 Rain
5-8 Drizzle
9-10 Fog
1-4 Haze
5-8 Gust

Mission Board Charleston
Mission Board Setup Conditions (at start of a mission, roll die for each):
1. Visibility
2. Drift Intensity
3. Atmospherics
4. Drift Direction
5. Slack Water
no die roll; shuffle into Nav deck

Power Grade
Strength / Weight = Power Grade 21
A B C D E
x3 x2 > -

Crank Intensity 23
Easy Full Strain
no shift shift 1 cell shift 2 cells
*Maneuver Boost: 31
If Easy and no Malfunctions, remove 1 Fatigue or add 1 Block cube.*

Drift Intensity
strong weak calm

Elevation
surface Fresh Air 23
ash level tank
below level tank
below shore jetties

Drift tables
Sea Drift table
Surface Ashwash Below
Shore Drift table
Surface Ashwash Below Ground

Navigation Power Grade

Drift Direction	A	B	C	D	E
with				Drift	Loss
not with			Drift		Loss

If Below and no Snorkel (P) → Nav

Navigation Cards 27

Discovery	Bright	Dim	Inky
surface	11 3	9 8	8 6
ashwash	9 4	8 5	7 7
below	5 5	3 6	1 5

Engine Malfunction - If no engine, no Malfunction.



Nautical Conditions

You must determine up to five starting conditions that will affect your fishboat and its mission. Those conditions are variable, and they must be determined in this order: Visibility, Drift Intensity, Atmospheric, Drift Direction, and Slack Water. This is summarized as a list on the Mission Board and on the player aid.

Procedure: Most nautical conditions require a die roll. Find the result in the Season box printed on the Mission Board. Refer to the box corresponding to the season (winter, spring, summer or autumn), and apply the result. You may change the result by either adding two Red cubes to the Fate Pool or by spending an Action (see Change Condition below). The particulars of each nautical condition are explained on the next page. Finally, if the Fishboat marker is in a ‘Launch Tow’ position, make a Tow Check before beginning the first turn **18**.

Change Condition?  If you prefer to change a nautical condition, you may do so by adding 2 Red cubes to the Fate Pool. This allows you to select the adjacent result in

the season box. You must make the decision to change the condition before moving on and determining the next nautical condition. Only one shift per nautical condition is permitted (i.e., you can’t add four Red cubes to shift the same condition twice).

Spend Action Instead: Instead of adding 2 Red cubes to the Fate Pool, you may spend an Action.

Adjacent? In this context, adjacent means ‘next to.’ For visibility, bright is adjacent to dim on the Mission Board’s gauge, and dim is adjacent to inky. Likewise, for drift intensity, strong is next to weak but not next to calm.



Changing a nautical condition represents the captain and crew standing ready to embark, waiting for the condition to change. Knowing how fickle those conditions can be, they must rush to take advantage of a momentary break in the fog or an unexpected calm in the current. Waiting...and waiting...and then scrambling (and maybe fumbling in the dark)...can produce poor morale or a clumsy mistake. Hence the Red cubes.

Fishboat display (for scenarios 4-9)



The Fishboat

Scenarios present you with a Fishboat Display with all tiles and cards already arranged. A mission during the campaign, however, won’t use a display. Instead, before initiating the mission (via a Mission action **56**), you will have assembled a crew and boat tiles to make a seaworthy fishboat (explained in Part 3 **47**).



Visibility

There are three visibility states: **bright**, **dim**, and **inky**. This state is recorded by placing a marker (generic cube) in the corresponding box on the Visibility gauge on the Mission Board. The visibility state governs which column you use when making a Detection Check [5](#) [35](#) and a Target Check [36](#).

Visibility example: You roll a 1, and it is winter in Charleston. The result is Bright visibility, so you place a marker in the box labeled 'bright' on the Mission Board.

In the face of the enemy, the only viable time to launch a mission was at night, and this game assumes night action. Infernal machines were too slow and vulnerable to ply the waters of the enemy in daylight. The Training Board is perhaps an exception. There, although we include a Visibility gauge for consistency, it won't be used because Detection and Target Checks can't happen on that board.

Drift Intensity

There are three drift intensities: **strong**, **weak**, and **calm**. This intensity is recorded by placing a marker in the corresponding box on the Drift Intensity gauge on the Mission Board. Drift intensity influences the Navigation Phase of the Mission Sequence of Play [27](#), and is fundamental to the problem of drift [29](#).

Water flows strong or weak and is sometimes calm. Eddies and swirls, updrafts and down currents can toss and turn objects in unexpected and violent ways. A delicate machine immersed or submerged in the dynamic current of a powerful river or ocean is vulnerable to catastrophe.

Atmospherics

The season box contains an Atmospherics Table. After rolling the die, find the result on the table, and then place the corresponding Atmospherics marker (not a generic marker) in the season box. Most markers impose a die roll modifier to Detection Checks [35](#), and some impose a modifier on Target Checks [36](#).

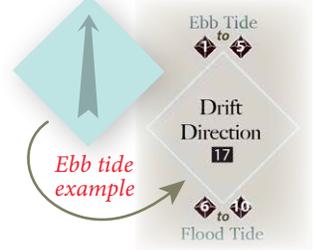
Although rain and snow and other meteorological conditions may have little effect on the operation of a submersible vessel, some weather states can hinder the ability to find a target and also obscure a fishboat from enemy eyes.

Drift Direction

If setting up the New Orleans or Richmond board, skip this condition because the drift direction is printed on the board and can't change. If setting up the Training, Charles-

ton, or Mobile mission board, find the result not in the season box but on the Drift Direction gauge itself. If you roll a **1-5** the result is an **ebb tide** (water flows from shore out to sea). If **6-10** it is a **flood tide** (water flows from sea to shore). Place the Drift Direction marker on the gauge so that its arrow points in the direction rolled, ebb or flood tide. If you change this result (placing 2 Red cubes in the Fate Pool), turn the marker 180 degrees (from ebb to flood, or vice versa). The drift direction comes into play during the Navigation Phase and determines which row to refer to when reading the Navigation Card [27](#).

Given the low power of a fishboat, the direction water flows (its current) was crucial to propulsion and navigation.



Slack Water

Slack Water is used only when setting up the **Training**, **Charleston**, or **Mobile** mission boards. Slack Water is ignored on other mission boards (i.e., the Slack Water card is not used on those other boards).

The tidal edge is a space of cyclical change as water flows in one direction and later reverses. That moment of tide reversal is crucial to low-powered nautical propulsion.

Slack Water Procedure (not a die roll): Shuffle the Slack Water card into the Navigation Deck. You may place 2 Red cubes into the Fate Pool to place the Slack Water card anywhere in the deck. Do not look at the other Navigation Cards as you do this (that is, don't peek at the Navigation Table or the lower register on Navigation Cards). When the Slack Water card is drawn during the Navigation Phase, it reverses the Drift Direction 180 degrees, and it has no Navigation Table or lower register, allowing you to effectively skip the Navigation Check on the turn it is drawn [26](#).

The Hunley's crew planned their launch so they would turn about when the ebb tide changed to a flood tide. In that way they strove to ride the current on both legs of their mission. Placing the Slack Water card in just the right place in the deck allows you to follow their practice. What is the right place? You can expect the Fishboat marker to traverse the Mission Board one position each turn, give or take, and you will draw one Navigation Card each turn.



Tow Check

If you placed the Fishboat marker in a position marked 'Launch Tow,' you must make a Tow Check before initiating the mission (but at the end of setup).



Given its slow speed, it was common for an infernal machine to be towed into position. This was the prudent strategy especially if turbulent water had to be traversed. Yet, towing was perilous, too. Both navies lost at least one fishboat while towing her into launch position.

Tow Check Procedure: Refer to the Tow Check Table printed on the Mission Board. It is organized in columns and rows. Find the column corresponding to the Drift Intensity. Find the row corresponding to the Training Level. The number at the intersection of column and row is the Tow Check value. Roll a die and compare the number rolled to that value. If **equal to or higher**, the Tow Check is passed (you start the mission). If **less than** the tow check value, the check fails and the fishboat is swamped and sinks. It is **Lost** (replace the Fishboat marker with the Wreck marker). This ends the mission (perform Escape 13 and then if playing the campaign, the Wreck Sequence 59). If playing the campaign, the fishboat may be salvaged 61.

Quick Thinking modifier: After rolling the die, you may give yourself a positive die roll modifier on the Tow Check by recycling one or more Black cubes from the Fate Pool, +1 for each cube recycled. You may look into the cup when you do this, the cubes are not drawn blindly or randomly.

Tow Check Table on the Charleston Board

+1 modifier for each Black cube you recycle from the Fate Pool.

Tow Check		+1 per			
18					
Training Level	0	9	6	4	
	1	8	5	3	
	2-3	7	4	2	
	4+	6	3	2	

Mission Setup example

This example covers nautical conditions on the Charleston mission board, as well as the tow check.



It's the campaign and the player chooses to launch the mission from the Blockade West position (they are playing the USA side). It is a Launch Tow position, so they will make a Tow Check at the end of setup.

The fishboat must start at surface elevation.



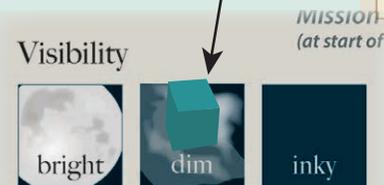
The player now rolls a die to determine the visibility. It is spring, so the player must refer to the Spring season box on the Mission Board.

They roll a '6'... which falls in the 4-7 range...



...resulting in Dim visibility. They place a generic marker in the Dim space of the Visibility gauge.

Spring		
1-3	4-7	8-10
1-5	6-8	9-10
d10	result	
1-3	Rain	
4-5	Drizzle	
6	Fog	
7-9	Haze	
10	Gust	



continued on next page

Drift Intensity is next. The player rolls a die...

...a '3' which means the intensity is Strong.



Spring		
1-3	4-7	8-10
1-5	6-8	9-10
d10	result	
1-3	Rain	
4-5	Drizzle	
6	Fog	
7-9	Haze	
10	Gust	

Not happy about the result, the player elects to place two Red cubes into the Fate Pool. That allows them to shift the drift intensity to the adjacent space of Weak.



The player rolls a die to determine the Atmospheric...



...a '3' which garners a Rain result. The player places the Rain marker on the Season box as a reminder of this condition.



Spring		
1-3	4-7	8-10
1-5	6-8	9-10
d10	result	
1-3	Rain	
4-5	Drizzle	
6	Fog	
7-9	Haze	
10	Gust	

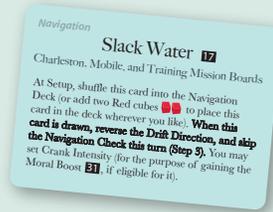
The player now checks for Drift Direction, rolling the die...



...a '1' which is an ebb tide. The player wants a flood tide and is so keen for it they add another two Red cubes to the Fate Pool to get it.



Now the player is supposed to shuffle the Slack Water card into the deck of Navigation Cards. They pause first, tempted to put two more Red cubes into the Fate Pool in order to place the card precisely. This will make the return journey easier on the fishboat and its crew, but the Fate Pool already has several Red cubes. After thinking on it, they decide to put two cubes into the pool. They then shuffle the Navigation Cards to make a deck, and then slip the Slack Water card into the deck. They choose to place it so it will be the fifth card drawn from the deck.



Finally, the player must perform a Tow Check. Their Training Level is 3 (row) and the Drift Intensity is Weak (column). They roll a die...



Tow Check				
18				
Training Level	0	9	6	4
1	8	5	3	
2-3	7	4		
4+	6	5	2	

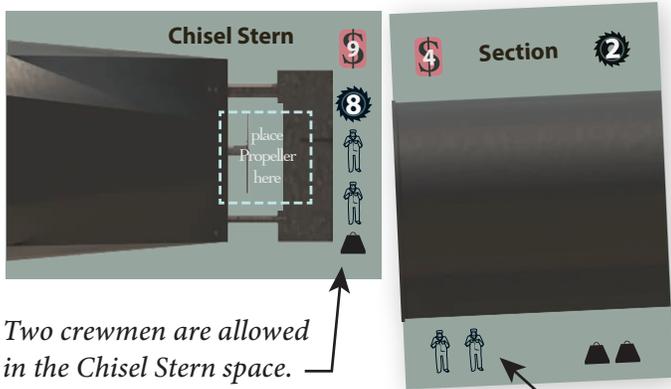
...a '5' which means they pass the check. Considering the Fate Pool doesn't have any Black cubes, they were completely at the

mercy of chance, unable to spend those cubes to gain positive modifiers. Had they rolled less than '4' the fishboat would have been Lost. Instead, the mission can start.

Fishboat and its Crew

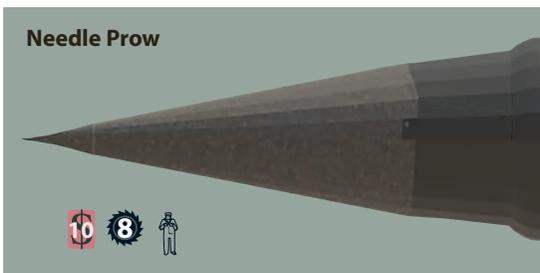
The *infernal machine*, or “fishboat” as it is known in these rules, is represented by an assemblage of boat tiles, mechanisms, and other markers. If playing a scenario, those parts are organized for you on the appropriate fishboat display. It depicts all the tiles and mechanisms (and crewmen) in their historical configuration (this makes setup quick and is a solid way of learning the ropes before you embark on designing your own submersible vessel in a campaign).

Boat Tiles (spaces): Each fishboat tile represents a space inside the infernal machine, enough room for one, two or three crewmen (the capacity is noted by the Crewman icons printed on the tile). Some tiles do not allow crewmen, they are not spaces (they lack the crewman icon) and can't be Incapacitated 23.



Two crewmen are allowed in the Chisel Stern space.

Two crewmen are allowed in the Section space.

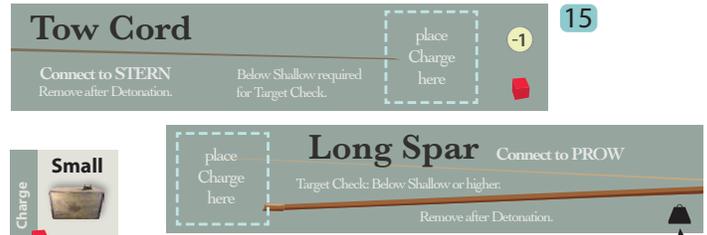


One crewman is permitted in the Needle Prow space.

Mechanisms: Each mechanism on the fishboat is represented by a marker, and each must be placed in a space to indicate its permanent location on the fishboat (or inside it). Most mechanisms may go on any boat tile, and more than one may go on the same tile. Some mechanisms are permitted only on specific tiles (for example, the propeller may only be placed on a stern boat tile). These restrictions are indicated either on the boat tile or the Mechanism marker, and are explained in the Cyclopedia 5.



Weapon: Each weapon is represented by one or two markers (example: cord and charge).



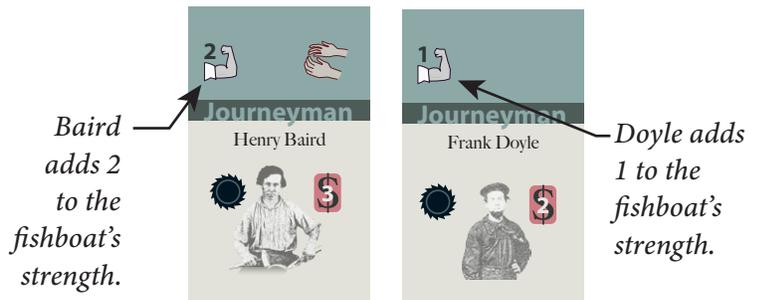
Small Charge and Tow Cord add Red cubes to the Fate Pool at the start of the Mission.

Long Spar adds +1 to the fishboat's weight.

POWER GRADE (propulsion)

Two modes of propulsion are possible in this game, cranking by hand and cranking by engine. Both are not possible in the same fishboat (it must be one or the other). If the fishboat is equipped with an **Engine mechanism**, it is propelled by engine and its power grade is determined by which engine is installed on the fishboat (Boiler Engine = 'A' power grade; Magnetic Engine = 'B' power grade). If not propelled by an engine, the fishboat's power is represented as a relationship between propulsion strength of the crew and the infernal machine's weight. 'Weight' also takes hydrodynamic factors into consideration, such as a prow's capability to cut through the water and reduce drag.

STRENGTH & **WEIGHT** : If not equipped with an engine, at the start of a mission, you must determine the fishboat's power grade. If playing a scenario, it has been determined already, as noted on the fishboat display and in the Scenario Book. If playing the campaign, derive power by totaling the strength of each crewman inside the fishboat. The sum of their combined strength is noted as a number printed in the upper left corner of some Crewman cards (if no number, their Strength is zero). Compare the fishboat's total strength to the fishboat's weight. The fishboat's weight is the sum of Weight icons printed on its tiles, mechanisms, and on the weapon (if it carries one).



Baird adds 2 to the fishboat's strength.

Doyle adds 1 to the fishboat's strength.

Determine Base Power Grade (Cranking)

If the fishboat lacks an engine, the ratio of strength to weight determines the power grade. This is determined at the start of a mission and at no other time. That is, even as crewmen become busy or fatigued, the strength to weight ratio is not recalculated.



Strength is...

- **3 times weight:** Grade A
- **2 times weight:** Grade B
- **Higher than weight:** Grade C
- **Equal to weight:** Grade D
- **Less than weight:** Grade E

With no engine, the crew propel the fishboat by using their arms and or legs to turn a very long rod connected to the propeller screw. This is called cranking, and was depicted by an engineer in the 1860s with this image:

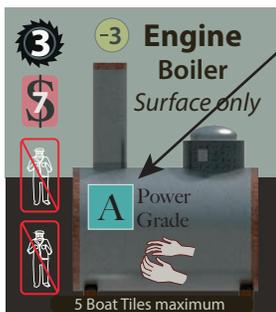


Example: The fishboat is propelled by crewmen with a combined 12 strength and has a weight of 5. Its power grade is B.

$$\frac{\text{Strength (12)}}{\text{Weight (5)}} = x2 \quad \text{Base Power Grade B}$$

Determine Base Power Grade (Engine)

If the fishboat has an engine, ignore the strength of its crew. Each engine's boat tile has its power grade printed on it ('A' for boiler engine, 'B' for magnetic engine).



Engine automatically sets the fishboat's Power Grade to 'A'.

Boat Tile Limit: An Engine imposes a limit on the number of boat tiles that may comprise a fishboat. Only **five** tiles are allowed. Thus, an engine-propelled fishboat may not have 6 or more boat tiles.

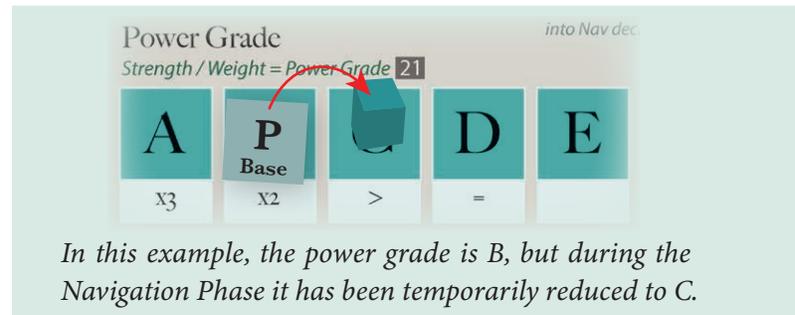
Engine reduces its space's crewmen limit by 2.

Temporary Power Grade

During a mission, a number of factors temporarily adjust the power grade. This can happen during the Navigation Phase 28, regardless of what propels the fishboat.

Crank intensity allows you to maintain or augment the fishboat's power as it struggles against the force of nature and the enemy. Power grade is temporarily adjusted during the Navigation Phase.

Use a generic token on the Power Grade Gauge to keep track of the power grade as it deviates from the base power grade.



Maximum and Minimum Power Grade: Regardless of adjustments, the power grade can never be temporarily adjusted beyond Grade A, nor can it be degraded worse than Grade E. If an adjustment would shift the power grade beyond its maximum or minimum, it remains in either Grade A or Grade E.

Dead in the Water: During a Mission, the fishboat can suffer Malfunctions to its Steering Link, Propeller, and/or Engine, rendering it with no propulsion. That means its Power Grade is 'E', but it can't move in Step 1 of the Navigation Phase, nor use Dive Planes, nor perform a Target Check 36 (No Propulsion? 25).

CREWMEN

The crew of the fishboat are represented by Persona Cards (also called Crewmen cards when assigned to the fishboat, or just crewmen), one person per card. To indicate their position inside the infernal machine, place them on or next to a boat tile, thereby indicating the space they occupy (fishboat displays assign them to spaces for you, and are used for most scenarios; you will only assign crewmen to spaces while playing a campaign 56). Each tile may accommodate zero, one, two, or three crewmen, as noted by the tile's Crewman icon(s) (no icon means the tile is not a space — no crewmen allowed). **During a mission, crewmen may NOT move to another space.**

The interior of an infernal machine was dark, cramped, and soul-crushing. The H.L. Hunley's interior diameter, for example, was a little over 40 inches.

