Infernal Machine

Scenarios

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Introduction

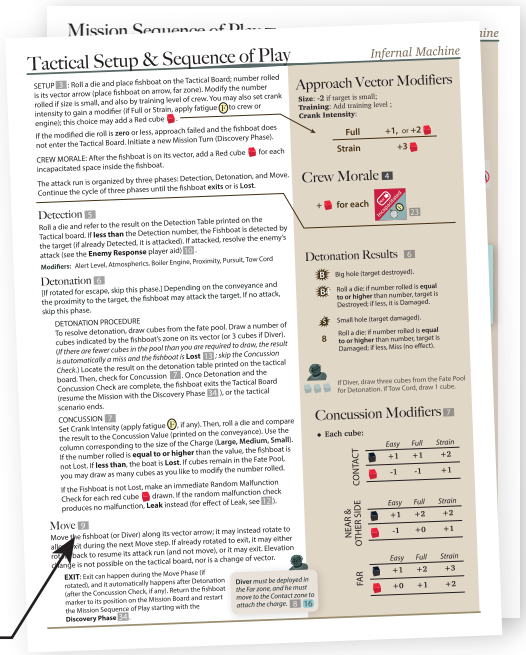
The purpose of this booklet is to provide scenarios easing the player into Infernal Machine. If you play at least one of the tactical scenarios (1-3) before graduating to the mission scenarios (4-9), you will have a much better time learning how to play a campaign.

Each scenario represents either a historical event or an event that could have happened. The fishboat was a poorly documented nautical device of the American Civil War. Sightings appeared in newspaper articles during the war in many places, north and south, and several patents for infernal machines were applied for, but unlike the surface battles and campaigns on land and water, the trials and tribulations of the stealth forces failed to achieve an appreciable footprint in the historical record. The actions depicted here took place on the margins of history and mostly out of sight of contemporaries. This new technology was poorly understood except by a few, and its capability extremely limited. Being nascent technology, its efficacy was questionable. General P.G.T. Beauregard called it more lethal to its own crew than to the enemy, while the Union's Naval command scarcely took it seriously as a weapon in its own arsenal. Faced with a paucity of event histories and after action reports, we regrettably offer more speculative scenarios than those of verified operations.

We also provide four extended examples of play. One demonstrates the play of a campaign, or the start of it, although it skips over much of the mission and tactical action in order to focus on campaign systems and the transitions from one sequence of play to another. The other three examples are intended to help the player visualize how rules are applied. None necessarily demonstrates excellent player strategy, we hope the player will enjoy the game enough to learn best practices on their own.

Getting Started

If new to wargaming, we suggest you play all of the scenarios in the order they are presented here. Read the Rule Book only as needed for that scenario, and rely as much as you can on the player aid folder to move you through the mechanics of game play. Pretty much everything in the sequence of play can be found in the player aids, with references to both the Rule Book and the Cyclopedia. If a seasoned grognard, we suggest you play at least one tactical scenario or read the tactical example with diligence, before progressing to a full mission scenario. And before attempting the campaign, play a mission scenario all the way through. Skipping all that will impair your decisions during the campaign. Having a working knowledge of the challenges and rules of Part 1 and Part 2 will make the campaign feel less abstract and luck-intensive, and we hope much more enjoyable. If still unsure even after one or two mission scenarios, you can try the mini-campaign (Scenario 10). It only lasts a year of historical time, ending in 1862. A newbie is unlikely to do well in that scenario, but it may help them get comfortable with the system. The full campaign setup is explained on p. 39 of the Rule Book.



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Tactical Scenarios (Scenarios 1-3)

Scenarios 1-3 use the Tactical Board, a fishboat marker, a target marker, weapon parts (charge, diver, spar, etc.), and Red and Black cubes (the Fate Pool 2). Since they treat that fateful moment when the fishboat has finally come into contact with an enemy target, they only use the Tactical Sequence of Play. You won't see what's going on inside the fishboat, but you will view the consequences to both the target and your infernal machine. Because these scenarios do not use boat tiles, mechanisms, or crewmen, the incremental stress on your fishboat measured in fatigue, leaks, and malfunctions (all fundamental to the Mission Sequence of Play) are abstracted.

Fatigue, Malfunctions, Leaks, Pursuit

In the first three scenarios, these markers won't have an impact on game play, but they will influence the outcome narrative when the scenario ends. When these markers are generated by game play, set the marker nearby as a reminder that it is in play. Generally speaking, you want to avoid acumulating these markers.



MALFUNCTION: Each X represents a problem with a mechanism, such as the steering link, ballast tank, and so on. A malfunction marker will be generated if your fishboat is attacked (Enemy Response). If a random Malfunction is called for, there is no need to determine what kind of malfunction it is (for the first three scenarios, it merely brings a new marker into play).



LEAKS 12 : Your fishboat may suffer a leak when attacked. Make a note of this (you can do that by keeping the Leaks marker nearby as a reminder). More than one leak result is possible, but for the first three scenarios, any leak will have an adverse influence on outcome narrative and in this scenario there's really no point keeping track of them (just knowing you suffered one or more is enough).