Crewman Cards

Moser has a strength of 1, has iron nerves, has the steering skill, the repair skill, and the mechanical skill.

Top of the card applies only to the Mission and Tactical Sequences of Play.

Bottom of the card applies only to the Campaign Sequence of Play.

Iron Nerves 22	Strength 20	Steering skill 24	Mechanical skill 24	Repair skill 25

			Some crewmen add cubes to the Fate Pool at the start of each mission (before Tow Check).
Teamwork 25	Black cube	Red cube	

Crewmen begin a mission fit for service, but they can become fatigued, panicked, or experience terror.

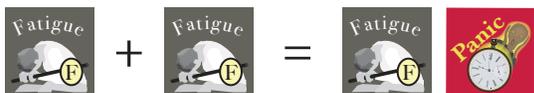
Fatigue (F)

Certain game functions can impose fatigue, represented by a Fatigue marker. When a crewman has a Fatigue marker on his card, he is fatigued. Fatigue does not make a crewman busy **24**.



*A crewman with a Fatigue marker is cranking but he's not contributing much to the fishboat's power. Note that as crewmen become fatigued or panicked, do not recalculate the base power grade. Fluctuations in power are handled by the feature of Incapacitation **23**, influencing the temporary power grade.*

Exhaustion: Do not place a Fatigue marker on a crewman who already has a Fatigue marker. If all crewmen have a Fatigue marker on them already, convert the new Fatigue marker to a Panic marker (or Terror, if Iron Nerves).



Engine Fatigue: If the fishboat has an engine, crew do not crank, and thus, they do not become fatigued. Instead, place Fatigue markers on the Engine mechanism. There is **no limit** to the number of Fatigue markers that may be on an Engine mechanism. Those markers have no effect until a Malfunction marker is assigned to the Engine mechanism. An engine's Malfunction marker may not be recycled (repaired **31**) if it has one or more Fatigue markers on it. You may remove Fatigue markers from an Engine mechanism by performing repair (*thus, you must perform repair to remove fatigue before performing repair to remove malfunctions*).

Panic & Terror (P)

Certain game functions can impose fear on the crew, represented by Panic markers. When a crewman acquires a Panic marker, place it on his Persona card. The crewmen is now panicked (and therefore busy).

			Watch icon indicates the 24 crewman is Busy.
Iron Nerves	Terror marker	Panic marker	

Iron Nerves: Some crewmen possess a high tolerance of fear, represented by the Iron Nerves icon printed on their card. When placing a Panic marker on such a crewman, flip it over so that it is Terror side face-up. A Terror marker has no effect. An iron nerves crewman that already has a Terror marker becomes panicked if he acquires a second Terror marker (flip one of them over to indicate that he is panicked, recycle the other marker).

Panic Effect: A panicked crewman may not be assigned an order (he is busy **24**). He may crank and become fatigued if not already. If already assigned an order, remove the Order marker when the crewman becomes panicked. Once panicked, a crewman may not be given another Panic marker. The moment all crewmen are panicked (all have a Panic marker attached), the fishboat is **Lost 13**.

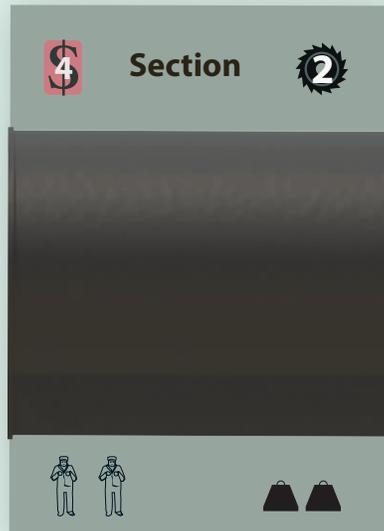
Removing Fatigue, Panic, Terror: Fatigue on a crewman can be removed by Morale Boost **31**, or by Rally **33**. Fatigue on an engine can only be removed by Repair **31**. Panic and Terror can be removed by Fresh Air **33** or by Rally **33**.

Not Enough? In the unlikely event that all Fatigue, Panic/Terror, Malfunction markers are in play and you need another one, use any cube or random marker as a temporary substitute.

INCAPACITATION: When a crewman is panicked **22**, fatigued **22**, or busy **24**, he or she is considered incapacitated (they are not cranking effectively). When all the crewmen in a space are incapacitated, the space itself is considered Incapacitated. You may place an Incapacitated marker on the tile as a reminder of this condition. Each incapacitated space temporarily degrades the fishboat’s power grade by 1 (*from B to C, for example*).

Engine? Incapacitation applies to fishboats propelled by crew strength, not to those with engines **8 9**.

Removing Incapacitation: If at least one crewman in an Incapacitated space is neither fatigued, busy, nor panicked, the space is no longer Incapacitated (adjust the power grade by shifting it 1 space to the left).

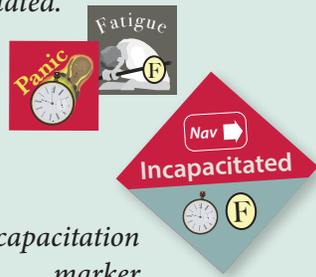


Fatigue & Terror example

Snow and Merriam occupy this Section boat tile. Merriam gained a Panic marker but since he has Iron Nerves, it was flipped to its Terror side and has no effect). Snow is fatigued.



If Merriam suffers another Terror result he will Panic. If that happens, or if he suffers a Fatigue result, or is assigned an Order, both he and Snow will be incapacitated, which will render their space incapacitated.



Incapacitation marker

Mission Sequence of Play

Action on the Mission Board is organized by five phases: **Orders, Navigation, Repair, Rally, and Discovery**. They comprise a turn. Continue the cycle of five phases, playing as many turns as necessary, until the mission ends. The action of each phase is explained below.

Ending the Mission: The mission ends when the fishboat is **Lost 13**, or when the fishboat marker is in a Launch position and at surface elevation (the Launch position need not be the same position from which the Fishboat marker started the mission, but it must be friendly; “friendly” means CSA if playing the CSA side, or USA if playing the USA side). A Lost result **automatically** ends the mission, while being in a friendly Launch position ends the mission only **voluntarily** (make that decision at the end of the Discovery Phase).

↓ ORDERS PHASE

Orders direct crewman to operate or repair the fishboat’s mechanisms. During the Orders Phase, you may assign orders to crewmen (**mechanical, repair, or steering**), and they last the entire turn. If not assigned an order, it is assumed the crewman is cranking (unless the fishboat is powered by an engine, in which case the crewman is idle or helping a neighbor). If you like, use Order markers to keep track of assigned orders, placing them either on the crewman it is assigned to or the mechanism the crewman will operate or repair.

Mechanism Proximity: A crewman may only be assigned an order to operate or repair a mechanism **in his** space inside the fishboat or in an **adjacent** space. ‘Space’ here means boat tile. Once the mission starts, crewmen may **not move** from one space to another inside the fishboat.

Moser is assigned the Steering order, while Merriam is assigned a Mechanical order (to operate the dive planes



in the adjacent space). This makes both crewmen busy, incapacitating the space.

BUSY: Mechanical, repair, and steering orders render the crewman ‘busy.’ Panic has the same effect. That means he is unable to perform another order at the same time, and is not cranking effectively. Order and Panic markers have the Busy icon printed on them as a reminder. This could have an effect on the fishboat’s power grade (Incapacitation [23](#)).

Busy & Fatigue: Fatigue [22](#) does not render a crewman busy. A crewman with a Fatigue marker may be assigned an order.

Removing Order Markers: In order to remember which crewmen are busy, it is sound practice to keep Order markers in play until the end of the Discovery Phase, or until cancelled by Panic [22](#), whichever happens first.

Steering Order

During the Orders Phase, you may assign the Steering order to one crewman to operate the Steering Link mechanism. This is necessary to move the Fishboat marker (it moves during Step 1 of the Navigation Phase), or to perform Target Check (during the Discovery Phase).

Steering Skill:  To perform the Steering order, the crewman must have the Steering skill, must be in or adjacent to a space with the Steering Link, and must be in or adjacent to a Hatch (if there is one). Hatch and Steering Link may be in different spaces.

Must Steer? If a crewman is labeled “must steer”, he is the only crewman that may be assigned the Steering order. Only one must steer crewman is allowed in the fishboat.

Pilot KIA? If during a Mission the fishboat no longer has a crewman with the Steering Skill, the Fishboat marker can’t move to another position, and a Target Check is prohibited. KIA is possible only on fishboats with a boiler engine AND only as the result of a Hit during Enemy Response [11](#).

Mechanisms Requiring a Mechanical Order: Assign a Mechanical order to operate the **dive planes**, **ballast tank**, or **engine**. Without a crewman with an assigned Mechanical order in its space or in an adjacent space, the Mechanism does not function.

Mechanical Order

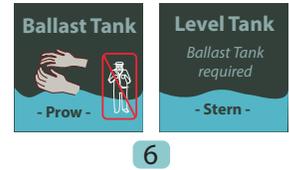
Mechanisms that allow the fishboat to change elevation require a crewman to operate them. Also, if propelled by an engine, a crewman must operate the engine if the fishboat is going to move. In either case, the operator must be assigned a Mechanical order. Mechanisms without the mechanical icon  do not require a crewman and operate automatically (*the snorkel is an example of this*).

Mechanical Skill:  A crewman with the mechanical icon (hands) may be assigned a Mechanical order. A crew-

man may operate only one mechanism during the Navigation Phase.

A Mechanical order’s effect depends on the mechanism, as follows...

Ballast Tank: A ballast tank (with or without a level tank) allows the fishboat to change elevation from **surface** to **awash**, or from **awash** to **surface**.



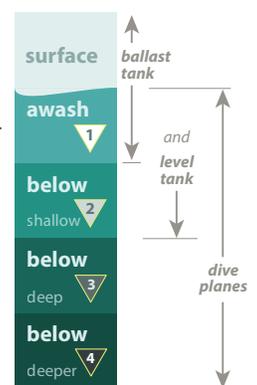
Level Tank: If the fishboat is equipped with both a ballast tank and a level tank, the fishboat may descend from **awash** to **below shallow**, or, climb from **below shallow** to **awash**. Only the ballast tank is operated for this (one Mechanical order). By itself, the level tank has no effect on the fishboat (*except to augment ballast tank*).

Dive Planes: Allows the fishboat to change elevation when **awash** or deeper. They can’t be used to bring the fishboat to the surface. Dive planes allow the fishboat to climb or dive to or from any depth EXCEPT **surface**.



Summary of Elevation Change Limits:

Dive planes may only be operated when the fishboat’s elevation is **awash** or deeper. Which means a ballast tank must be operated to descend to **awash**, in order to allow use of *dive planes* later. If lower than **awash**, ballast tank alone has no effect, and combined with level tank has no effect lower than **below shallow**. Also, during a single turn, the fishboat may climb or dive only ONE elevation level. Thus, there is no use operating both *dive planes* and *ballast tanks* in the same turn.



Engine: If the fishboat is equipped with any type of engine [8](#) [9](#), a crewman must operate it. If no crewman operates it, the fishboat does not have propulsion that turn (she is Dead in the Water [21](#)). Without propulsion, the Fishboat marker can’t move to another position during the Maneuver step [25](#) of the Navigation Phase, and it can’t perform a target check during the Discovery Phase [36](#). For the Navigation Table, her power grade is ‘E’.

Boiler Engine – Surface only [8](#): If the fishboat is equipped with a Boiler Engine, the fishboat may not change elevation during Step 1 of the Navigation Phase [25](#). If forced to **awash** by Drift during Step 3 of that phase, the fishboat becomes Dead in the Water for the remainder of the Mission.

Repair Order

The infernal machine is new technology, and its crew expect malfunctions.



Most Mechanisms can suffer a Malfunction, and most of those can be repaired during a Mission. Assign a Repair order to allow a crewman to remove a Malfunction marker from a Mechanism or Fatigue from an engine during the Repair Phase. This order is also necessary for Leak Control 12.

Repair Skill: A Mechanism may only be repaired by one crewman, and a crewman may only repair one Mechanism in a single Repair Phase. To assign a Repair order to a crewman, he must have the repair skill (i.e., the Repair icon must be printed on his card).

Teamwork Skill: Some personae have the Teamwork skill. It is identical to the Repair skill but also allows them to repair the same Mechanism that another crewman repairs. This is the only way two crewmen can repair the same Mechanism at the same time.

NAVIGATION PHASE

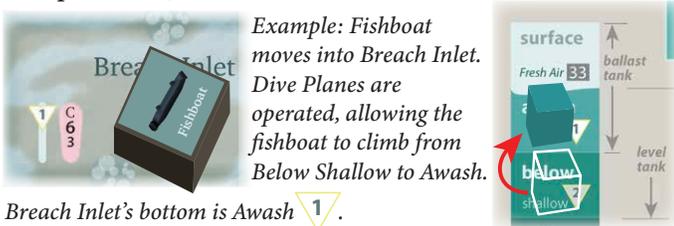
The fishboat is in the water and it's on the move. Even if the Fishboat marker doesn't actually move to an adjacent position, it can be assumed to move within the confines of the position it occupies.

This phase is organized into three steps, each to be played in sequence: **Maneuver**, **Navigation**, and **Navigation Card Effects**.

Step 1: Maneuver

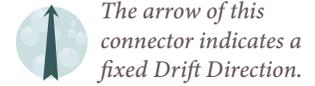
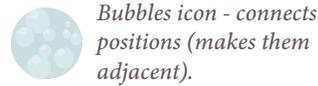
Move the Fishboat marker (if Steering order assigned) and/or change Elevation (if appropriate Mechanical order assigned). If no orders were assigned, skip Step 1.

ELEVATION: If a ballast tank or dive planes are operated (crewmen with Mechanical orders in or adjacent to the Mechanism's space 24), the fishboat's elevation may change. Adjust the generic cube on the Elevation gauge printed on the Mission Board. Only one level of change is permitted each mission turn (**Cutting Weights** is an exception 11).



Bottom: If the new Elevation is lower than the position's bottom 15, the fishboat Grounds (28 Drift Table result).

STEER: If the Steering order was not assigned, the Fishboat marker does not move (but power grade is not affected). If it was assigned (and there is propulsion 20, you may move the Fishboat marker to an adjacent position on the Mission Board. To do this, there must be a connector icon (bubbles) connecting the fishboat's current position to the position adjacent to it. Drift direction does not limit movement, but enemy Obstructions do.



Distance: The Fishboat marker may move only to an adjacent position this turn. Moving is allowed only if the Steering order was assigned, but even when assigned, moving is optional.



This Fishboat can move to either position connected by a bubbles icon. You can place the Navigation marker in the fishboat's starting position this turn to help remember direction of movement when reading the Navigation Table 27.



No Propulsion? If the fishboat is Dead in the Water 21 it may not move or make a Target Check 36 (it may still Drift in Step 3). Dead in the Water can happen when either the Propeller or Steering Link accumulate 3 or more Malfunctions. And on fishboats with an engine, it happens when the engine is either not being operated or when the engine is inoperable due to malfunction. It may change elevation only by operating the Ballast Tank or by Cutting Weights (not by operating Dive Planes).

Enemy Obstruction

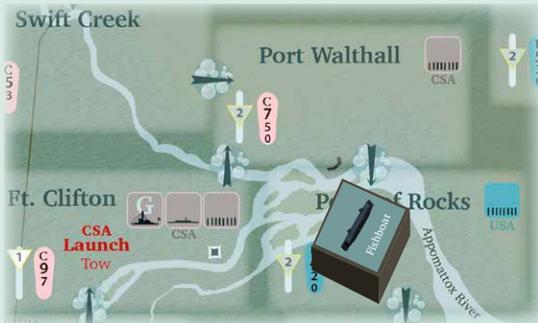
If the Fishboat marker is in a position with an enemy obstruction, it may only move to a position it entered from, UNLESS it first successfully performed a **Target Check** 36 during a previous Discovery Phase to locate passage through the obstruction. If that check has been successfully made, the fishboat may move to ANY adjacent position. Once passage through an obstruction is located, it remains located for the duration of the mission. You may use a Passage Located marker as a reminder.

ATTACK RUN: If the fishboat does not move, and the Steering order was assigned, it is eligible to perform a **Target Check** during the Discovery Phase 36 (and if successful, trigger the start of tactical action and its sequence of play 3).

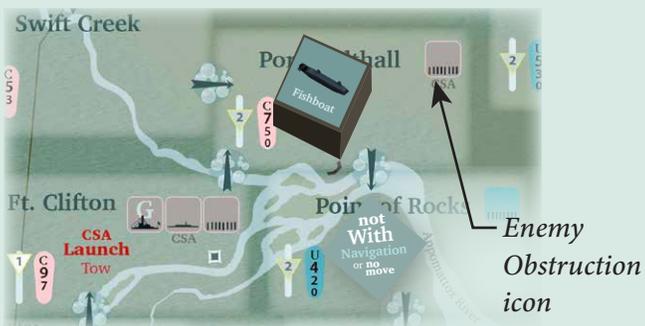
You can use the "no move" side of the Navigation marker to help remember the fishboat didn't move.

Maneuver example

The USA fishboat can't move to the Ft. Clifton position because that position is not connected to Point of Rocks (the fishboat's Position) by a bubbles connector.



It can move to Port Walthall (it moves "not with" the drift direction; "not with" is relevant in Step 3 27).



In the next turn it can't move into the Ft. Clifton position nor the Swift Creek position. To move there, it must perform a successful Target Check on the CSA Obstruction in Port Walthall. The fishboat can't move in the same turn it performs a Target Check 36.



In the next Navigation Phase after the successful Target Check, the fishboat may move either to Swift Creek or Ft. Clifton, or back to Point of Rocks.

Step 2: Navigation

First, draw a Navigation Card (draw a card even if the fishboat did not move; if deck is empty, reshuffle). Then, select Crank Intensity.

DRAW CARD: Draw the top card from the Navigation Card deck. You may look at the Navigation Table and all the other information on the card before you select crank intensity. After selecting crank intensity, proceed to step 3.

Slack Water 2: If the card is the Slack Water card, apply the effects printed on the card, and set crank intensity (for the purpose of gaining the Morale Boost 31). Then you skip Step 3 of the Navigation Phase and proceed to the Repair Phase. The effects of slack water are explained on the card itself.

Slack water is a boon to you - no Nav Table or lower register. However, it reverses the drift direction, which is a dramatic change in nautical conditions. When setting up a Mission, you can plan for this 17. Slack water is possible only on the Charleston, Mobile, and Training Mission boards.

CRANK INTENSITY: Choose either **Easy**, **Full**, or **Strain**. Mark your choice by placing a marker on the Crank Intensity gauge printed on the Mission Board. Your choice of crank intensity will have two effects, one on your crew (fatigue) and another on the fishboat's power grade.

Inoperable Engine: If the fishboat is propelled by an engine, you may select crank intensity only if the engine is being operated. If no mechanical order was assigned to operate the engine, or if the engine is inoperable due to malfunctions, you may not select crank intensity.

Crank Effects: The Crank Intensity gauge indicates a temporary shift in power grade to the left (it improves the fishboat's propulsion). Apply the temporary power grade adjustment immediately, as follows:

- **Easy:** No shift in power grade (and no fatigue). **Morale Boost** is possible 31.
- **Full:** Shift 1 to the left (and apply one Fatigue marker). ◀ (F)
- **Strain:** Shift 2 to the left (and apply two Fatigue markers). ◀◀ (F) (F)

This icon → (F) means a Fatigue marker enters play.



Fatigue Deferred: Selecting Full or Strain requires you to apply one or two Fatigue markers on crewmen or the engine (as explained in Part 1 3), but do not actually apply that fatigue until the end of the Navigation Phase (i.e., at the end of Step 3).

Step 3: Navigation Card Effects

Complete the Navigation Phase by applying the results of the Navigation Card. The card is organized into two sections, a Navigation Table above and a lower register below. Apply the effects of the lower register as you read the Navigation Table results (i.e., apply the effects of both simultaneously). **Exception:** apply fatigue and panic/terror (if any) at the END of Step 3.

LOWER REGISTER

The effects of the lower register are explained here...



If the fishboat's elevation is **awash** or lower, and there is no snorkel mechanism **13** on the fishboat or it is inoperable, add 1 Panic marker to a crewman. Also, if drift intensity is **strong** or **weak**, temporarily shift the fishboat's power grade to the right one space.



If drift intensity is **strong**, temporarily shift the fishboat's power grade to the right two spaces.



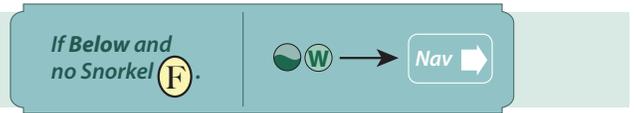
If the fishboat's elevation is awash or below, and there is no snorkel mechanism **13** on the fishboat or it is inoperable, add 1 Panic marker to a crewman. Also, if drift intensity is **strong**, temporarily shift the fishboat's power grade to the right one space.



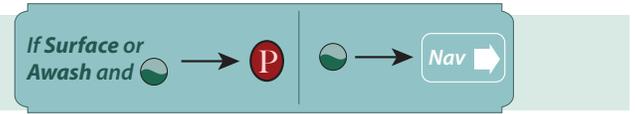
If the fishboat's elevation is **below shallow** or deeper, add a Panic marker to a crewman. However, if below and the fishboat is not equipped with a snorkel (or it is inoperable), add a Panic marker to two crewmen.

Useless Snorkel?

At first glance, the snorkel may appear decorative. However, operating without a snorkel can prove catastrophic if the mission lasts a long time (long enough for these results to appear more than once).



If the fishboat's elevation is **below** or lower, and there is no snorkel mechanism **13** on the fishboat or it is inoperable, add 1 Fatigue marker to a crewman. Also, if drift intensity is strong or weak, temporarily shift the fishboat's power grade to the right one space.



If the fishboat's elevation is surface or awash, and drift intensity is **strong**, add 1 Panic marker to a crewman. Also, if drift intensity is **strong**, temporarily shift the fishboat's power grade to the right one space.

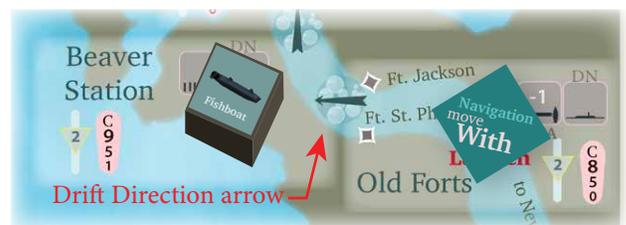
NAVIGATION TABLE

The table is organized in columns and rows, each **column** corresponding to a power grade. Refer to the column that represents the fishboat's current power grade, taking all temporary adjustments into consideration **28** (including the lower register effect, if any). Then, refer to the **row** that represents the fishboat's direction of travel relative to the drift direction (with or not with). Find the navigation result at the intersection of column and row and apply that result **28**. It is possible for there to be no result (if the intersection is empty, there is no result to apply).

A non-result is a happy result.

'With' or 'Not With'?

Note the drift direction. On the Training, Charleston, or Mobile boards refer to the Drift Direction gauge (it applies to all connections on the board). If on a river board, note the directional arrows connecting the Fishboat marker's position to the position it moved from. In either case, if the fishboat's path of travel this turn was in the same direction with the drift direction, the fishboat is 'with' the drift direction. The fishboat can only be 'with' if it moved to another position.



The Fishboat moved 'with' the drift direction.

'Not With' example

It is a flood tide at Mobile, and the fishboat moved from Pelican Islands to West Shoals. Since that path of travel was against the drift direction, it is 'not with.'

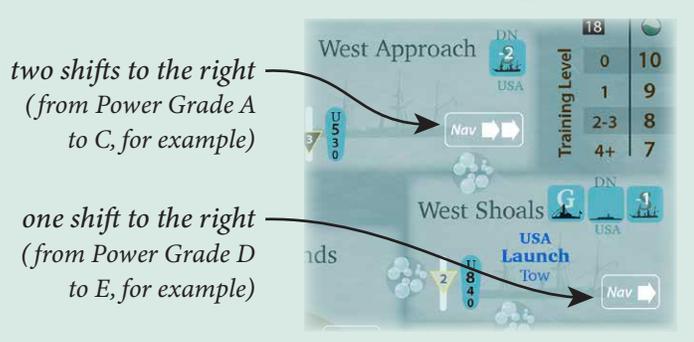


Rule Elaboration: A fishboat can either move with the direction of the flow of water, or not. Compare the Fishboat's direction of movement to the arrow printed on the Drift Direction marker. If they are parallel and the fishboat moved in the direction of the drift direction arrow, the fishboat is considered to be moving with the current (use the 'with' row of the Navigation Table). If not parallel or not in the same direction as the arrow, or if not moving at all, use the 'not with' row.

Power Grade Adjustments

If they apply, the power grade must be temporarily adjusted to the right by a variety of conditions (shifting right is never voluntary). Adjustments to the left are accomplished by crank intensity and are voluntary (step 2). Adjustments are cumulative (e.g., four adjustments right and one left results in three shifts right). Adjustments to the right include: the lower register of the Navigation Card, some malfunctions, each incapacitated space inside the fishboat, and the Fishboat marker's position on the Mission Board (as noted by the 'Nav' arrow or arrows printed in that position, if any). If cumulative adjustment would shift the power grade beyond its maximum or minimum, it remains in either Grade A or Grade E.

Position adjustment examples

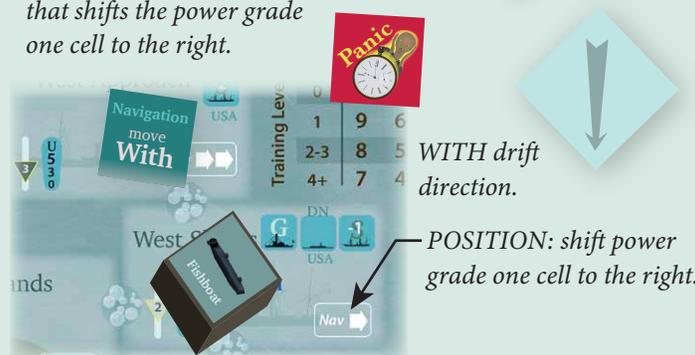


Power Grade example

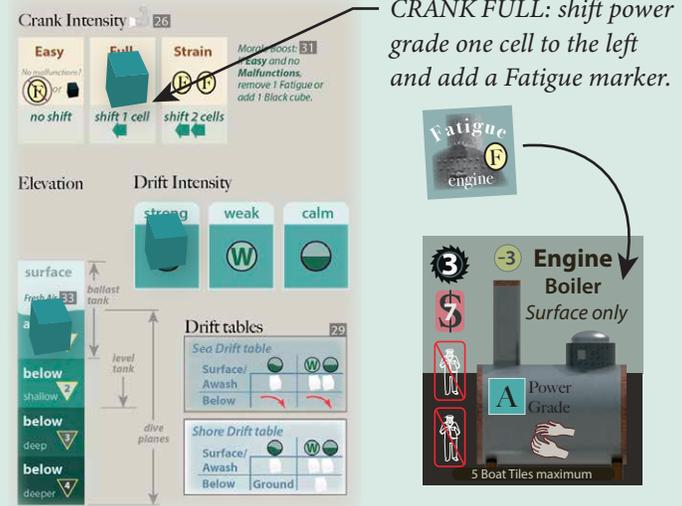
The player drew a Navigation Card, looked at it, and now takes stock of the temporary power grade. They must set crank intensity before applying the card effects.

LOWER REGISTER: The fishboat is awash but is not equipped with a snorkel mechanism, so one crewman must get a Panic marker (if assigned to a crewman with iron nerves, it becomes a Terror marker instead). Also, drift intensity is strong, so that shifts the power grade one cell to the right.

Navigation Drift Direction	Power Grade				
	A	B	C	D	E
with			Drift	Drift	Lost
not with			Drift	Lost	Lost



CRANK FULL: shift power grade one cell to the left and add a Fatigue marker.



Power Grade
Strength / Weight = Power Grade 21

P	C	D	E
X3	X2	-	

Navigation Drift Direction	Power Grade				
	A	B	C	D	E
with			Drift	Drift	Lost
not with			Drift	Lost	Lost

TEMPORARY POWER GRADE ADJUSTMENT: two shifts right, one shift left. Power Grade is B.

NAVIGATION CARD TABLE EFFECT? None!

NAVIGATION TABLE RESULTS

The effects of the Navigation Table are explained here...

Lost **13** **LOST:** The fishboat's mission ends, it is lost at sea (or in the river). If playing the campaign, the fishboat may be salvaged during a subsequent Action Phase **61**.

Boiler Engine: If equipped with a Boiler Engine, this result may be converted to a Drift result by recycling 2 Black cubes or 4 Red cubes from the Fate Pool.

EMPTY: There is no effect.

RED CUBE: Add a Red cube to the Fate Pool.

P **PANIC:** Apply a Panic marker to a crewman. Iron nerves can downgrade Panic to Terror **22**.



Drift **DRIFT:** Consult the appropriate **Drift Table** printed on the lower right corner of the Mission Board. There are two tables, use the one corresponding to the fishboat's relative position to the shore (Charleston and Mobile mission boards) or to its elevation (New Orleans or Richmond mission boards). In either case, the table is organized by two or three columns, each pertaining to drift intensity (strong, weak, or calm). On the Charleston and Mobile mission boards there are two rows, each relating to the fishboat's elevation. Find the result at the intersection of column and row. Apply the result immediately.

The term 'drift' is used here to mean the fishboat is moving out of control or moving under limited control. It is dangerous.

Drift Table results are explained here...

Dive **Dive:** The fishboat descends one elevation level. Immediately slide the marker on the Elevation gauge to the next deepest level. If the marker is already in the position's lowest level (i.e., its bottom), treat as a Ground result.

Ground **Ground:** *The fishboat collides with earth and rock. It is stuck!* You must either perform Cut Weights **11** immediately, or the fishboat is **Lost** **13**. Keel weights mechanism is necessary to perform Cut Weights (remove the Keel Weights mechanism to avert the Lost result and climb the fishboat one elevation level).

One Cube: Draw a cube from the Fate Pool and apply the Fate result.

Two Cubes: Draw 2 cubes from the Fate Pool and apply the Fate result.

Fate Results Explained here...

Red Cube: Recycle the cube. Then, draw 2 more cubes from the Fate Pool and apply the Fate result.

Black Cube: Recycle the cube and roll a die. If the number rolled is **EVEN**, apply a Panic marker to a crewman (iron nerves can convert it to Terror **22**). If **ODD**, apply a Fatigue marker to a crewman (or engine if there is one).



2 Black Cubes: Recycle the cubes. Move the Fishboat marker to an adjacent position on the Mission Board. It moves **only** in the direction of drift. If there is no adjacent position connected to your current position in the direction of drift, apply the **Lost** result instead **13** (the mission is over).

Black Cube & Red Cube: Recycle the cubes. Then, the fishboat suffers a **Leak** **12**. Also, if the fishboat's Elevation is Surface or Awash, AND the Position has Enemy Eyes, you must make an immediate Detection Check **8** (the Detection value is 8 **35**; apply all applicable modifiers). If this triggers Enemy Response, resolve the enemy attack **10**.

2 Red Cubes: Recycle the cubes. Then, the fishboat descends (Dive result). Slide the marker down on the Elevation gauge to the next level. If it already is in the position's deepest level, apply the **Ground** result instead.

Dive **with a Boiler Engine?** This result does NOT pull a fishboat with a boiler engine to Awash, it remains at surface elevation. This drift result instead means the engine takes on water and is inoperable. The fishboat is dead in the water **21**. To signify this, add two Malfunction markers to the Boiler Engine and a Panic marker to a crewman (the effect is immediate). **P**

NO CUBE? If (for any reason during a mission) you can't draw a cube because the Fate Pool is empty, the fishboat is **Lost** **13** (the Mission or scenario ends).

Drift Table example

The Navigation Card's result was Drift, and the player is using the Mobile mission board.

The diagram shows a Navigation Card with a table for Drift Direction (with/not with) and Power Grade (A-E). A red arrow points to the 'Drift' result in the 'not with' row and 'B' column. Below the card is a mission board showing a fishboat on the 'Sea Drift' side of a dividing line. A red arrow points from the fishboat to the 'Sea Drift' label.

Navigation		Power Grade				
Drift Direction		A	B	C	D	E
with			■	●	Drift	Lost
not with	●	Drift	Drift	●	Lost	Lost

If Awash or Below and no Snorkel, ● → Nav

The fishboat's position is on the "Sea Drift" side of the dividing line, so the player must refer to the Sea Drift table instead of the Shore Drift table. Drift Intensity is weak and the fishboat is awash.

The diagram shows two drift tables: 'Sea Drift table' and 'Shore Drift table'. The 'Sea Drift table' has a red box around the 'Surface/Awash' result. The 'Shore Drift table' has a 'Ground' result. A red arrow points from the fishboat's position to the 'Sea Drift table'.

Sea Drift table	
Surface/Awash	● ●
Below	■ ■

Shore Drift table	
Surface/Awash	● ●
Below	Ground

The Drift Table result is ■ ■, so the player draws two cubes at random out of the Fate Pool... ■ ■

... two Black cubes. The player sets them aside (they are not returned to the Fate Pool, they are recycled), and the Fishboat marker is carried into the Channel position by the ebb tide.

The diagram shows the fishboat moved to the 'Channel' position on the mission board. A red arrow points from the fishboat to the 'Channel' label.

Shore & Sea?

Hydronautical note: Charleston and Mobile mission boards have a dividing line, organizing their positions into two categories: Shore Drift and Sea Drift.

The diagram shows a mission board with a red dividing line separating 'Sea side' (top) from 'Shore side' (bottom). A fishboat is positioned on the 'Sea side'.

Positions on the Sea Drift side of the line are usually burdened with a power grade right-shift and their Sea Drift Table tends to be harsher than the Shore Drift Table. This is intended to reflect the water's stronger current and increased turbulence further out to sea. The fishboats of the 1860s were weaklings, particularly those hand-cranked machines like the Hunley and the Alligator. Their low power rendered them vulnerable to sea and river, and the Drift result on the Navigation Table is intended to make that vulnerability tangible.

Another Drift Table example

The Navigation Table (not shown) garnered a Drift result. The player must draw two cubes out of the Fate Pool, but there is only one in that pool, and thus, the fishboat is Lost. The Ground result no longer matters,

The diagram shows the fishboat on the mission board. A red arrow points from the fishboat to the 'Lost' result in the 'Sea Drift table'.

but it would have ended the mission too, unless the fishboat had Keel Weights to release (in which case the Ground result is averted).

The diagram shows the 'Drift tables' section of the mission board. The 'Below Drift table' has a red box around the 'Ground' result. A 'Keel Weight' card is shown next to it.

Drift tables	
Surface/Awash Drift table	
Surface/Awash	● ●
Below	■ ■
Below Drift table	
Surface/Awash	● ●
Below	Ground

Keel Weight 11

REPAIR PHASE

During the Repair Phase, execute all Repair orders, if any, and remove cubes for Leaks, if any (see Leak Control 12). Then check to see if you earn a Morale Boost.



Repair

A crewman assigned a Repair order (the “repairman”) may remove one Malfunction marker from one mechanism in his space or an adjacent space, or perform Leak Control on one Leak 12. Only one Repairman may repair the same mechanism in the same phase (unless one of them has the Teamwork skill 25).

No Panic: A Panicked crewman (i.e., a crewman with a Panic marker attached 22) may not perform repair.



Repair NO

Fatigue & Terror Okay: A crewman with a Fatigue or Terror marker, or both, may perform repair.

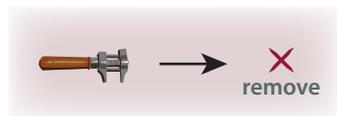


Repair YES

Busy: 24 A Repairman is busy. This busy state lasts the entire turn, not just during the Repair Phase.

REPAIR PROCEDURE: Select the Repairman and refer to the Mechanism’s box on the Malfunction panel (back cover of the Cyclopedia). If using the Teamwork skill 25, one Repairman performs Repair in full before the other. Follow instructions in the mechanism’s Repair section to recycle the Malfunction marker. Instructions are explained here (mechanisms are explained in more detail in the Cyclopedia):

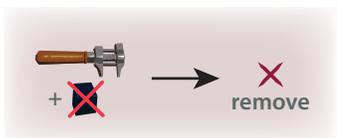
Repair effects:



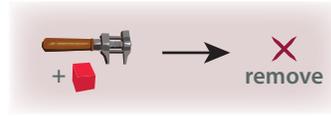
Recycle one Malfunction marker.



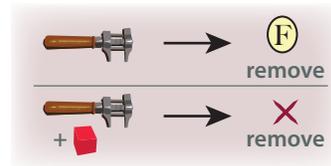
Recycle one Malfunction marker. And, if the fishboat is awash or below elevation, add a Red cube to the Fate Pool.



Recycle one Malfunction marker and draw a Black cube from the Fate Pool (the cube has no effect, it is just taken out of the pool). If there is no Black cube to be drawn, repair is canceled.



Recycle one Malfunction marker and add a Red cube to the Fate Pool.



Recycle one Malfunction marker and add a Red cube to the Fate Pool. This instruction pertains to engine mechanisms, and if there is a Fatigue marker on the engine (put there by full or strain crank intensity), the repair action removes 1 Fatigue marker INSTEAD of the Malfunction marker. A Malfunction marker may only be removed when there are no Fatigue markers on the engine.



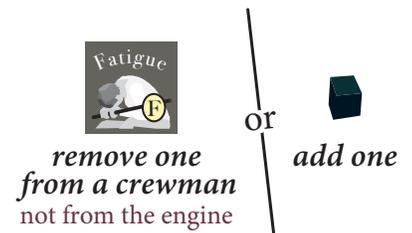
Repair is possible only if the fishboat’s elevation is surface or awash, remove one Malfunction marker. However, if the crank intensity was set to Full or Strain during the Navigation Phase, place a Panic marker on the Repairman. Unless panic is downgraded to terror by iron nerves, this cancels the repair 22.

Morale Boost

During the Navigation Phase (even during a Slack Water turn 26), if Crank Intensity was set to Easy, the crew is eligible for the Morale Boost (you are not permitted to change crank intensity now, you merely check or recall what the last setting was). That eligibility is contingent on there being no Malfunction markers in play. That is, **if crank intensity is Easy, AND no mechanisms or the weapon have Malfunction markers on them**, you earn the Morale Boost.

MORALE BOOST EFFECT:

You have a choice: Either add 1 Black cube to the Fate Pool, or recycle 1 Fatigue marker from a crewman.



Crank Intensity

Easy allows the morale boost, but only if there are no malfunctions.

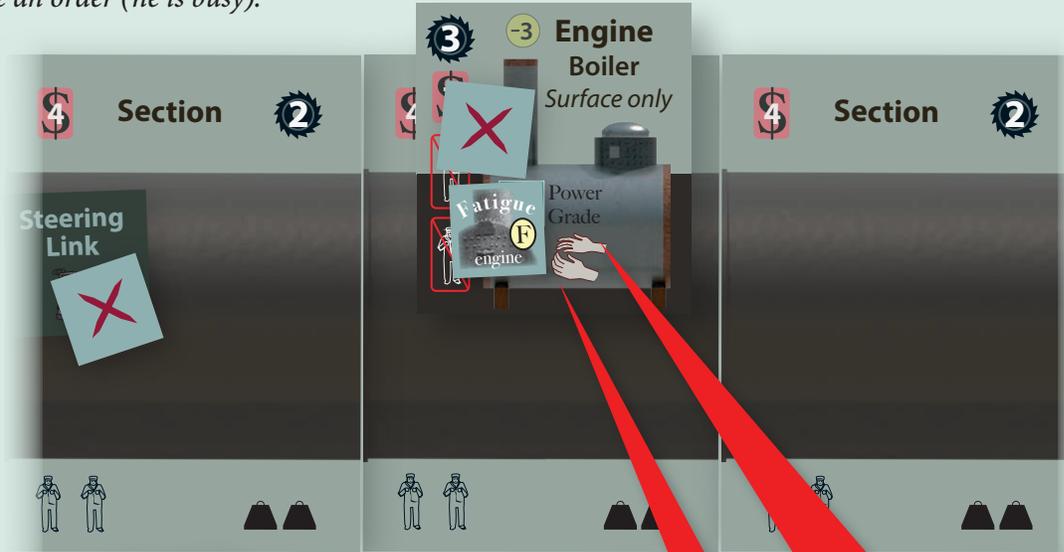
Easy No malfunctions? [Fatigue icon] or [Black cube icon] no shift	Full [Fatigue icon] shift 1 cell	Strain [Fatigue icon] [Fatigue icon] shift 2 cells
--	---	---

Repair example

Two crewmen are assigned Repair orders (Leavitt and Connor). Alexander could have been assigned a Repair order but he was assigned a Mechanical order instead (he is operating the engine). Baird is panicked and can't execute an order (he is busy).



All four crewmen are busy , so had this fishboat been propelled by hand-cranking, both spaces with crewmen would have been incapacitated **23**.



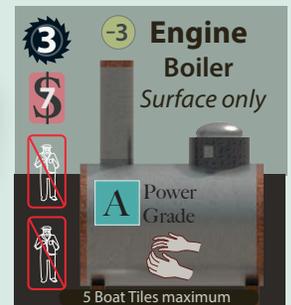
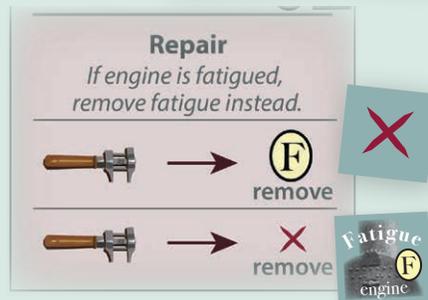
Due to the engine, this space is empty of crewman (the engine takes up the entire space).



Adjacent to the engine.

The only mechanism the two repairmen can reach is the engine. The repairmen are Leavitt and Connor (each is assigned the Repair order). One of them will remove the Fatigue marker, allowing the other to remove the Malfunction marker. Ordinarily, this would be impossible, but Leavitt has the Teamwork skill **25** allowing them both to repair the same mechanism.

Morale Boost? There is a Malfunction marker on the Steering Link mechanism, so the fishboat does not qualify for the Morale Boost. That means a Black cube won't be added to the Fate Pool.



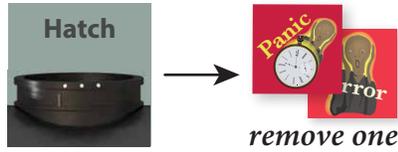
Engine free of fatigue and malfunction!

↙ RALLY PHASE

During this phase you may recycle Fatigue and or Terror and Panic markers from crewmen. There are two ways to do this, and both may be applied in the same phase: fresh air and rally.

Fresh Air

If the fishboat's elevation is surface and crank intensity was last set to **Easy**, recycle Terror and/or Panic markers equal to the number of operable hatches on the fishboat.



For example, the H.L. Hunley has two hatches, so two Terror markers may be recycled (or two Panic markers, or one Terror and one Panic marker).

Panic/Terror only:

Fresh air does not remove Fatigue markers.



Inoperable Hatch? When inoperable due to Malfunction 10, a Hatch does not remove a marker.

No Hatches? If the fishboat doesn't have hatches, the fresh air mechanism may not be applied (i.e., zero hatches means removing zero markers).

A fishboat without hatches runs on the surface, and in this game is assumed to be a surface-boat. Its crew enjoy an open top, and so, their fear can't be assuaged by opening the hatch or gaining access topside.

Rally

The Training Level gauge indicates the number of Rally markers you are allowed each mission.



For example, at training level one, you start the mission with one Rally marker.

Spirited Leadership: Some crewmen grant you an additional Rally marker. You get that extra marker only if you place that crewman in the space with the Steering Link mechanism (or improved Steering Link mechanism), or adjacent to that space.

Rally Markers: At the start of a mission, gather together the Rally markers allowed and keep them handy. During the Rally Phase, you may use as many as you like ("use" means spend). Each marker may only be spent once during a mission (they are a finite resource during the mission; recycle the marker after using it).

Rally Marker Effect: When you use a Rally marker, recycle ALL Fatigue, Terror, Panic, and Incapacitated markers from ONE SPACE inside the fishboat. A Rally marker has no effect on an engine, and no effect on Malfunction markers.

Rally example

The player uses a Rally marker in the Rally Phase to recycle two Fatigue, one Terror, one Panic, and the Incapacitated marker from this space on the fishboat. The malfunction marker is not removed.

Rally recycles these markers.



Tomb has Spirited Leadership.

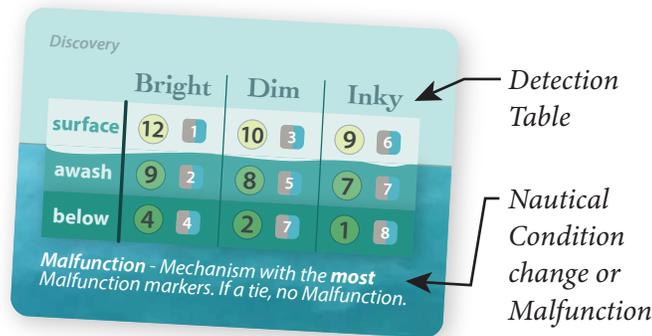
Spirited Leadership is that resounding voice of encouragement in the dark, or a voice of confidence, or well-timed humor or threats, that temporarily relieve the burden of terror, panic, and fatigue.

DISCOVERY PHASE

During this phase, draw a Discovery Card (reshuffle if card deck is empty). Then, check for a change in **nautical condition** or a **malfunction**. Then check to see if you have been discovered (Detection Check **5** **35**). Finally, you may make a Target Check (to initiate tactical action).

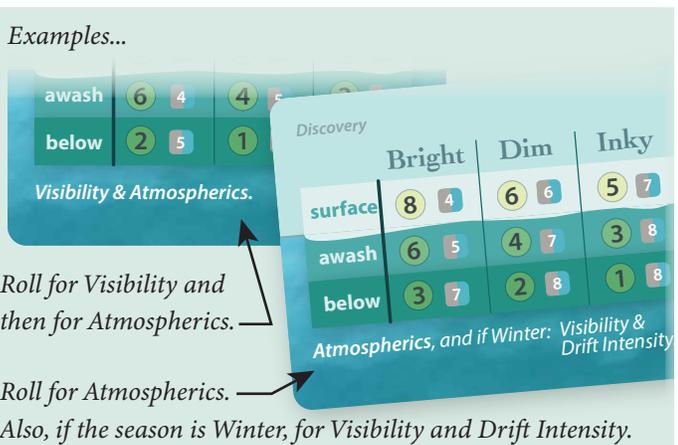
You may discover a malfunction, a change in the weather, or you may spot an enemy target in reach. Or you may learn that you have been discovered by enemy eyes (or suspect as much). Will they attack? You will discover that, too.

Discovery Card: The card presents a Detection Table and a line of text underneath it. Draw ONE card each Discovery Phase. Shuffle the deck at the start of a mission. If you run out of cards during a mission, reshuffle to make a new deck.



Nautical Condition Check

If the word ‘Atmospherics,’ ‘Visibility,’ or ‘Drift Intensity’ appears beneath the Detection Table printed on the card, that nautical condition may change. Refer to the season box on the Mission Board and look for the nautical condition therein. Roll a die and apply the result (essentially, you are performing setup again for that particular nautical condition **16**). The new condition replaces the old. You may NOT add 2 Red cubes to the Fate Pool to change any of the new conditions.



Malfunction Check

If the word ‘Malfunction’ appears beneath the Detection Table, it is likely that a mechanism is not functioning properly. The effect depends on the text. If the text indicates that a specific mechanism has a malfunction, place a Malfunction marker on that mechanism. If the text indicates ‘random malfunction,’ consult the Malfunction panel (back cover of the Cyclopedia) and roll two dice. Add the numbers rolled to make a sum (there are no modifiers), and locate the sum on the panel to find the mechanism that is not working properly (place a Malfunction marker on that mechanism). There is no limit to the number of Malfunction markers that may accrue on a mechanism.

 *The more mechanisms you install on the infernal machine, the more mechanical problems you are likely to experience.*

No Mechanism? If the dice sum locates a mechanism that is absent (i.e., the fishboat is not equipped with that mechanism), cancel the malfunction.

Panicked Crewman? If the Malfunction must happen in a space with a panicked crewman, the mechanism you select must be one that is capable of malfunctioning (*for example, it can be a hatch but it can't be the level tank*).

MALFUNCTION EFFECT: When you place a Malfunction marker on a mechanism, thereby signifying that it has a Malfunction, consult the Malfunction panel on the back cover of the *Cyclopedia*. Mechanisms vulnerable to Malfunction are listed there, explaining the effect. Immediately apply the effect. If this is the second Malfunction now on the mechanism, apply the effect indicated for two Malfunctions. If a third Malfunction marker is placed on the mechanism, apply the effect for three Malfunctions, if any. In some cases only an effect for two or three Malfunctions is indicated, which means an additional Malfunction has no new effect (place the marker on the mechanism anyway, since it increases the burden of repair). The *Cyclopedia* provides a complete explanation of malfunction effects **5**.

Removing Malfunction Markers: Malfunction markers may be removed from a mechanism during the Repair Phase, but only by crewmen assigned Repair orders, and they must be in or adjacent to the mechanism's space **31**. There may be additional conditions that must be satisfied, as indicated on the Malfunctions panel (*for example, to remove a Malfunction marker on the propeller mechanism, the fishboat must be at surface elevation*).

Inoperable? A mechanism with a Malfunction marker on it continues to operate, unless the effect of the malfunction includes the word ‘inoperable.’ If inoperable, the mechanism no longer works. Most may be repaired **31**.

The presence of a single malfunction marker might mean the mechanism makes a weird noise, or feels wrong. It doesn't mean the mechanism stops working, but it may be a sign of an impending breakdown...a portent of doom.

Malfunction example

The player draws a Discovery Card and checks for a change in nautical conditions or a malfunction. The card indicates a "random malfunction," and so the player rolls two dice...

Discovery

	Bright	Dim	Inky
surface	9 4	7 5	5 6
awash	7 5	5 6	3 7
below	3 6	2 5	1 7

Random Malfunction.

8
7

14-15

Propeller

Malfunction
If boat has Shroud, Shroud malfunction instead

- degrade Power Grade by 1 **P**
- Power Grade E **P**
- Inoperable
Dead in the Water

Repair
Surface only
During Nav Phase, if Full or Strain, repairman panics **P**

remove

...a '15'...and finds the '15' on the back cover of the Cyclopaedia. The random malfunction reveals that the Propeller 12 gets a Malfunction marker.

Chisel Stern

improved Propeller

Sailor
A.J. Wilson
Corporal

Panic

The mechanism now has one Malfunction marker, and it degrades the fishboat's power grade from 'B' to 'C'. This shift to the right is in effect until the malfunction marker is removed (via repair 31). One Panic marker must also be assigned to a crewman **P** (they may be anywhere in the fishboat). Wilson lacks iron nerves. Panic means he can't receive orders.

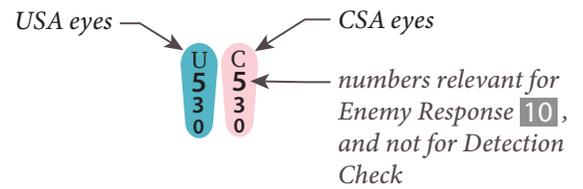
Detection Check

To determine if the enemy discovers the fishboat, make a Detection Check. A check is only necessary if the fishboat is in proximity of enemy eyes.

Enemy Eyes: If the Fishboat marker is not in a position with an Enemy Eyes icon, the fishboat is automatically NOT detected. Do not perform the Detection Check. If the fishboat belongs to the USA, enemy eyes are indicated by the pink icon (letter 'C' at the top), and if the CSA, they are indicated by the blue icon (letter 'U' at the top).

U USA eyes: check if CSA player

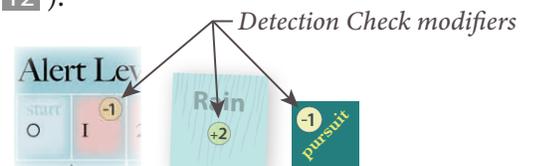
C CSA eyes: check if USA player



DETECTION CHECK PROCEDURE: This is the same procedure explained in Part 1 5, except the Detection Table is on the Discovery Card instead of the Tactical Board. Refer to the column corresponding to the visibility currently in effect (note that Dim and Inky are separated now into different columns). Rows pertain to the fishboat's elevation (surface, awash, below). The circled number ? at the intersection of column and row is the Detection Value. Roll a die and compare the number rolled to that value. The same modifiers apply except for proximity, since there is no Near or Contact zones on the Mission Board. If the number rolled (including modifiers) is **equal to or higher** than the Detection Value, the fishboat is not detected. If **lower**, it is detected.

Detected Effect: Flip the Fishboat marker so that its Detection side is face-up. If already face up (that is, the fishboat was already detected when the Detection Check was made), pause the mission sequence of play to perform an enemy response (you are attacked! 10).

Not Detected Effect: Flip the Fishboat marker so that its Detection side is face-down. There is no other effect (if the fishboat has one or more Pursuit markers attached, they stay attached 12).



Target Check

To initiate the Tactical Sequence of Play, thereby shifting action to the Tactical Board **5**, make a Target Check. If you don't make a Target Check, the Discovery Phase ends. These conditions must be satisfied to allow this check:

- the Steering order must have been assigned to a crewman with the Steering skill (he must be in or adjacent to the Steering Link and if there is one, a Hatch);
- the Fishboat marker did not move this Mission turn;
- the Fishboat marker is in a position with at least one enemy Target icon; if equipped with a Diver as weapon, the target icon may not be labeled DN (Diver No);
- the Conveyance must be allowed, as determined by the Fishboat's Elevation.

Conveyance	Elevations allowed
Diver	lowest 16
Spar	Below Shallow or higher
Tow Cord	Below Shallow

Target Icon: Some positions are printed with Target icons, each representing one type of eligible target. If the position has two Target icons, you may make two Target Checks, one for each target type. If both succeed, you may select one of them as your Tactical Board target. If the Fishboat's position does not include the Target icon of the enemy, a Target Check is prohibited.

Target Icon	Target Marker 18 (place on Tactical Board)	
		target marker for USA only
		target marker for USA or CSA player
		target marker: USA player
		target marker: CSA player
		target marker for USA or CSA player
		target marker for CSA player only
		target marker for USA or CSA player

Dead in the Water? **21** If the fishboat lacks propulsion **25**, you may not make a Target Check. No propulsion can happen when the Propeller **12** or Steering Link **14** accumulate 3 or more Malfunctions. And on fishboats with an engine, it happens when the engine is either not being operated or when the engine is inoperable **8 9**.

TARGET CHECK PROCEDURE: Besides Detection Values, the Discovery Table also includes Target Values at the intersection of column and row. Roll the die and compare the number rolled to the Target Value. Adjust the number rolled by the modifier printed in the Target icon, if any, and by the modifier printed on the Atmospheric marker currently in play, if any (modifiers are cumulative). Some crewmen (Kroehl **37** and Dixon **33**), if in the space with the Steering Link, also provide a modifier if they are assigned Steering orders. If the modified number rolled is **equal to or greater** than the Target Value, a target has been acquired. If **lower**, no target is in reach (the check failed).

The diagram shows a Discovery Table with columns for Bright, Dim, and Inky, and rows for surface, awash, and below. A die roll of 2 is shown. A target icon with a -2 modifier is selected. A note says: "Malfunction - Mechanism with the most Malfunction markers. If a tie, no Malfunction." Below, a Tactical Board shows a Blockade west flank with a USA marker and a -1 modifier.

Target Acquired (success result): You may initiate an attack run. If you choose to do so, set up the Tactical Board **3** and start the Tactical Sequence of Play **5**. If you choose not to initiate the attack run, the Discovery Phase ends.

Target marker: When setting up the Tactical Board, place the Target marker in the target space. That marker must correspond to the target icon you selected when you made the Target Check.

Elevation Clarification: To perform a Target Check, a fishboat carrying a Diver must be at the lowest elevation in the position (on the Tactical Board, Below includes Below Deep and Deeper). If carrying a Tow Cord it must be Below shallow. If pushing a spar, it may be Below shallow or higher.

Failed Target Check: If the check failed, no attack run is possible against that target this turn. This ends the Discovery Phase, unless you make a Target Check against another target icon in the fishboat's position (exception: Enemy Obstruction - Locate Passage). If the fishboat is in a position with only one enemy target icon, then only one Target Check is possible.

ENEMY OBSTRUCTION - Locate Passage: Instead of attempting to initiate the Tactical Sequence of Play, you may perform a Target Check to locate passage through an enemy obstruction. If you attempt this, you may not also attempt another Target Check in the same phase (*targeting a ship, for example*).

Passage Blocked: 25 On the Mission Board during the Navigation Phase, a fishboat may not move out of a position if that position has an enemy obstruction in it (exception: it may move into the position it previously occupied). Drift (2 Black cubes) 29 may move the fishboat through the blocked passage to an adjacent position, but this does not locate it.

Locate Passage: During the Discovery Phase, you may perform a Target Check 36 targeting the enemy obstruction. You may do this at any elevation, regardless of conveyance limitations 36. If successful, do not initiate the Tactical Sequence of Play. Instead, place a Passage Located marker in the fishboat's position. That marker remains in play for the rest of the mission, and it allows the fishboat to move out of that position normally during the Navigation Phase. Recycle the marker at the end of the mission.



You can use this marker to keep track of passage located in an enemy obstruction.



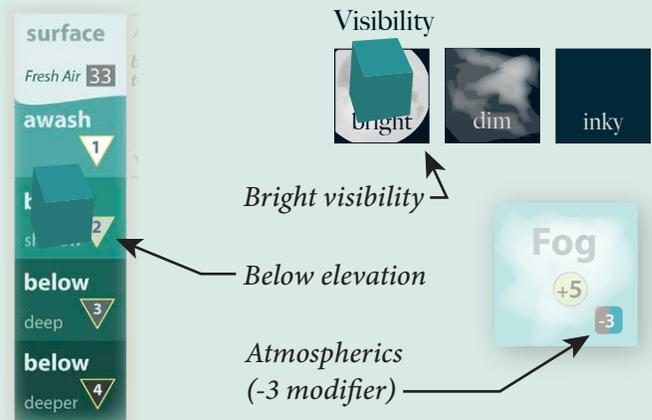
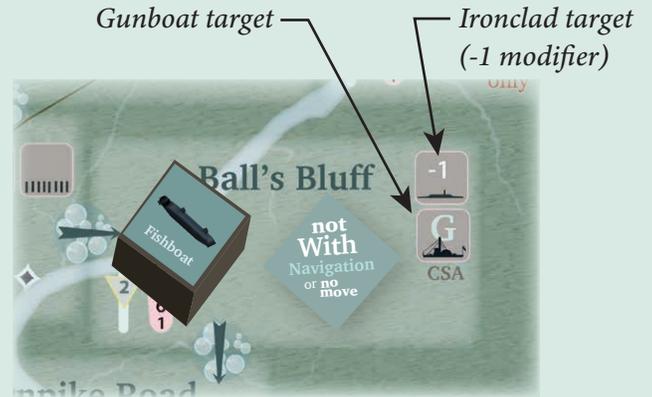
In the campaign, it is possible the Fortunes of War result will temporarily place a new Target in a position on the Mission Board. You can use a marker to note this.

DISCOVERY PHASE ENDS: When the phase ends, the cycle of phases is complete (recycle Orders markers). This ends the Mission turn and possibly the mission.

End of Mission? If the fishboat is at surface elevation and the Fishboat marker is in a position printed with the word "Launch" or "Launch Tow", and the position does not have an enemy eyes icon in it, you may end the mission (if playing a scenario, this ends the game). If you choose not to end the mission, or can't (because the fishboat is not in a Launch space or is not on the surface), play a new turn by restarting the Mission Sequence of Play with the Orders Phase 23.

Target Check example

The USA player chooses to make a Target Check. The fishboat did not move this turn and the Steering order was assigned. The player will first try for the Ironclad, and if that fails, will attempt the Gunboat.



The Discovery Card was already drawn (for the Detection Check). Using the same card, the player notes the Target Value and rolls a die...



The Target Value is '6' and there are two modifiers (-1 Ironclad target icon, -3 Fog). They roll a '10' which is modified down to '6'...which is just enough to succeed. The Tactical Board must now be setup (Approach 3).

Another Target Check example

The CSA player chooses to make a Target Check. The fishboat did not move this turn and the Steering order was assigned. The player will first try for the Sloop, and if that fails, will attempt the Ironclad.

Ironclad target (-2 modifier)

Sloop target (-1 modifier)

not With Navigation or no move

U 630

surface

Fresh Air 33

a

below shallow 2

below deep 3

below deeper 4

Visibility

bright dim inky

Haze +1 -1

Atmospherics (-1 modifier)

Sectic Hatch

Steering Link

+2 Target Check if Steering

+2 modifier

1

IRON

Sailor

George Dixon

Lieutenant

Steering

The Target Value is '6' and there are three modifiers (-1 Sloop target icon, -1 Haze, +2 Dixon). A die is rolled...

...a '4' which misses.

Discovery	Bright	Dim	Inky
surface	9 4	7 5	5 6
awash	7 5	5 6	3 7
below	3 6	2 6	1 7

Random Malfunction.

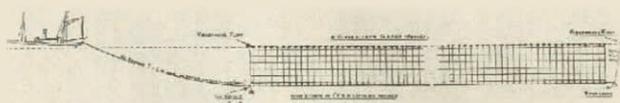
The player tries for the Ironclad now (which has a -2 modifier). A die is rolled...

...a '7' modified to a 6...and the attempt succeeds. The Tactical Sequence of Play is initiated, which means the Tactical Board must be setup 3 !



Nets?

By 1864, Union blockade ships were occasionally protected by defensive netting and booms intended to keep spar-mounted torpedoes at a distance or to entangle sneaky fishboats and diver-saboteurs. This nascent anti-submarine technology features only abstractly in this game, built into the growing Alert Level and the Enemy Response/Attack mechanism.



PART 3: CAMPAIGN RULES

Infernal Machine is designed to be played as a campaign. You start with a single Investor (your visionary partner). Your goal is to build a fishboat and perform successful missions that will make a mark in history while providing you with a viable post-war future. It starts in Spring 1861 and ends in 1865 for the USA and possibly sooner if playing the CSA side. The Almanac tells you the outcome of your labors (Outcomes).

Campaign Setup

Choose which side to play, CSA or USA. Place the Gauges Board in front of you with whichever side you're playing face up. Organize your side's Persona cards into four decks next to the board (Investors, Mechanics, Journeymen, and Sailors). Shuffle each deck. Then, draw the top three Investor cards. Look at them and select one as your starting Investor. Recycle the other two. (If any type of card deck becomes empty, shuffle its recycled cards to make a new deck.) Next, randomly determine your starting location (this is where your shop will be located). You have 3 possibilities, depending on the side you're playing:

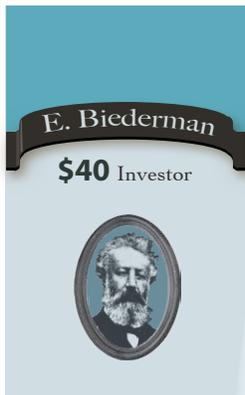
- CSA: **New Orleans, Norfolk, Selma.**
- USA: **Boston, Brooklyn, Cairo.**

After selecting a Location Card at random, place it in its space on the calendar on the Gauges Board (recycle the other two). Finally, populate the board with generic markers (aqua cubes) 40 41.

Starting Funds

Note the dollar amount printed on the Investor card. That is your starting funds, which should be recorded on the funds track printed on the Gauges Board. Use the two funds markers printed with dollar signs, one to represent the tens digit and the other to represent ones.

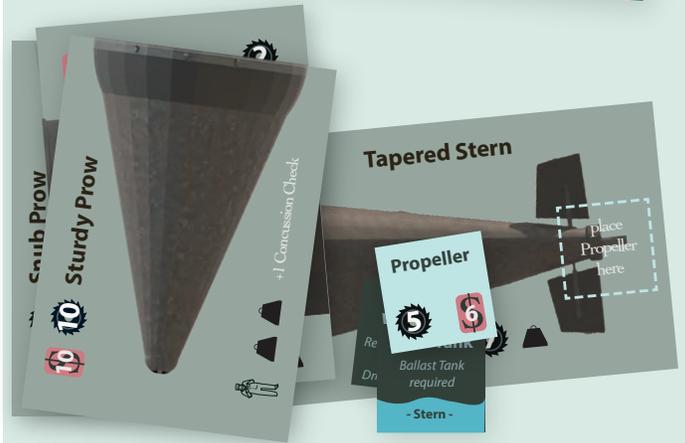
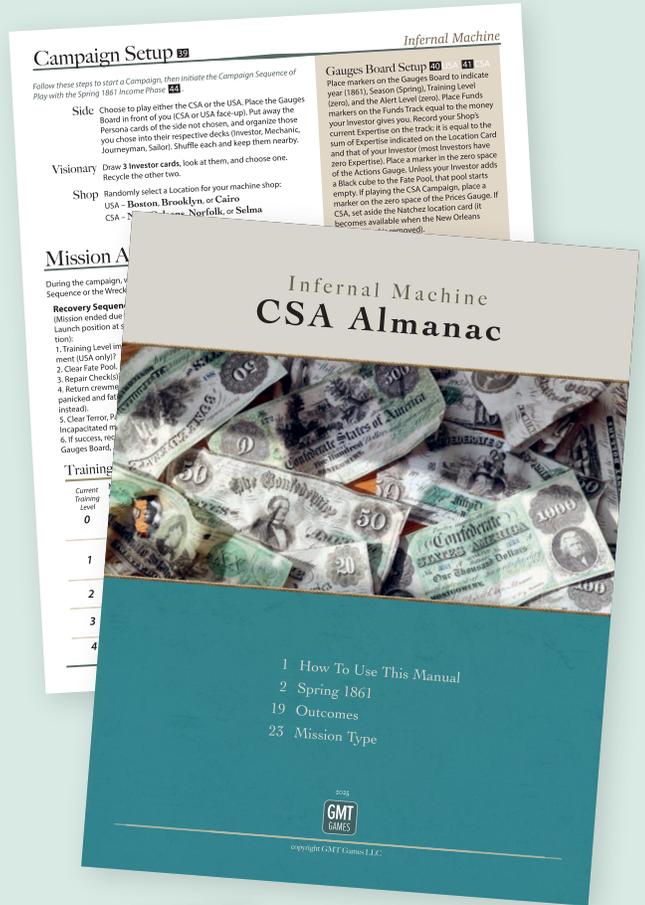
Immediately gain benefits noted in the lower portion of the card.



Some personae, such as Lydia Sigourney, also add a cube to the Fate Pool.

If Biederman is selected as your starting Investor (your visionary partner), you start with \$40.

Biederman only gives you money. Had you selected Augusta Price, you also would have gained 1 Expertise.



Keep the Almanac and the Campaign player aid folder handy. Boat Tiles, Mechanisms, and Weapons will enter play when you perform Build Actions 47.



For debt (the red side of the markers), see 46 47.

USA Campaign setup



Keep Contract markers near their respective Contract slots, or just keep them handy. None start on the calendar.

Draw 3 Investors and choose one (gain his or her Investor funds 39). Recycle the other two.



USA Gauges
Campaign Game

Funds \$ and records track 39

Fate Pool
Fate Pool starts with 0, 1, or 2 cubes, depending on your starting Investor.

Calendar
1861 1862 1863 1864 1865

Alert Level 42

Training Level 43

Actions Menu
Build (Purchase Order) 47
Commission 51
Contract 53
Investment 54
Mission 56
Recruit 60
Salvage 61

Shop 44

Shuffle each deck and place them in easy reach. If the deck is empty, shuffle recycled cards to make a new deck. If none to shuffle, you have two options. To make the game easier, reshuffle the removed cards to make a new deck. Or...it seems your project has a reputation for knocking off personnel. Even the Navy won't provide 'volunteers.' The deck stays empty.



Randomly select one of these as your starting Location Card. Place it on the Calendar.

Place two generic markers (cubes) on the Calendar to indicate the Spring 1861 season.

Cairo
Mission Bd: Training 44

Brooklyn
Mission Bd: Training

Boston
Mission Bd: Training

CSA Campaign setup



Draw 3 Investors and choose one (gain his or her Investor funds 39). Recycle the other two.



47 Keep these handy.



Funds markers



53

Keep these near their respective Contract slots, or just keep them handy. None start on the calendar.



Campaign Gauges
Income (Shop, Contracts, Investor in winter) 44
Fortunes of War (roll die, debt allowed) 46
Actions (choose from menu; debt not allowed) 47
Time (Sick Bay, Event) 61

Funds \$ and records track 39

Prices influences cost but not income 42

Alert Level 42

Training Level 43

Actions Menu
Build 47
Change Location 50
Contract 53
Investment 54
Letter 55
Mission 56
Recruit 60
Salvage 61

Calendar
1861 1862 1863 1864 1865
Winter 1 Actions
Spring 2 Actions
Summer 2 Actions
Autumn 2 Actions

Shop 44

Location Card 42

Sick Bay EVEN cured, 1 dead 61

Fate Pool starts with 0, 1, or 2 cubes, depending on your starting Investor.

Shuffle each deck and place them in easy reach. If the deck is empty, shuffle recycled cards to make a new deck. If none to shuffle, you have two options. To make the game easier, reshuffle the removed cards to make a new deck. Or...it seems your project has a reputation for knocking off personnel. Even the Navy won't provide 'volunteers.' The deck stays empty.



Generic markers

Randomly select one of these as your starting Location Card. Place it on the Calendar. You can set aside the Natchez card. It enters play only when the New Orleans card is removed. Place two generic markers (cubes) on the Calendar to indicate the Spring 1861 season.



Alert Level

Keep track of the Alert Level on the Gauges Board. It can change during the Fortunes of War Phase [46](#) or the Time Phase [61](#). It never changes during a mission (i.e., it never changes during the Mission Sequence of Play). It begins the campaign at zero.

The Alert Level measures the enemy's awareness of stealth machines in general and not just yours in particular. A mission won't raise the Alert Level, since it is likely the enemy will not fully comprehend what happened. Confusion reigns, and meaningful action in response to new dangers takes time to implement.

Detection Modifier: If the Alert Level is 1 or higher, a negative modifier is imposed on Detection Checks [35](#), as noted on the Alert Level Gauge.

Enemy Response Attack Dice: The Alert Level determines how many dice you must roll during Enemy Response [12](#). At level zero or 1 roll one die, at level 2 roll two, and at level three or higher roll three.

Alert Level Check

Sometimes the Fortunes of War result [46](#) or an Event [61](#) will instruct you to change the Alert Level, but often you will be instructed to perform an Alert Level Check (also referred to as an Alert Check).

Procedure - Alert Check: Refer to the campaign player aid folder and find the Alert Check Table. Count the number of persona cards in play. Include those in your Shop, in Sick Bay, and assigned to contracts, and use the sum to determine the column to use in the table. Roll one die. The number rolled determines the row you must use. Find the intersection of column and row and note the result, either a plus (+) or minus (-) or no result (empty cell). It is also possible to garner a Navy Only result (N) in addition to a plus result. The number rolled sometimes must be modified (depending on the number of parts accrued and Lost results).

Modifiers explained...

- Subtract 1 if there are 12 or more boat tiles, mechanism markers, and weapon parts in the Shop (parts on wrecked fishboats and those in pending/available purchase orders are excluded).
- Subtract 1 if you suffered 1 **Lost** result this campaign.
- Subtract 2 if you suffered 2 or more **Lost** results this campaign.

Results explained...

- + Increase the Alert Level by 1. If already at 4, it remains 4.
- Decrease the Alert Level by 1. If already 0, it remains 0.

Empty cell - no change, the Alert Level remains at its current level.

N Navy only: For the remainder of this campaign, only Sailors may be assigned crew during a Mission. Investors, Mechanics, and Journeymen may not be assigned crew. If CSA, you automatically receive both a Letter of Recruitment and Marque (if you don't have them already) [55](#). If USA, you are automatically Commissioned (if not already) [51](#).

The Navy is alarmed by your project. "We're reining you in."

Play note: There is a way to redesignate a persona as a Sailor - see Military Recruit [60](#).

Prices Gauge (CSA only)

The Prices Gauge is a feature of the CSA Gauges Board. In Spring 1861, at the start of the CSA campaign, the Prices Gauge starts at zero. Keep track of the prices adjustment by using a generic cube, and when you pay money, add the current state of the Prices Gauge to the dollar amount. The Prices Gauge has no effect on the CSA player's income. It never modifies money gained, only money paid.

Prices Change: The Prices Gauge can change during the Fortunes of War Phase [46](#), or during the Time Phase [61](#). It can never be lower than -1 (negative 1) or higher than +4.

Prices Gauge Effect: When you pay money for any reason (except an Investment action), by deducting an amount from the funds track, take the Prices Gauge into consideration by adjusting the amount by the current state of the gauge. *For example, if the Prices Gauge is set to +1, add one dollar to the payment amount. Thus, a \$4 cost becomes \$5. When set to -1 (a rare occurrence), deduct one dollar from the amount (\$4 becomes \$3).*

Each Item: When multiple items are paid for, such as boat tiles during a Build Action [47](#) or Malfunction markers during a Repair Check [59](#), adjust each item's cost. *For example, if buying two Section boat tiles, each costing \$4, if the Prices Gauge is set to +3, add \$3 to each boat tile. Thus, pay \$14 total.*

Investment Check exception: When paying money for an Investment action [54](#), do NOT adjust the payment amount by the Prices Gauge.

Training Level

The Training Level starts at zero and can never be higher than 5. It can increase (aka “improve”) at the end of a Mission. The Training Level decreases by 1 when you perform a Recruit Action **60** (and for no other reason).

Training Benefit - Level 2+ If the Training Level is 2 or higher, during Mission setup, you may choose one **benefit** (it lasts only for the duration of the Mission): add a Black cube to the Fate Pool, increase your Fishboat’s Power by 1 strength, add an Operator skill to a crewman **24**, or add a Teamwork skill to a crewman **25**.

Magnetic Engine 9: You may not acquire a Magnetic Engine unless the Training Level is 1 or higher.

Training Level Improvement

During the Recovery sequence at the end of a mission **58**, it is possible that the Training Level may increase. This depends on the current Training Level (the requirements explained here are also summarized on the campaign player aid folder). The Training Level does not increase if you are performing the Wreck sequence **59**.

Level 0 (zero)

If the current Training Level is zero, the level increases if the fishboat satisfied three conditions during the mission. First, it must have moved to an adjacent position on the mission board, or to a position farther away, and then returned to its original launch position (not just any launch position). The second condition is relevant only if the fishboat has a hatch (and not a boiler engine): it must also have submerged to Below Shallow elevation at least once during the mission. The third condition concerns the Fate Pool: At mission’s end, there must be more Black cubes in it than Red cubes. If all three conditions are satisfied (or two if propelled by a boiler engine), increase the training level by 1.

New Investor: This applies only to the CSA player and the uncommissioned USA player (if commissioned, the

Training Level increase example

The Training Level is zero. If the fishboat moves to Back Bay, and changes elevation to Below Shallow, then returns to Breach Inlet and surfaces, the Training Level will improve to ‘1’ if the Fate Pool has more Black cubes than Red cubes.



USA player can’t gain a new investor this way). If the Training Level increases, you may choose to gain a new Investor if there are **double** the number of Black cubes in the Fate Pool compared to Red cubes. Draw an Investor card and immediately increase your funds by the Investor dollar amount. If there are no Red cubes in the Fate Pool, **two** Black cubes are all you need to gain this new Investor.

Level 1

Satisfy the same conditions as described in “Level 0,” except the fishboat must have moved to a position on the mission board **two** positions from the launch position, or moved farther away.

New Investor: Same as Level 0 except there must be **triple** the number of Black cubes in the Fate Pool compared to Red cubes to gain an Investor card. If there are no Red cubes in the Fate Pool, **three** Black cubes are all you need to gain this new Investor.

Level 2

If the current Training Level is two, the level increases if the Fishboat is equipped with a weapon (conveyance & charge) and satisfied the same conditions described in “Level 1.”

New Investor: If the Training Level increases, there is a chance you will gain a new Investor. If there are **triple** the number of Black cubes in the Fate Pool compared to Red cubes, AND you have at least \$20 in your funds, draw an Investor card and immediately increase your funds by the Investor dollar amount. If there are no Red cubes in the Fate Pool, three Black cubes and \$20 are all you need to gain this new Investor. *You do not pay \$20; the would-be Investor just wants to know it’s there. “I am happy to reinforce success, and nothing orates ‘success’ more sweetly than a ledger in the black.”*

Level 3

If the current training level is three, the level increases if the fishboat satisfied the same conditions described in “Level 2.” Additionally, a target must have been acquired and attacked (that is, the Detonation phase must have been played at least once during the Tactical Sequence of Play). This means the level may only increase if the mission was a training mission Dock, Obstruction, or Ship mission. *On the job training!* A new Investor may not be gained.

Level 4

If the current Training Level is four, the level increases if the fishboat satisfied the same conditions described in “Level 3.” A new Investor may not be gained.

Campaign Sequence of Play

The campaign is a series of Campaign turns called Seasons (winter, spring, summer, and autumn), each representing three months. The first turn of the game is Spring 1861. Use the calendar on the Gauges Board to keep track of the seasons and years. The last turn will be Spring 1865, although if playing the CSA side the game may end sooner.

Nested Turns: The Campaign Sequence of Play is paused when you perform a Mission Action 56, which initiates the Mission Sequence of Play 23. That mission will comprise a number of mission turns nested within that pause. A mission is likely to be paused too, when a successful Target Check is made 36, thereby initiating the Tactical Sequence of Play 5.

Four Phases

A season comprises four phases that must be played in this order: **Income**, **Fortunes of War**, **Action**, and **Time**.

↓ INCOME PHASE

During this phase you are likely to gain money, which should be recorded on the funds track.

You have four sources of income (to be checked in this order): Shop earnings, Contract earnings, Investor infusion, and Prize.

There will be opportunities to gain money during other phases of the Campaign turn, but the Income Phase can be a sure and steady foundation upon which to fund your eccentric machinist endeavor.

Shop Earnings

The location card indicates your shop's earnings for the season. Find the dollar amount in the current season's space on the card. Increase your funds by that amount. In some cases the amount is zero.

In spring, shop earnings is \$5. In summer it is \$6.

Your shop is assumed to contain other workers and activity than what the game represents, as labor and production happen in the background. Shop earnings represent excess funds that can be siphoned into your peculiar pet project of building an infernal machine.

The Shop: The space on your game table below the Gauges Board is an area we refer to as “the shop.” Persona cards, boat tiles and mechanisms will go there as you build your fishboat, and any persona who is not assigned to a Contract or exiled to sick bay will be there.



Contract Earnings

If there are one or more Contract markers on the calendar, you earn the dollar amount printed on the marker(s). If a Contract marker is in the current season's space, it has expired: Recycle the marker AFTER earning its dollar amount (also, move the personae assigned to that Contract back to the shop). All other Contract markers on the calendar stay where they are (you will earn their dollar amount each season until they expire).

No Contract markers are on the calendar at the start of the game. You will have an opportunity to place them onto the calendar during the Action Phase (Contract Action 53). A Contract marker in the current season's space expires this season, which is why you remove it after earning its income.

Contract Earnings example

It is summer, and there are two Contract markers on the calendar (they were placed there during previous turns, via Contract actions 53).



The player records the gain of \$8 on the funds track (\$4 Contract + \$2 Contract; Rev. Smith is assigned to the \$2 Contract doubling its value; hence \$4 instead of \$2). Then, the \$2 Contract marker on the summer space of the calendar is recycled.



The player had \$10, and now has \$18.

Smith was assigned to that \$2 Contract. The player moves him back to the shop.



Contract Earnings

If there are one or more Contract markers on the calendar, you earn the dollar amount printed on the marker(s). If a Contract marker is in the current season's space, it has expired: Recycle the marker AFTER earning its dollar amount (also, move the personae assigned to that Contract back to the shop). All other Contract markers on the calendar stay where they are (you will earn their dollar amount each season until they expire).

No Contract markers are on the calendar at the start of the game. You will have an opportunity to place them onto the

Investor Infusion example

It is winter and Horsford and Sigourney increase funds by \$15.



The player had \$35, and now has \$50.

Many investors are unwilling to provide funds when they first come on board the project, and in many cases the Investor represented by the Persona card is a person gathering funds from other interested parties. Investor infusion represents annual or periodic contributions, which historically happened anytime throughout the year. We simplify matters by relegating this to the winter season.

Prize (Winter only)

Prize money is earned only in the Winter season. You earn that money by achieving one or more mission objectives in the past four Seasons. Add the money gained for each Prize earned. For Mission objectives, and Prizes and their amounts, see CSA Almanac p. 23, and USA Almanac p. 29 - Ship Mission.

↓ FORTUNES OF WAR PHASE

Use the Almanac corresponding to the side you're playing, CSA or USA. Find the page devoted to the current season (*for example, Spring 1861*). Roll a die and locate the result on the Fortunes of War Table on that page (no modifiers). The results of the table are explained in the table itself and should be self-explanatory. In some cases you will be asked to make a decision, and in other cases the result will have no game effect. Unless the text states otherwise, the effect happens immediately (apply the effect before moving on to the Action phase).

Results are not Actions. Some results allow you to gain a part or contract or persona, but this should not be construed to trigger a Build, Contract, or Recruit action.

USA Blockade

If playing the USA side and your location card is one of the blockade locations (Charleston blockade, Mobile blockade, New Orleans blockade), use only the Fortunes of War Table in the blockade section of the USA Almanac (it starts on page 19). Use the table that corresponds to the current season (the year is irrelevant). *For example, if the location card is Charleston blockade and the current season is spring (Spring 1864), use the "Blockade Spring" Fortunes of War Table on page 20 in the USA Almanac.*

Prices Gauge change example

The Prices Gauge is set to +1, and the fortunes of war result increases it by 1, so it is now at +2.



Prices Gauge effect example:

During a Build Action (during the Action Phase 47), you acquire two Section tiles each costing \$4. You must pay an additional \$2 for each, thanks to the Prices Gauge. Instead of paying \$8 for the two tiles you must pay \$12.



Prices Gauge Change (CSA only)

A Fortunes of War result (or an Event result during the Time phase 61) may change the Prices Gauge 42. When this happens, either increase or decrease the gauge by one. The new value takes effect immediately.

Alert Check 42, Epidemic Check 62

The Fortunes of War result may require an Alert or Epidemic check. The tables are on the campaign player aid.

Gain & Pay (& Debt)

If the Fortunes of War result indicates that you gain money, add it to your funds track. If you must pay, or choose to pay (when given a choice), deduct it from your funds. If the deduction would reduce your funds below zero, flip the Funds marker over (to its red side) and use it to record a negative number (debt). The Fortunes of War phase is the ONLY phase when you may incur debt. During other phases, if a payment would incur debt or increase debt you already have, that payment is not permitted.

Debt has no other game effect, and it is possible to remain in debt for the duration of the campaign (there are actions you can perform to gain money 47).

Debt example

During the Fortunes of War Phase the player garners a result that costs them \$3. This puts them \$1 in debt.



They had \$2 and now they have -\$1 (negative one dollar). Had they been the CSA player they would have adjusted that amount by the Prices Gauge. If that gauge was at +2, they would now be \$3 in debt.

The accountant's color code of red for debt and black for solvency emerged in the United States during the nineteenth century. Since it developed during the time period in which this game is set, we borrow that color scheme for the Funds markers as well as for the cubes of the Fate Pool (black is good, red is often bad).

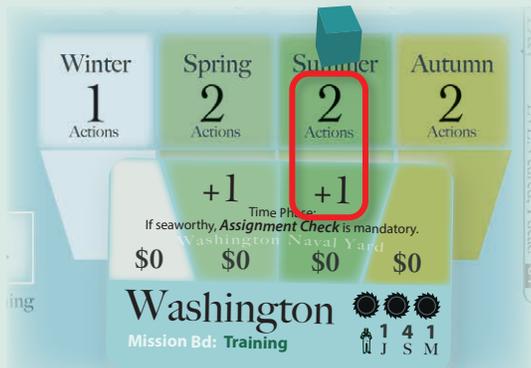
The Confederate economy was hindered and then nearly strangled by the blockade. Its ports gradually lost contact with distant shores. Merchants and industrialists lost access to the goods and raw materials of European markets, those of the Caribbean and the Americas too, and soon prices inched skyward. Yankee raids and depredations pushed matters over the edge. Playing the CSA in the campaign means contending with a declining economy and a landscape of ports that shrink.

↓ ACTION PHASE

During this phase you may perform one or more actions. The number of Actions allowed is determined by the season (1 in winter, 2 in other seasons). That amount can be increased or decreased by a number of factors (persona, fortunes of war, and most commonly the location card's season).

Actions example

It is summer (2 Actions) and the location is Washington (+1 Action in summer). The player has 3 Actions this phase.



Actions

A menu of actions is printed on the gauges board and explained on the campaign player aid. Each Action is also detailed here. Perform one Action at a time in any order you like, and you may perform the same Action more than once in the same Action phase but each counts as 1 Action. Complete one Action before performing the next Action (the same or a different Action), and you may keep track of how many actions you have left by using the Actions Remaining track on the Gauges Board. You may not save an Action for another season, so if you choose not to use all actions allotted, the remainder are forfeit (slide the marker on the actions track to zero and proceed to the Time phase).

Debt: You may not incur debt during this phase. If you start this phase in debt (for example, due to a Fortunes of War result), you are not permitted to go further into debt during the Action phase. You may remain in debt but not increase it. There are ways to gain money during the Action phase: Investment action, Contract action, or sell a boat tile or mechanism during a Build action, or some investor cards allow you to spend an Action to gain a new Investor, increasing your funds by the amount printed on the new investor's card.

BUILD ACTION

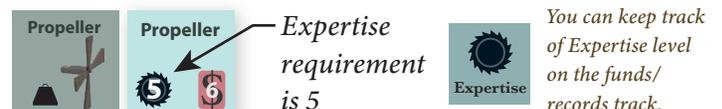
Perform this Action to add components to your fishboat, and/or rearrange components the fishboat already has. A component is either a boat tile, mechanism marker, or weapon conveyance or charge (see the Cyclopedia for an explanation of each). Add up to **six** components in a single Build Action and assemble them to form a fishboat in your shop area (below the Gauges Board).

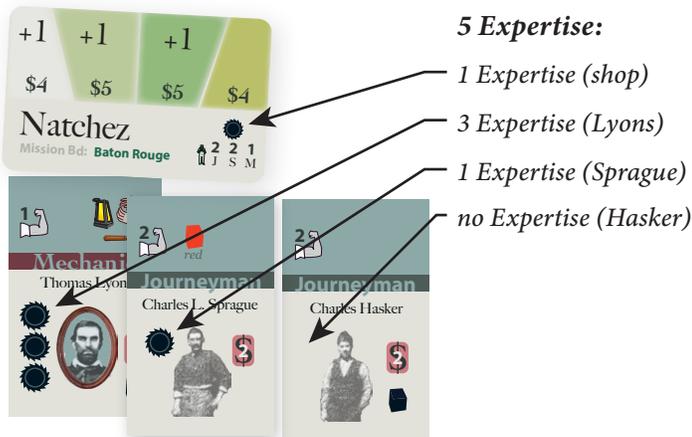
One Fishboat At a Time & No Wreck: Only one fishboat may be under construction, which means you may have only **one prow, one stern, one steering link, one dive planes, and one propeller** at any one time. There is no limit to the number of other components you have as long as they are part of the fishboat (however, the components provided in the game box also constitute a limit). The fishboat need not be seaworthy (that is, your fishboat doesn't have to be complete, you may build part of it, leaving the rest for another Build Action). For example, you may use a Build Action to add a prow and a Section tile, putting them adjacent to each other in your shop, and then perform another Action. Or, you may use a Build Action to add a propeller before you have a stern tile. If the Wreck marker is in play **59**, you may not perform a Build Action unless you choose to abandon the wreck (remove the Wreck marker from the Mission Board and remove all fishboat components from the shop).

Build Limits

You may add up to six parts during a single Build Action. A part is a component: boat tile **3**, mechanism **5**, charge **15**, or conveyance **16**. There are two other limits to the Build Action: expertise and cost.

Expertise Level: All components except Charge markers and the Diver are rated for their expertise requirement, expressed as a number and best thought of as a level. You may only add a component if you satisfy requirement level. To determine what level you satisfy, add the shop's expertise to the expertise of all personae in your shop (exclude those assigned to a Contract or in Sick Bay). Your shop's expertise is indicated on the location card. For example, your location is Natchez (1 expertise for the shop) and you have three journeymen each with 1 expertise (combined they give you 3 expertise), so your total expertise is 4. You therefore may add any and all components that each have an expertise requirement of 4 or less. Thus, you could add three Section tiles (expertise requirement of 2) and two Hatch tiles (expertise requirement of 4) in the same Build Action.





Cost: All components are rated for dollar cost. You must pay for each component you add, and you may not reduce your funds below zero (you may not go into or increase your debt). For example, if you add a hatch (\$3) and three Section tiles (\$4 each) you must reduce your funds by \$15.

CSA must adjust for the Prices Gauge.



Arrange Components

During the Build action, arrange the components in the shop area of your game space. Organize them to form a fishboat. Here are some guidelines:

Boat Tiles: No tile may be placed on top of another tile. If you have more than one, each must touch at least one other tile with no gaps between. You may have only one prow and one stern, and neither may not be adjacent to more than one tile (i.e. they must be at the ends).

Engine Boat Tile Limit 5: If you equip your fishboat with an engine (either type), it may have no more than five Boat Tiles. *Although boiler engines could propel ponderous vessels such as ironclads and screw sloops, the engines you have access to are modest in size and power.*

Mechanisms: A mechanism on a seaworthy fishboat must be placed on a tile. In some cases, a mechanism must be placed on a specific tile (a propeller, for example, may only be placed on a stern tile). More than one mechanism may be placed on a tile. Details are explained in the Cyclopeda [5](#).

Magnetic Engine [9](#): You may not add a Magnetic Engine unless the Training Level is 1 or higher. When acquired, the Training Level is reset to zero.

Weapon: Spar or Tow Cord must be placed adjacent to the prow or stern respectively, and a Charge marker must

be placed on those markers, or on a Diver marker (while a Diver marker must be placed on the Airlock mechanism). Details are explained in the Cyclopeda [15](#). Many weapon parts indicate that one or more Red cubes are placed in the Fate Pool (do this at the start of each Mission [15](#)).

Rearrange & Sell: During a Build Action, whether you add new components or not, you may rearrange the components you already have (this is the only time you may do this; exception: weapon may be temporarily detached at mission setup - see *Weapon Required?* [57](#)). You may recycle a component as well, and you earn \$1 for each.

Purchase Order (USA only)

If playing the USA side, you can purchase components only when not commissioned [51](#). Once commissioned, instead of paying for components, the Build action requires you to requisition them using the Purchase Order Table printed on the back cover of the USA Almanac.

One Only: While a Purchase Order is already pending or available, you may not create another Purchase Order. You may have only one in play at a time.

Procedure - Purchase Order: Select up to 6 components (tiles, mechanisms, weapons) and place them next to the Gauges Board (there is a slot for purchase orders). You must satisfy their Expertise Level [47](#). Refer to the column on the Purchase Order Table corresponding to the number of parts you are attempting to requisition. Roll two dice and note the sum of numbers rolled (apply modifiers after rolling the dice). Locate the result at the intersection of column and row.

Modifiers explained...

- **Influence** – Add +1 for each Investor in play (don't include those in Sick Bay or assigned to Contracts);
- **Persistence** – Add +1 to the sum by recycling 3 Black cubes from the Fate Pool OR spend an Action (that is, deduct your Action total by 1 in addition to the 1 you spent to perform the Build Action);
- **Greased Wheels** – You may spend \$5 to add +1;
- **Remote Location** – Suffer a -3 deduction if your location card is Baton Rouge, City Point, or any blockade location.

Receiving Parts: Once parts are available, (i.e., the Purchase Order marker is on the current Season of the Calendar or a previous Season), you must perform another Build action to bring the parts to the shop. You may not roll for another Purchase Order in the same Build action that you receive parts in your shop. If you no longer satisfy the Expertise Level of a part at that time, recycle that part.

Build Action example

The player selects three boat tiles and three mechanisms. Their location card has a special ability allowing them to gain a boat tile for free while reducing its expertise requirement by 1 (for that boat tile only). They select the Chisel Prow as their free tile.

Once each Season:
Gain a Boat Tile or Mechanism at no cost.
Its Expertise requirement is reduced by 1.

\$3 \$4 \$6 \$5

Cairo
Mission Bd: Training

3 0 1
J S M

They will sell the Blunt Stern for \$1. It gets recycled.



+2 Tow Check

Mechanic
Martin Thomas

Journeyman
Henri Kreiner

The player's expertise level is 6 and they have \$34. The cost of all these components is \$33. They deduct that much from their funds, leaving them with \$2 (including the \$1 they gain from selling a boat tile).

Hatch \$4 4
Dive Planes \$4 4
Propeller \$6 5

Funds \$ and records track

\$10 1 \$1 3 \$4 4 5 6 7 8 9

Purchase Order example

This is the same example as above except the player has secured a commission. Their location is different now. They perform a purchase order to acquire the same components (and sell the Blunt Stern). However, their expertise level is 6, so they can't requisition the Chisel Prow.

Winter Spring Summer Autumn
Actions 2 2 2 2

\$0 \$0 \$0 \$0

City Point
Mission Bd: Richmond

0 3 0
J S M

Purchase Order Table

two dice	New Parts (components)				
	1-2	3	4	5	6
2 or less	2	L	R	R	R
3-4	1	2	L	L	R
5-6	1	1	2	2	L
7-8	0	1	1	2	2
9-12	0	0	1	1	2
13-15	0	0	0	1	1
16-17	0	0	0	1	1
18-19	0	0	0	1	1
20 or more	0	0	0	0	0

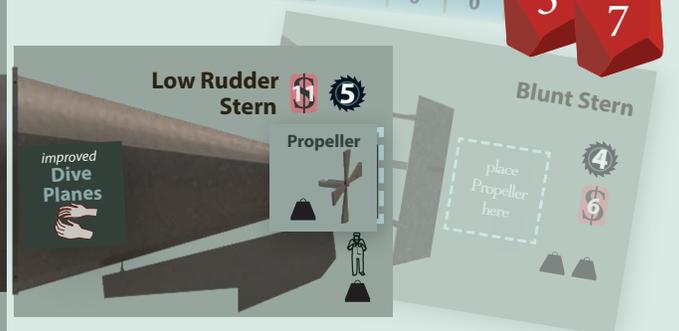
Red dice showing 5 and 7. A red circle highlights the '2' in the 9-12 row, column 6.

+2 Tow Check

Mechanic
Martin Thomas

Journeyman
Henri Kreiner

Sailor
John Doe Seaman



Purchase Order Table results explained...

Seasons (number) – Success! You may receive the parts in that many Seasons. Place the Purchase Order marker on the calendar as a reminder (zero means you place the marker in the current Season of the calendar).



Available: When the Season marker advances to the Purchase Order marker's season on the Calendar, the parts become available. To bring them to the Shop, you must perform another Build action.



Delay: The Fortunes of War can delay a pending purchase order (slide the Purchase Order marker on the calendar). If already available, a purchase order may not be delayed (it is no longer 'pending').

Rejected Order R – *The Navy is not pleased with your tiresome requests! They also want to keep an eye on you.* Recycle the requisitioned components. Also, you must relocate to the Washington Navy Yard (replace the current location card now with the Washington card).



Lost Order L – *“Sorry pal, we don't have a record of your order.”* Recycle the requisitioned components.

CHANGE LOCATION ACTION (CSA only)

If playing the CSA side, you may perform this Action to move your shop to another location. **Performing the Change Location Action ends the Action phase** even if you have unspent actions remaining (they are forfeit).

CSA Only: The USA player may not perform this Action. Instead, they are subject to commissioning (Commission Action) and Assignment (Time Phase).

The USA player is in a very different situation compared to the CSA player. The federal government will commission the fishboat, and once that happens, the USA player will have little say in where the fishboat will be assigned. By comparison, the Confederate government is not eager to commandeer private property, and prefers to allow the player to operate as a privateer. This provides the CSA player with more say in where to operate the fishboat.

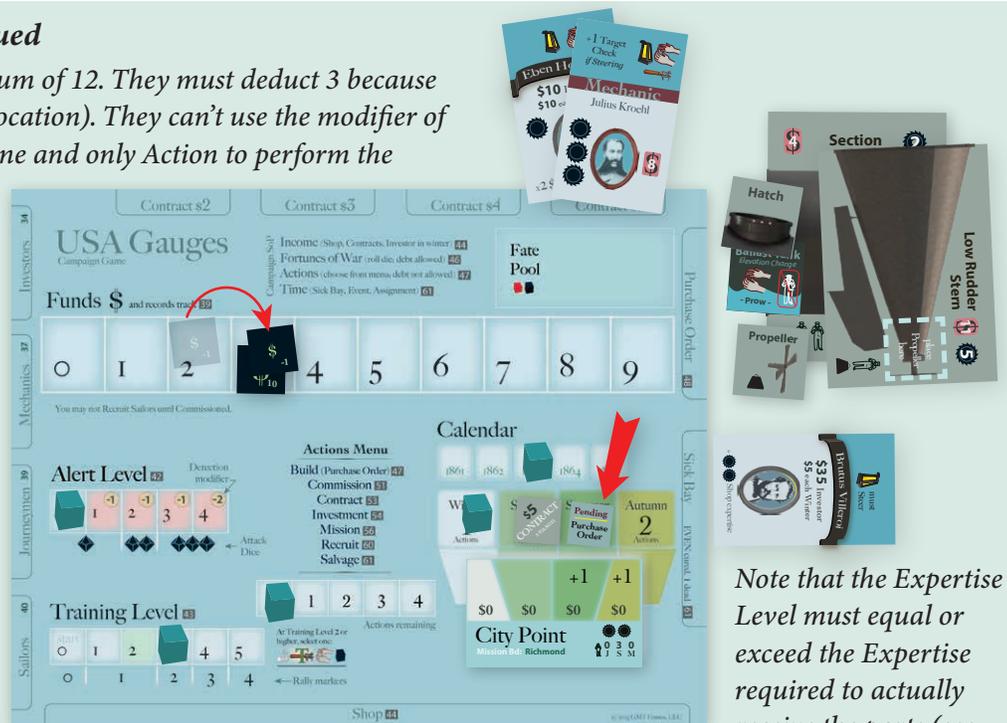
Procedure - Change Location: there are three steps to the Change Location Action.

Step 1 Move. Replace your Location Card with a Location Card of your choice. It must be a CSA location card and it may not be a card that was removed from play (location card removal can happen via the Fortunes of War or by an Event during the Time Phase).

Natchez? The Natchez Location Card may not be selected as the new location if New Orleans is still in play. The CSA Almanac will indicate when to remove the New Orleans Location Card.

Purchase Order example continued

The player rolls dice and garners a sum of 12. They must deduct 3 because their location is City Point (remote location). They can't use the modifier of Persistence because they used their one and only Action to perform the purchase order, and spending \$5 to gain the Greased Wheels modifier won't help. One Investor is working a Contract and the other is in Sick Bay, so they don't get the influence modifier. The modified result of '9' garners a two-Season delay, so they set the requisitioned components aside and place the Purchase Order marker two seasons ahead on the calendar (Summer). They add \$1 to their funds for selling the boat tile. During the Summer turn, they will be able to perform a Build action to add the parts to their fishboat.



Note that the Expertise Level must equal or exceed the Expertise required to actually receive the parts (see Receiving Parts 48).

Step 2 Pay. Choose boat tiles, mechanisms, and charge and conveyance (if any) that you wish to keep, and recycle the rest. Pay \$1 or more for those you keep (add the Prices Gauge; apply it once regardless of the number of parts kept) as indicated in this table:

\$1	\$3	\$5	\$8	\$10
keep 0-3 parts	keep 4-8 parts	keep 9-13 parts	keep 14-19 parts	keep 20 or more parts

No Debt Allowed: Debt is not allowed during the Action phase, so if you do not have the funds to pay for all parts, you may not keep them all (recycle the rest).

Contracts & Sick Bay: Change Location has no effect on Contracts and Sick Bay.

Step 3 Alert Check. Perform an **Alert Check** 42, and then proceed to the Time Phase of the turn.

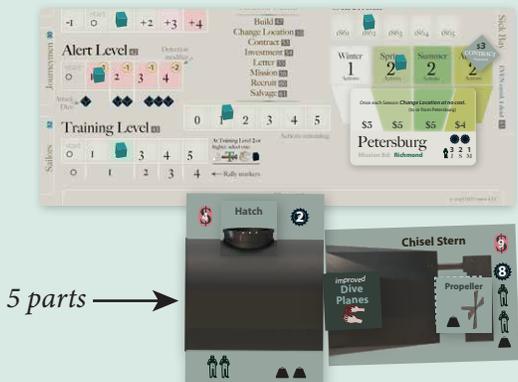
Change Location example

The CSA player has one Action remaining and chooses to use it to perform a Change Location Action.



They choose Petersburg, recycling the Norfolk location card. The cost for this Action is zero dollars, because of Petersburg's special ability ("change location at no cost" is printed on the card).

Had it not been free, the player would have had to pay \$4 for boat tiles and mechanisms (\$3 as per the table, plus one dollar for the Prices Gauge).



COMMISSION ACTION (USA only)

The USA player may attempt to secure a Commission from the War Department.

Until commissioned, your fishboat may NOT enter a position on the Mission Board containing enemy eyes.

The Navy is not about to let independent tinkerers with 'nifty' ideas roam about coastal waters and rivers blowing things up, no matter how noble their intentions or promising their machines.

For other advantages, see **Commission Effect** 52.

Procedure - Commission Action: Consult the Commissioning Table on the back cover of the USA Almanac. Use the row corresponding to the number of personae in your shop with 3 Expertise (exclude persona assigned to a Contract and those in Sick Bay). Use the column corresponding to the number of components on your fishboat (boat tiles, mechanisms, weapon parts). At the intersection of row and column is a number. Roll two dice, and if the sum of numbers rolled is **equal to or higher than** that number, the attempt succeeds and your fishboat is commissioned (and your crew are now volunteers in the US navy). If **less than** the number, the attempt fails (you may try again later when you spend another Action to do so). The sum may be modified (after dice are rolled).

Modifiers explained...

- **Proof of Concept** – Add +2 if your fishboat is seaworthy 52. To be seaworthy, it must have a prow and stern, a steering link and a propeller. It must have either a hatch or a boiler engine but not both.
- **Persistence** – Add +1 to the sum by recycling 3 Black cubes from the Fate Pool OR spend an Action (that is, deduct your Action total by 1 in addition to the 1 you spent to perform the Build Action);
- **Influence** – Add +1 to the sum for each Investor in play (don't include those in Sick Bay or assigned to contracts).
- **Poor Track Record** – Subtract 1 for each Lost result garnered in the game.

Greased Palms (re-roll): After rolling the dice and adding modifiers, you may reject the result. Spend \$5 to re-roll one die, or \$15 to re-roll both dice. If the new sum succeeds (adjust for modifiers, if any apply), you secure the commission. If it fails, you may spend another \$5 or \$15 to re-roll again (and again, and again...). You may re-roll as many times as you like, as long as you pay money, but you may not go into debt. Re-rolling does not cost an extra Action.

Commission Effect

There are five consequences of being commissioned.

- **First**, the Action Phase ends (all remaining Actions, if any, are forfeit), and your Location Card is immediately replaced with the Washington Location Card (this costs zero money).
- **Second**, when you perform a Build action to gain new parts, you pay no money but you must use the **Purchase Order Table** 48.
- **Third**, every time you perform a **Recruit Action** 60, you may choose the Sailors deck and draw from it. Sailors are free. If you choose to draw from the Mechanics deck or the Journeymen deck, you must still pay for those recruits.
- **Fourth**, you may only perform a training Mission when the location card is Washington. 56
- **Fifth**, you **MUST** perform an **Assignment Check** 62 at the end of the Time Phase if your location is Washington and your fishboat is seaworthy 56. If not in Washington the check is voluntary. Assignment allows you to change locations (i.e., to replace your Location Card with a new Location Card). However, if your fishboat is not seaworthy, assignment is automatically Washington (if it already is Washington, there is no change). **Seaworthy** means you have a prow, a stern, a propeller, and a steering link. It must also have either a hatch or a boiler engine but not both (if it has a boiler engine, it is a motorboat, not a submarine). Thus, if not seaworthy, you are automatically assigned to Washington.

Yes, you may deliberately perform a Build action and sell a part to render the fishboat no longer seaworthy, thereby ensuring assignment to Washington. “Ay sir, it’s the damndest thing. The rudder...she’s gone sir. I’m as astonished as you are, sir.”

Garnering a Commission means the fishboat now belongs to the Federal government. The crew remain civilian (except Sailors, should you recruit them). Your shop may still function and personae may still be assigned contracts. If assigned to a blockade, you will notice the Location Card garners zero income. That’s because your shop back ashore is busy with its own affairs and is using whatever funds for whatever purpose it deems necessary (and maybe your partners there have other uses for the money; “When the cat’s away the mice come out to play!”).

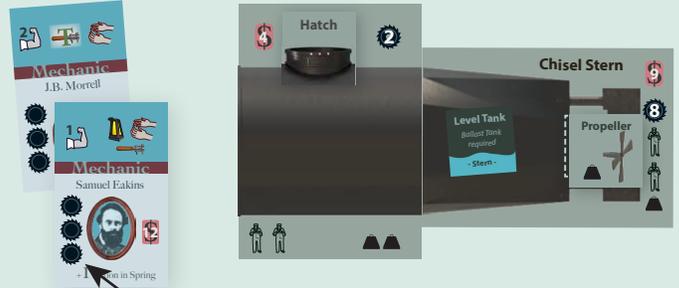


You may keep this card nearby, as a reminder that you are Commissioned.

Commission Action example

The USA player spends an Action to make a commission attempt.

Their fishboat comprises five parts (2 boat tiles and 3 mechanisms). They have two personae with 3 expertise.



3 Expertise

you must use the Purchase Order Table.

Commissioning Table

Persona that have	Parts mechanisms					
	0	1-3	4-6	7-8	9-11	12+
0	n/a	20	19	18	17	16
1	20	18	17	16	15	14
2	19	17	16	15	14	13
3	18	16	15	14	13	12
4 or more	17	15	14	13	12	11

Two dice are shown with a sum of 14 (9 and 5).

They roll two dice and garner a ‘14’ sum, which is not high enough to secure a commission. They need ‘16’.

Modifiers! They have one Investor, which makes the sum ‘15’ for influence. They do not have a seaworthy fishboat, so they don’t earn that modifier. They could resort to Greased Palms, paying \$5, but they don’t have to. Their lone Investor (Halsted) grants them a +2 modifier (for his card effect). Since he is neither assigned to a Contract nor in Sick Bay, his ability applies, and the player secures a commission.



CONTRACT ACTION

Use this Action to increase your future income. The current season's page of the Almanac lists the contracts available (at the bottom of the page; most seasons have two contracts available).

Procedure - Contract Action: Select one of the contracts available and place the appropriate Contract marker a number of Seasons ahead of the current Season on the Calendar. For example, if it is Spring 1861 and the selected Contract is listed as "2 seasons," place the Contract marker on the autumn space on the calendar. Then, move one or more persona cards to the appropriate Contract slot at the top of the gauges board (they must satisfy the contract's expertise requirement; do not add the Location Card's expertise).

One Per Action: You may secure only one Contract each time you perform a Contract Action.

Expertise Requirement: Each Contract is rated for expertise (2-4). The personae you assign to the contract's slot must collectively satisfy that requirement. For example, if you choose the \$2 Contract, you may either assign one persona that possesses an expertise of 2, or two personae that each have an expertise of 1.



Expertise requirement of 2.

Four Contracts Maximum: You may have no more than four Contract markers on the calendar at any one time (only four Contract markers are provided in the game; duplicates are not permitted; so you may not have two \$5 contracts, for example).

Persona Assignment: A persona card assigned to a Contract must remain in the Contract slot until the Contract expires. They may not use skills/abilities for any other purpose than the Contract they are assigned to, and are not considered to be in the shop or in the fishboat during a mission.

Involuntarily Breaking a Contract: If a persona assigned to a Contract is sent to Sick Bay or killed by an Epidemic Check [62], or removed by the Fortunes of War result or an Event, you must replace them immediately by assigning another persona to the Contract (move them from the shop to the Contract slot; the expertise requirement must be satisfied). If the expertise requirement can't be satisfied, recycle the Contract marker (the Contract is forfeit and you don't earn income from it anymore; this does not trigger the penalty for voluntarily breaking a contract - see below).

Voluntarily Breaking a Contract: If you voluntarily move persona cards assigned to a Contract (to the shop, to another contract, to the fishboat as crew during a Mission action), thereby no longer satisfying the Contract's Expertise requirement, you invoke a penalty: **Remove the Contract marker from the game.** *Sir, it seems no one wishes to do business with you.*

Income: During the Income Phase, each Contract marker on the calendar gains you the dollar amount printed on the marker. You do not earn income for a Contract during the Action phase.

Contract Expiration: During the Income Phase [44], if a Contract marker is in the current season's space on the calendar, recycle it (and return its assigned personae to the shop). Do this AFTER increasing your funds by the dollar amount printed on the Contract marker.

Contract Action example

It is spring 1861 and the player spends an Action to secure a Contract.



Contracts



3 Seasons
Steam engine repair for the state.



2 Seasons
Railroad trestle repair and extension.

They assign two mechanics to the \$5 Contract, satisfying its 4-expertise requirement. The Contract marker is placed on the autumn space of the calendar.



INVESTMENT ACTION

This Action is also referred to as an “investment check.” Perform this Action to gain money immediately. A positive result is not guaranteed; there is risk.

This Action represents the chasing of a hot tip or cashing in on a favor, or outright gambling - the scramble to garner money with a quick return. Perhaps the word investment should be bracketed by quotation marks (“hey mister, my buddy says it’s a sure thing...”)?

Procedure - Investment Action: Use the Investment Check Table printed on the campaign player aid. You must pay a dollar amount (\$2, \$5, \$10, \$15, \$20, or \$0 - pay zero dollars), deducting that amount from your funds (you may not initiate debt or increase debt to do this). The Prices Gauge is IGNORED for this payment. If you ‘pay’ \$0 (zero) there is no deduction (*and in this case, no risk other than the expenditure of the Action*). \$0 is the only column allowed if in debt. The amount you choose to pay determines which column of the table you must refer to for the result. Then, roll a die and apply modifiers (if they apply). Use the row of the table corresponding to the number rolled. Apply the result at the intersection of column and row. In some cases there is more than one result to apply.

Modifiers explained...

- **Sure Bet** – If you have three or more investors in play (not assigned to a Contract or in Sick Bay), add +1 to the number rolled.
- **Blind Alley** (CSA only) – If you don’t have an investor, modify the original number (i.e., the number you rolled) by the Prices Gauge. If the number rolled is EVEN, add the Prices Gauge; if ODD, subtract it.

Results explained...

- **# (number)** – Increase your funds by the number indicated (adjust the Funds Track now). *For example, if the result is ‘5’, you gain \$5.*
- **! – Shenanigans:** One of your investors is suspected of illegal activity involving this investment (ignore this result if you do not have an Investor). Roll a die: if EVEN, the Investor is exonerated (this result has no effect); if ODD, the Investor is arrested or flees before the conviction (select an Investor at random and remove them from play, even if in Sick Bay or assigned to a Contract). Before rolling the die, you may pay \$3 (add Prices Gauge if CSA) for an expert solicitor allowing you to roll two dice instead of one (if either rolls an EVEN number, the Investor is exonerated).

- **i – “Friend, you have a winning style!”** A well to-do business entrepreneur at the exchange office offers to back your project. If you have less than three investors (including those assigned to a Contract or in Sick Bay), you may draw an Investor card (increase your funds by the Investor amount printed on the card).

Investment Action example

It is Autumn 1862 and the player spends an Action to make an investment check. They don’t have an Investor. They deduct \$5 from their funds and roll a die...

The screenshot shows the 'Funds' track at the top with a red arrow pointing to the '\$5' column. Below it is the 'Investment Table' with a red arrow pointing to the '\$5' column and another red arrow pointing to the '3-5' row. The intersection of the '\$5' column and '3-5' row is highlighted with a red box, showing a result of '\$4'. A red die with the number '3' is shown to the right.

die roll	\$0	\$2	\$5	\$10	\$15	\$20
2 or less	\$0	\$0	\$0!	\$0!	\$0!	\$0!
3-5	\$0	\$2	\$4	\$9	\$12	\$15
6-7	\$1	\$3	\$7	\$15	\$20	\$25
8-9	\$2	\$4	\$10	\$17	\$25	\$30
10 or more	\$4	\$7	\$15	\$21	\$35!	\$50!

...a ‘3’, which garners \$4. Not great (they lost a dollar). However, the player is playing the CSA side, so they must modify the number rolled by the Prices Gauge (it is +1), either adding or subtracting it. The number rolled was ODD (they use the same die roll, not a new one), so they must deduct one from the number rolled.

The screenshot shows the 'Prices' gauge with a red arrow pointing to the '+1' modifier. Below it is the 'Funds Inves' track with a red arrow pointing to the '\$0!' result in the '\$5' column. A red die with the number '10' is shown to the right.

Prices	Funds Inves
-1	\$2
start	\$5
0	\$10
+1	\$0!
+2	\$0

That slides the result up the column, which means the player earns no money. And, the Shenanigans result is triggered!

If they had an Investor, this result would force them to roll another die...an EVEN number...so their Investor would have been safe.

LETTER ACTION (CSA only)

Perform this Action to improve your relationship with the War Department, allowing you to either recruit sailors or perform missions other than training missions. This Action allows you to attempt to secure either a Letter of Recruitment or a Letter of Marque. You must choose one or the other, you may not attempt both in the same Action.

CSA Only: The USA player may not perform this Action. Instead, the Commission action **51** accomplishes the same goal.

Permanent: Once either letter is secured, the player keeps it for the rest of the game.

Letter of Marque

A Letter of Marque allows you to perform non-training missions (i.e., allows you to move the fishboat to a position on the mission board containing enemy eyes). To secure the letter, refer to the back cover of the CSA Almanac, and find the Letter of Marque Table.

Procedure - Letter of Marque: Use the column corresponding to the Training Level. Select the row, and pay the dollar amount (\$5, \$10, \$15, \$20), adjusting for the Prices Gauge (for example, if you select the \$10 row and the Prices Gauge is -1, pay \$9). Deduct the amount from your funds immediately; you may not go into debt. Paying money is optional; if you pay nothing, select the “none” row. At the intersection of row and column is a number. Roll a die, and if the number rolled is **equal to or higher than** that number, the attempt succeeds and you have acquired a Letter of Marque. If **less than** the number, it fails. The number rolled may be modified. Keep the Letter of Marque handy as a reminder.

Why pay money? War Department officials and politicians have plenty to do besides wade through your letters, affidavits, and maths notations. They respond better to what might be called ‘warmer’ forms of persuasion. A well-timed cigar, the uncorking of a bottle, or a fine evening of cheer.

Modifiers explained...

- **Desperate War Department** – Add +1 to the number rolled if the year is 1864 or 1865;
Thanks to Dan Coonen for the Desperation modifier.
- **Influence** – Add +1 to the number rolled for each Investor in play (do not include those in Sick Bay or assigned to Contracts);

- **Persistence** – Add +1 to the sum by recycling 3 Black cubes from the Fate Pool OR spend an Action (that is, deduct your Action total by 1 in addition to the 1 you spent to perform the Build Action);
- **Greased Wheels** – after rolling the die, you may spend \$5 to add +1 to the number rolled (add the Prices Gauge).

Letter of Recruitment

A Letter of Recruitment allows you to recruit sailors. To secure the letter, refer to the back cover of the CSA Almanac and find the Letter of Recruitment Table.

Procedure - Letter of Recruitment: Select one Persona card in your shop (not in Sick Bay and not assigned to a Contract). Use the column corresponding to that card’s expertise. Select the row, and pay the dollar amount (\$5, \$10, \$15, \$20), adjusting for the Prices Gauge (*for example, if you select the \$10 row and the Prices Gauge is +1, pay \$11*). Deduct the amount from your funds immediately; you may not go into debt. Paying money is optional; if you pay nothing, select the “none” row. At the intersection of row and column is a number. Roll a die, and if the number rolled is **equal to or higher than** that number, the attempt succeeds and you have acquired a Letter of Recruitment. If **less than** the number, it fails. The number rolled may be modified.

Funds spent represents time, material, and perhaps the attention necessary to persuade officials in the War Department of the veracity of your petition.

Modifiers explained...

- **Official Mandate** – Add +2 to the number rolled if you already have secured a Letter of Marque;
- **Influence** – Add +1 to the number rolled for each Investor in play (do not include those in Sick Bay or assigned to Contracts);
- **Persistence** – Add +1 to the sum by recycling 3 Black cubes from the Fate Pool OR spend an Action (that is, deduct your Action total by 1 in addition to the 1 you spent to perform the Build Action);
- **Greased Wheels** – after rolling the die, you may spend \$5 (add the Prices Gauge) to add +1 to the number rolled.

Letter Action example

The CSA player spends their last Action to attempt to secure a Letter of Marque. Their training level is 2 and they have one Investor.



They elect to spend \$20 on this attempt. They deduct \$22 after taking the Prices Gauge into consideration.



They need a '4' or better, and so, they roll a die...



Letter of Marque Table

Funds spent	Training Level			
	0	1	2	3+
none	15	10	8	7
\$5	13	9	7	6
\$10	12	8	6	5
\$15	11	7	5	4
\$20	10	6	4	3

...a '2' which fails. They have no actions left so can't use the persistence modifier, but they do get +1 for influence (they have one Investor). They choose to spend \$5 more to grease the wheels (deducting \$7 after the Prices Gauge is taken into consideration). Thus, the number rolled is modified to a '4', and the player now has a Letter of Marque, and their funds are \$1.

MISSION ACTION

Perform this Action to initiate the Mission Sequence of Play (described in part 2 of this Rule Book 23). Before initiating that sequence of play, determine two things: which mission board to use, and what mission type this will be.

Seaworthy Fishboat or Wreck marker? To perform a Mission action, the Wreck marker may not be in play, and the fishboat must be seaworthy: it must have a prow, a stern, a steering link, a propeller, and a hatch. If it has a boiler engine, however, it may NOT have a hatch.

Mission Board

The mission will happen on the Mission Board indicated on the location card. For example, if your location is Charleston, you must use Charleston's mission board. If Boston, you must use the Training mission board.

Training Board: The training board represents a generic locale far from enemy eyes. It is used for both the CSA and the USA side. Some location cards indicate this board, which means those missions can only be training missions.

Mission Type

Once you determine which Mission Board to use, determine the mission type. If the Mission Board is the Training Board, the mission type must be training. If using another board, determining the mission type may require another step, depending on which side you are playing.

- **USA Mission:** For the USA player, if on any board other than the Training Board, you must roll a die and consult the Mission Type Table in the USA Almanac to determine the mission type (you may only perform a training mission as the USA player when using the Training Board). Apply the result on the Mission Type Table (there are no modifiers).

Not Commissioned? If not commissioned, only a Training Mission is permitted.

- **CSA Mission:** The CSA player may choose to perform a training mission on ANY mission board. If they are not on the Training Board or do not wish to perform a training mission, the CSA player may roll a die and consult their Mission Type Table in the CSA Almanac. Apply the result on the Mission Type Table (there are no modifiers). You may not roll the die first to see the result and then decide to perform a training mission (choosing a training mission must happen before rolling the die).

No Letter of Marque? With no letter, only a Training Mission is permitted.

Mission Board example: The CSA player's location is Charleston. They spend an Action to perform a mission. They will use the Charleston mission board regardless of mission type (even if a training mission). They may choose to run a training mission and skip the Mission Type Table, in which case their Fishboat marker may not enter a position with enemy eyes.

Mission Types Explained...

- **Bridge Mission (USA only):** You are ordered to destroy an enemy bridge. To succeed, you must acquire a bridge target, initiate the Tactical Sequence of Play, and score a result on the target.
- **Delivery Mission:** In order to achieve this mission's objective, the fishboat must perform a successful Target Check and then remain in the designated position at surface elevation for an entire mission turn (from the Orders Phase to the end of the Discovery Phase). The designated position is determined in the Almanac.
- **Dock Mission:** You are ordered to destroy an enemy dock/wharf. To succeed, you must acquire a dock/wharf target, initiate the Tactical Sequence of Play, and score a result on the target.
- **Obstruction Mission:** You are ordered to destroy an enemy obstruction. To succeed, you must acquire an obstruction target, initiate the Tactical Sequence of Play, and score a result on the target.
- **Ship Mission:** You are ordered to destroy an enemy ship. To succeed, you must acquire a ship target, initiate the Tactical Sequence of Play, and score a result on the target. A ship is either an ironclad, or a gunboat, or for the CSA player, it can be a sloop.
- **Spy Mission:** In order to succeed in this mission, the fishboat must perform two successful Target Checks in the position or in positions containing the designated target type.
- **Training Mission:** Your goal is to increase the training level. Note that the training level can increase even when performing a non-training mission, but the training mission is a type of mission specifically intended to not encounter the enemy while still increasing the training level. Thus, when you declare a training mission, the fishboat may not enter a position with

enemy eyes. If it moves into such a position due to drift, you must move it back out at your earliest opportunity.

Weapon Required? The fishboat may NOT have a weapon (Conveyance & Charge 15) when conducting a delivery, spy, or training mission (if the fishboat has a weapon, temporarily detach it to leave it in the shop). It MUST have one on all other mission types.

Training Level Increase: The Training Level can increase regardless of Mission Type. Refer to the rules section on Training Level Improvement 43, which is also noted on the Campaign player aid.

Mission Type example

The CSA player spends an Action to perform a mission. Their location is Mobile and it is 1863. They don't want to do a training mission, so they consult the Mission Type table near the back of their Almanac.

They roll a die...

...a '2' which means their mission type is "ship."

		1-5	6-8	9-10
1863	Charleston	Ship	Ship	Spy
	Mobile	Ship	Delivery	Spy
	Baton Rouge	Ship	Spy	Dock
	Richmond	Ship	Dock	Delivery
	Training	Training (no die roll)		

On the next page of the Almanac the player looks up the Ship mission type instructions.

Ship Mission

Your task is to sink an enemy ship.

Objective: Navigate your fishboat to a Position with an enemy ship icon (Sloop, Ironclad or Gunboat), and sink her (destruction result).

Prize: Wealthy individuals and invested organizations locally and elsewhere offer a prize for sinking enemy ships. The value depends on the type of ship. If you destroy an enemy ironclad your prize is \$50. If you destroy an enemy gunboat it is \$15. If you destroy an enemy Sloop your Prize is \$35. The money is earned during the Income phase of the Winter season. To gain your prize, at least one crewman must have survived the mission (and not been captured).

The player has their objective: to propel the fishboat into a position with a Yankee ship target. It can be a sloop, ironclad or gunboat. Illustrated here are some potential targets (the player has choices!):

Mission Setup

Once you determine the mission type and its objective, setup the mission on the mission board, following the procedure explained in Part 2 of this Rule Book 15. Then initiate the Mission Sequence of Play 23.

Play Note: You may find the Weight and Strength markers useful. You can use them on the Gauges Board to keep a running tally of total Weight and Strength, facilitating the determination of the fishboat's Power Grade 20.



In this example, the Fishboat's Weight is seven and total crew Strength is eight (thus, Power Grade is C).

Mission Objective: Mission success is unique for each mission type, and it will influence the outcome of the campaign when the game is over. See the Almanac for mission objective. A training mission has no objective, but it can still increase the crew's Training Level 43. If a mission ends due to a **Lost** result, the mission's objective can still be considered achieved if it was achieved prior to the Lost result.

Performing the Mission

Part 2 of the rules governs the sequence of play during a Mission. The Mission ends when the fishboat is either **Lost** 13 or in a friendly Launch Position and at surface elevation and the player declares the Mission concluded.

Mission Aftermath: Recovery or Wreck?

When a mission ends, perform either the Recovery Sequence or the Wreck Sequence. If the mission ended due to a Lost result (including from declaring the fishboat abandoned 13), perform the Wreck Sequence 59. If it ended for another reason, perform the Recovery Sequence.

Play Note: When a Mission ends, use a marker and the Gauges Board to help you remember if the objective was achieved (or use paper and pencil). This will be useful when you determine the Campaign's outcome in the Almanac.

In this example, the player records their first successful Ship mission. Thus far, they also have two Lost results.



RECOVERY SEQUENCE

If the mission ended for a reason other than a Lost result, complete the mission Action by performing these five steps:

Step 1:

Regardless of mission type, determine if the training level increases. The Training Level Improvement Schedule 43 is printed on the campaign player aid folder. If requirements were satisfied, increase the Training Level by 1 (that is, slide the marker one space to the right on the training level gauge printed on the Gauges Board). Even if more than one level's requirement was met, an increase of only 1 level is permitted after a mission. Also, if playing the USA side, check for Advancement (see p. 30 of the USA Almanac). Do this even if you started the campaign playing the CSA but changed sides.

Advancement will have no game effect during the campaign, but it will influence Outcomes for the USA player.

Step 2:

Recycle all cubes from the Fate Pool (except those gained from a new Investor, if any, in Step 1).

Step 3:

If the fishboat has one or more Malfunction markers or Leaks, perform Repair Checks 59.

Step 4:

If any personae in your fishboat are both fatigued and panicked (that is, they have both a Fatigue marker and a Panic marker), place them in Sick Bay. All other crewmen return to the shop.



Step 5:

Recycle all markers from crewmen (even those in Sick Bay), and from the fishboat (recycle the Diver, if in the fishboat). Markers include fatigue, terror, panic, Operator or Teamwork marker, order markers, and incapacitated markers.

Step 6: Objective Achieved? Prize won?

Finally, if the Mission's objective was accomplished, you can record this by using a Mission Success marker on the general records track of the Gauges Board. In some cases, a successful mission earns you a prize (as described in the Almanac, p. 23 CSA; USA player only earns a Prize for a Ship mission type, p. 29). The money gained for the prize is not immediate. Add it to your Funds track during the Income Phase of the next Winter Season (if the game ends before then, that Prize is lost if you are the CSA player).

Repair Check

By the end of Step 3, all malfunction markers must be removed. To do this, check each marker one at a time. Pay \$1 for each (if CSA adjust each for Prices Gauge), and then roll a die: If the number rolled is EVEN, recycle the marker; if the number is ODD, recycle the marker AND the mechanism it is attached to (the mechanism is beyond repair or became so during repair).

- **Mastery:** If the expertise level of the shop and its personae is 15 or more, roll two dice instead of one. Select one of the numbers rolled.
- **No Debt:** You may not go into debt to perform a Repair Check. If you do not have the funds to pay for a repair check, you pay nothing but the mechanism and its marker are recycled.
- **Commissioned USA:** If commissioned, you do not pay \$1 for each repair check (it is free).
- **Leak?** Do not perform a Repair Check for leaks. Instead, for each leak, recycle one boat tile (your choice). Mechanisms on the recycled boat tile remain on the fishboat (a Build action is required to rearrange parts to make a seaworthy fishboat).

Repair Check example

A mission has ended. The Fishboat marker returned to a position on the mission board that is a friendly launch space.

Now the player makes repair checks (only one section of the fishboat is shown here). There are two Malfunction markers, so the player pays \$2 (the player is playing the USA side and they are not yet commissioned).



The Steering Link has two Malfunction markers on it. The player selects one of the markers and rolls a die...



...an EVEN number, so the marker is recycled.

They roll a die for the second marker...



...an ODD number, so the marker and the Steering Link mechanism are both recycled.

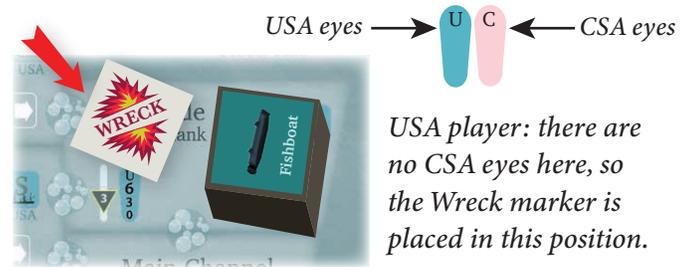
WRECK SEQUENCE

If the mission ended due to a **Lost** result **13**, complete the mission Action with this sequence of four steps:

Step 1:

Recycle the Fishboat marker, all Fatigue and Panic markers (if any), and check to see if the Wreck marker comes into play.

Enemy Eyes? Place the Wreck marker in the fishboat's position if there are no enemy eyes in that position.



Step 2 - Vanish (no Wreck marker):

If there is a Wreck marker in play, skip Step 2 and proceed to Step 3 (the fishboat did not vanish). If there is no Wreck marker in play, clear the shop of all fishboat components (recycle boat tiles, mechanisms, weapon parts). Recycle all markers attached to fishboat components (malfunction, fatigue from engine).

Step 3 (Wreck marker):

If a Wreck marker is in play, you have the opportunity to perform a Salvage action later **61**. If so, keep the fishboat's components and malfunction markers in play (you will perform repair checks during the Salvage action). You may instead recycle the Wreck marker now (along with all parts of the lost fishboat).

Step 4: Investor Sentiment

Recycle the cubes in the Fate Pool (the pool should now be empty). The training level does not change. Then, if you have one or more Investors, roll a die. If the number rolled is EVEN, place a Red cube in the Fate Pool. If ODD, either place 2 Red cubes in the Fate Pool or recycle one randomly selected Investor. At the end of this step, the Fate Pool will contain zero, one, or two Red cubes.

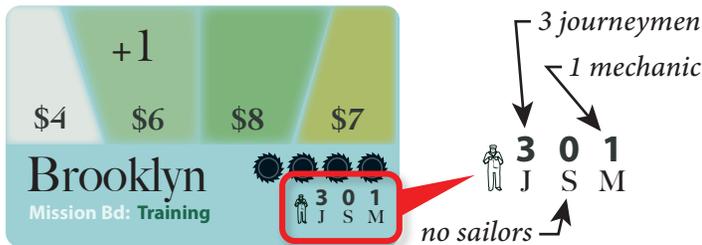
*Repair At Sea? So...can the player keep the fishboat in a Launch Position turn after mission turn while they make repairs **31** in order to avoid potentially costly Repair Checks during Recovery? Yes, but each turn necessitates the drawing of a Navigation Card as well as a Discovery Card, which means more malfunctions may happen and the crew may become increasingly fatigued, or worse, the fishboat may suffer drift.*

RECRUIT ACTION

Use this Action to gain persona cards. You may draw cards from only one deck in a single Action, either the Journeyman or Mechanics deck (not both), or if Commissioned (USA) **51** or you secured a Letter of Recruitment (CSA) **55** you may instead draw from the Sailors deck.

Procedure - Recruit: Note the recruitment limit printed on the location card. *For example, the Boston location card allows the USA player to draw 3 Journeyman cards, zero Sailor cards, or 1 Mechanic card.* Select a persona type (Mechanic, Journeyman, or Sailor), and draw a number of persona cards allowed by the location card. Once drawn, look at the persona cards and decide if you want to keep one or more of them. Recycle those you don't keep. Place those you keep in the shop.

Recruitment Limit - Cards allowed each Recruit Action:



Cost: When you keep Journeymen and Mechanics, you hire them. This incurs a cost (dollar amount) which must be paid immediately. You may not go into debt. Exception: The Fortunes of War table may give the opportunity to hire a persona. Since this happens during the Fortunes of War Phase and debt is allowed during that phase, you may go into debt during that phase. At times that table will allow you to add a Journeyman or Mechanic without hiring, in which case that persona is free. In the Fortunes of War table, “add” or “gain” is not “hire” and thus, does not cost money.

We realize hiring would involve wages paid not once at the start of employment but many times depending on the pay period, but for simplicity we impose a one-time cost to be paid at the moment of hire.

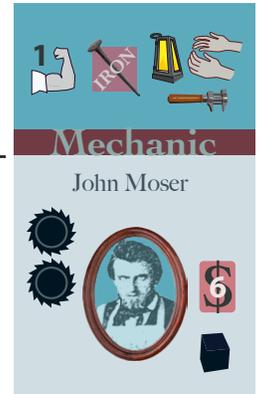
Training Level Deduction: If you keep one or more persona cards, reduce the training level by 1. If already at level zero, the training level remains at zero.

Bringing new people into the shop or onto the fishboat lowers the effectiveness of the team. Historically, both navies replaced a well-oiled crew to the detriment of all involved.

Recruit Augmentation: Some location cards and some persona card abilities increase the number of persona cards you may draw.

Skills & Benefits: When you recruit a persona, place the card in your shop. You immediately gain or may use its skills and/or benefits.

Moser costs \$6 to hire. Once hired, he contributes 2 expertise to your expertise level, and you place a Black cube into the Fate Pool (this is a one-time addition to the Fate Pool).



Cubes: When you keep a persona that has a cube printed in the lower portion of the card, add the cube to the Fate Pool. This is a one-time addition to the fate pool. *Note that cubes printed in the upper portion of the card are added each time that persona is assigned to the fishboat as crew, and only at the start of a mission. Cubes in the lower portion of the card are never added at the start of a mission, only when they are brought into play during a Recruit Action or as a Fortunes of War result.*

Firing Personae: You may voluntarily recycle one or more Journeymen and/or Mechanics during a Recruit action (and at no other time). Shuffle them back into their respective decks. You may not voluntarily recycle a Sailor or Investor. When fired, you do not recycle the cube they contributed when you hired them (or were added due to the Fortunes of War result), if any.

For example, if you fire Moser, who added a Black cube to the Fate Pool when he was recruited in a previous Season, you don't have to recycle a Black cube out of the Fate Pool.

Military Recruit **N**

During a Recruit action, instead of drawing persona cards, you may spend money to designate personae as Sailors, \$5 per card. Thus, an Investor, Mechanic, or Journeyman you already recruited can be re-designated as Sailors. This does not decrease the Training Level. *For example, you spend \$10 to re-designate two Mechanics as Sailors.* This allows the re-designated persona to satisfy the **Navy only** restriction resulting from an Alert Check **42**.

SALVAGE ACTION

Use this Action to recover a fishboat that triggered a Lost result during a mission **13** (or was Lost due to you giving an abandon ship order). This Action is possible only if the Wreck marker is on a mission board. As long as the Wreck marker is in play, Build and Mission actions are prohibited. *A fishboat that was Lost in a position with enemy eyes can't be the subject of a Salvage action (no Wreck marker allowed), and all of its components should have already been recycled during the Wreck Sequence **59**.*

Procedure - Salvage: Recycle the Wreck marker, then pay \$1 or more (your choice) and salvage (i.e., keep) the number of parts indicated in the Salvage Cost Table (for CSA, apply the Prices Gauge once, not once per part kept; if USA and Commissioned, either use the table or pay \$0 and roll a die - keep that many parts). Fishboat parts (tiles, mechanisms, weapon parts) that are not kept are recycled. Choose which parts to keep (if you don't want to keep any, don't perform Salvage; remove the Wreck marker and clear the Shop of all components - this costs zero actions). Then, if any kept mechanisms have Malfunction markers, perform Repair Checks **59** (if the fishboat had leaks, each boat tile not kept satisfies one leak).

Salvage Cost Table

\$1	\$3	\$5	\$8	\$10
keep 1-3 parts	keep 4-8 parts	keep 9-13 parts	keep 14-19 parts	keep 20 or more parts

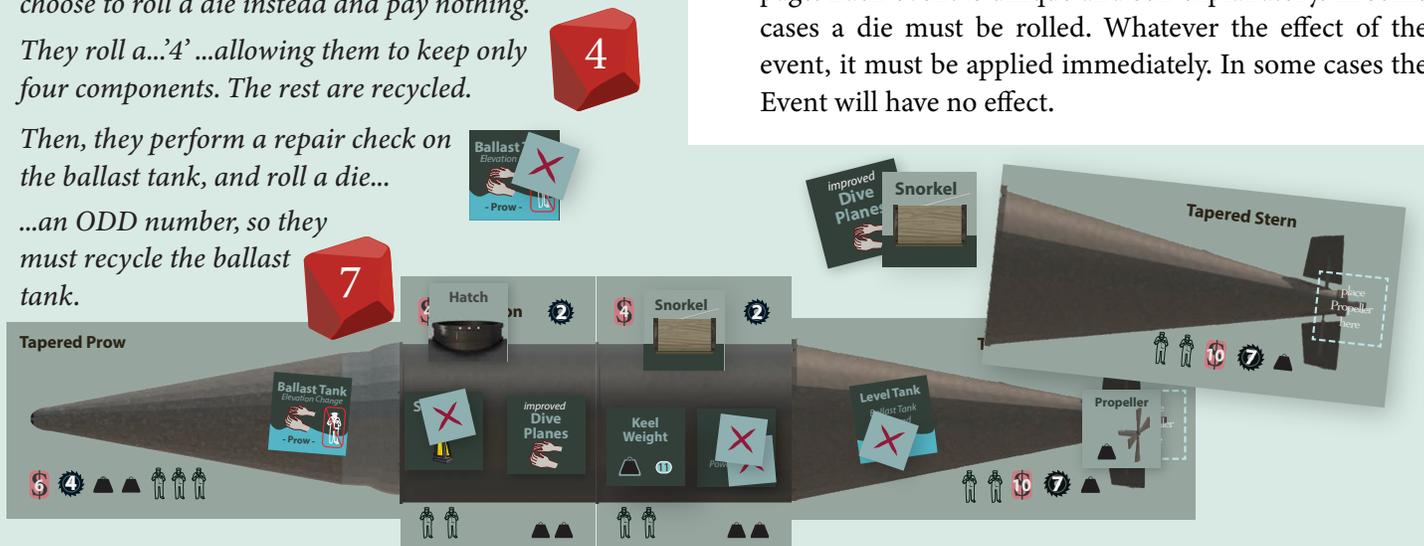
Salvage Action example

The Commissioned USA player spends an Action to perform Salvage, then recycles the Wreck marker. They could pay \$5 to keep all thirteen components, but choose to roll a die instead and pay nothing.

They roll a... '4' ...allowing them to keep only four components. The rest are recycled.

Then, they perform a repair check on the ballast tank, and roll a die...

...an ODD number, so they must recycle the ballast tank.



TIME PHASE

During this phase, you must first perform a Sick Bay Check, then an Event Check. Then the USA player may, and sometimes must, perform an Assignment Check.

Sick Bay Check

If there are no Personae in Sick Bay, skip this check. For each Persona in Sick Bay, roll a die. If the number rolled is EVEN, move the recovered Persona to the Shop. If the number rolled is ODD, the Persona stays in Sick Bay. However, if the number rolled is a '1', remove the Persona (they died).

Doctors? Before rolling the die, you may pay for a better doctor. Make this decision each time you make the Sick Bay Check (i.e., for each Persona). If you choose to pay for a better doctor, pay \$1 and roll two dice (debt is not allowed; CSA player must adjust for Prices Gauge **42**). Select one of the numbers rolled (and ignore the other).

Sick Bay Effect: A Persona can be sent to Sick Bay by a Lost result during a mission (during the Action Phase **13**), or by being both Fatigued and Panicked at the end of a mission, or by a Fortunes of War result such as an Epidemic Check **62**. If already in Sick Bay during an Epidemic Check, they die (remove them). While in Sick Bay, that Persona's characteristics may not be used, nor may they be assigned to a Contract, nor to the fishboat during a mission (they can't be crew). They are considered not in play for all purposes except a Sick Bay Check, an Alert Check, or an Epidemic Check **62**.

Event Check

The Almanac includes an Event section on each Season's page. Each event is unique and self-explanatory. In some cases a die must be rolled. Whatever the effect of the event, it must be applied immediately. In some cases the Event will have no effect.

Events are not Actions. Some Events allow you to gain a part or contract or persona, but this should not be construed to trigger a Build, Contract, or Recruit action.

Assignment Check (USA only)

If not Commissioned, skip the Assignment Check. If Commissioned, the USA player may voluntarily perform an Assignment Check. The purpose of this check is to move to a new location (that is, to replace the Location Card). There are two exceptions to the voluntary nature of this check:

Not Seaworthy? If the fishboat is not seaworthy, assignment is automatically Washington. This assignment is mandatory. *To be seaworthy, the fishboat must have a prow and a stern, a steering link and a propeller, and either a hatch or a boiler engine (but not both).*

Already in Washington? If your Location is Washington, AND your fishboat is seaworthy, you MUST make an Assignment Check.

Wreck? If a Wreck marker is in play **59**, assignment is automatically Washington.

Procedure - Assignment Check: Refer to the current Season or Blockade Season of the USA Almanac and roll a die. There is no cost in funds for this check. Note the result in the Assignment Check Table (that table is located under the Event Check Table). Apply the result immediately (there are no modifiers). The result will either tell you to keep the location card already in play (on the gauges board), or replace it with a new one (the table indicates the new Location Card). If replaced, recycle the old Location Card.

End of Season

When the Time Phase is over, move the Season marker to the next season on the gauges board. When moving from Autumn to Winter, also move the Year marker to the next year on the gauges board.

End of Game

The game can end by a Fortunes of War result, or an Event Check result. The game usually ends at the end of the Spring 1865 turn, although when playing the CSA side it can end earlier. When it ends, use the Outcomes section of the Almanac to evaluate your efforts and to provide historical context.

Epidemic Check

The Fortunes of War Table may require you to make an Epidemic Check (during the Fortunes of War Phase).

Procedure - Epidemic Check: First, remove from play all personae in Sick Bay, if any (they died). Then, use the Epidemic Table printed on the player aid folder to see if there are more casualties. Refer to the column corresponding to the total number of persona cards in play (in your shop, and assigned to contracts). *For example, you have one mechanic assigned to one Contract, and one mechanic and an Investor assigned to another, and six other personae in the shop. That's nine personae so use the '9-11' column.* Then, roll a die and refer to the row corresponding to the number rolled. There are no modifiers. Find the result at the intersection of column and row. In some cases there are more than one result, so apply them all.

Epidemic Check results explained...

- # If the number is 0 (zero), no other persona is affected (none are sick and no others died). If the number is one, one persona died (select randomly). If 2 or greater, that many personae are sick (select randomly and move them to Sick Bay). Additionally, one of those moved to Sick Bay dies immediately (select randomly). To select personae randomly, shuffle together your Persona cards (including those assigned to a Contract). Draw the number indicated.

Contract Re-assignment? After moving personae to Sick Bay or removing them (because they died), you may reassign personae to any contracts you may have. If you can no longer satisfy their expertise requirements, or you no longer wish to keep the contracts, recycle the Contract marker (move it back to the Contract slot at the top of the Gauges Board).

- S Shuttered!** *The shop is shuttered by local authorities. You may not perform Recruit or Build actions this Season. Recycle all Contract markers from the Calendar, if there are any (this does not trigger the penalty for voluntarily breaking a Contract **53**). If USA and the location is a blockade (Charleston Blockade, New Orleans Blockade, or Mobile Blockade), the 'shop' is the sloop your fishboat is tethered to and this result means that ship is quarantined.*

Advancement 58 30 USA Almanac
Alert Level 11 42
Assignment 62
Attack Dice 11
Atmospherics 17

Blockade 46
Boat Tile 20
Busy 24 1

Change Location 50
 Change Sides 1 CSA Almanac
Charge 6
Commission 51
Contract 44 53
Concussion Check 7
Conveyance 6
Crank Intensity 3 7 26
Cut Weight (Keel Weights) 11

Debt 46
Depth (elevation) 3
Detection 5 35
Diver 8
Drift (navigation result) 29
Drift Direction 17 25 27
Drift Table (shore & sea) 30
Drizzle (atmospherics) 5 17

Elevation 3
Ending (mission) 23
Enemy Eyes 35
Enemy Response (attack) 10
Epidemic Check 62
Escape 13
Event (Event Check) 61
Exhaustion 22
Exit 9
Expertise 47

Fate Pool 2
Fate Smiles 11
Fatigue 22
Fog (atmospherics) 5 17
Fortunes of War 46
Funds 39

Gust (atmospherics) 5 17

Haze (atmospherics) 5 17

Incapacitation 23
Income (Gain & Pay) 44 46

Leak & Leak Control 12
Locate Obstruction (Locate Passage) 37
Location 42
 see Change Location or Assignment
Lost 13

Mechanism 20
Mist (atmospherics) 5 17
Move (tactical) 9
Move (mission/maneuver) 25
Must Steer 24

Not With (drift direction) 27
No Propulsion 25 36

Obstruction (enemy) 37

Panic 22
Power Grade 20
Propulsion 21
Pursuit 12

Rain (atmospherics) 5 17
Rally 33
Recruit 60
Repair 31
Repair Check 59
Repair Order 25

Salvage 61
Seaworthy 56 2
Sick Bay 61
Sleet (atmospherics) 5 17
Snow (atmospherics) 5 17
Space 20
Spirited Leadership 33
Steer 25 (Must Steer) 24
Steering Order 24
Strength 20

Target 36 18
Teamwork 25 31
Terror 22
Torpedo (charge) 6 15
Tow Check 18
Training Level 43
Treasury 2

Weapon 6 20 15
Weight 20
With (drift direction) 27
Wreck 13 59 assignment 62
 see Salvage

Fate Pool Summary

Tactical

Fate Pool additions:

Approach Vector 3

-  Full or Strain (+2 or +3 modifier)
-  Crew Morale 4

Fate Pool recycling:

Detonation 6

-   variable
(determined by fishboat's location on Tactical Board)

Concussion Check 7

-   variable
(determined by choice; Crank Intensity determines modifier)

Mission

Fate Pool additions:

Setup 15

-  Crewman Card (top) 22 60
-  Training Level 2+ 43
-   Weapon (0-3 Red cubes) 15
-   Change Nautical Condition 16

During Mission

-  Morale Boost (Easy & no Malfunctions)
-  Navigation Card 29 31
-  Malfunction (variable) 34

Fate Pool recycling:

Setup

-  Tow Check (each is +1 modifier) 18

During Mission (and Tactical)

-   Fate Smiles (cancels a Hit)
or 11
-   Fate Smiles (cancels a Hit)
-  Leak (each Red causes Panic)  12
-  Drift (variable - 0-2 cubes or more) 29

Campaign

Fate Pool additions:

-  Persona Card (bottom) 60
-  Fortunes of War 46
-  Event 61

Fate Pool recycling:

-    Letters or Commission Check 51 55
-    Persistence (+1 modifier)