***Only One Marker?** There is only one Leaks marker. In the campaign, you keep track of the number of leaks using this marker on the records track which is located on the CSA or USA Gauges Board. In scenarios, if you want to record the number of leaks, either use the Gauges Board or place Red cubes on the Leaks marker.*





FATIGUE: Each marker represents an exhausted crewman, or if the fishboat is propelled by an engine, fatigue on the engine. In these scenarios, a fatigue marker is generated only when you make a choice to set crank intensity to full (and two markers enter play if you set it to strain).



PURSUIT 11 : If your fishboat is attacked by the enemy, you may need a Pursuit marker.

A leak in a surface vessel is bad form, but in a submersible boat such as yours, springing a leak is rather catastrophic.

Mission Scenarios (Scenarios 4-9)

The two principal components used in these scenarios are the Mission Board and the Fishboat Display. The display facilitates setup by arranging all of the boat tiles and mechanism markers and weapon parts into a single image printed on 8.5" x 20" cardstock, and even includes persona cards arranged in their spaces (they are the crew). If you wish, you can duplicate these displays by finding and arranging the tiles, mechanisms, and persona cards, as shown on the display, but that's not necessary since the displays are meant to save you that effort. Your objective in these scenarios is to move the Fishboat marker from position to position until a target is acquired, at which time the Tactical Sequence of Play is triggered. Then, action shifts to the Tactical Board. When the fishboat exits that board, action moving back to the Mission Board, your objective is to maneuver the fishboat back to a friendly Launch position (any friendly Launch position will do, not just the one you started in). Part 2 of the rules is necessary to play these scenarios.

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1. And A New Age Dawns Charleston, S.C., 17 February, 1864

From a secure launch point hidden from Yankee glasses and remote even from locals, the Hunley embarks in the cold February water towards the enemy blockade. This is not the first time her eight-man crew ventures forth, but it is the first night they close in for the attack. The hands who help push the Hunley out of Inner Breach Inlet will stay ashore and wait for her return. It will be weeks before they learn her fate.

Epilogue: The fishboat blasted a hole in the USS Housatonic's hull, sinking her. *For the first time in history, a submarine sank a ship!* Those in Charleston learn the news from Yankee newspapers, not from the Hunley's crew, since they never returned that night. Decades passed before their remains were recovered by underwater archaeologists. Hunley's crew was found still inside the fishboat, but the cause of their demise remains inscrutable.

Rule Book: 1 to 13; you can skip p. 8 (Diver), and Escape on p.13. **Use only the Tactical Sequence of Play**

Inventory

For this scenario, you need the long spar, a charge marker (large), a fishboat marker (stickered block), target marker (sloop) and the tactical board. You also need black and red cubes.

Fishboat marker (it begins detected).



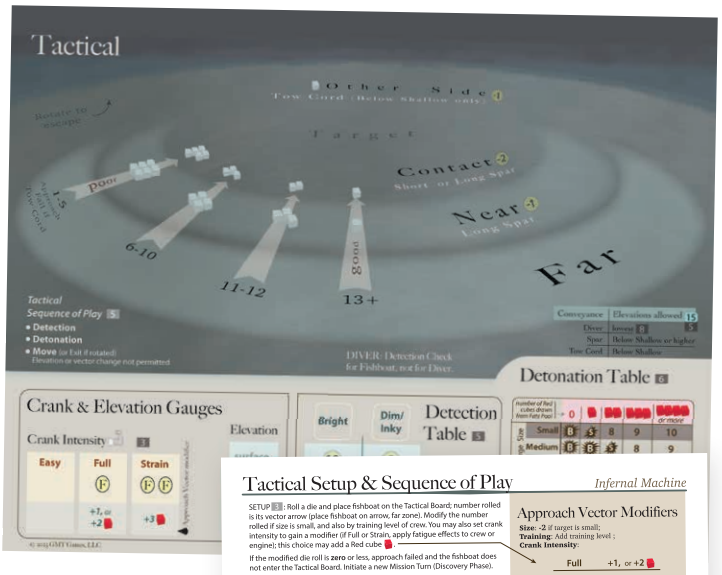


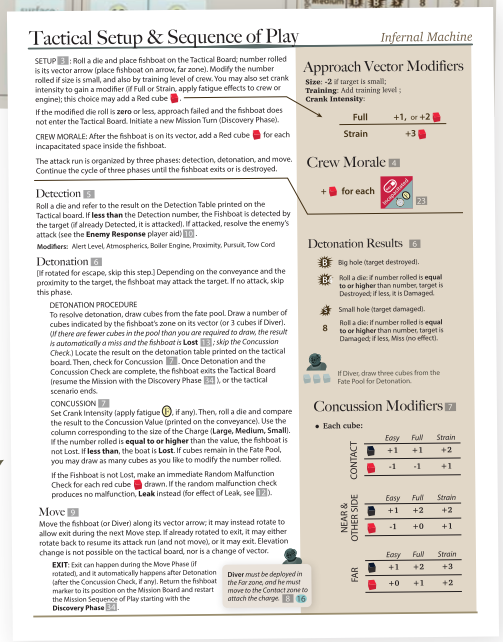


Place the Large Charge marker on the Long Spar. Keep them handy, but not on the Tactical Board.



target marker

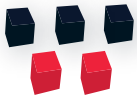




This player aid will be useful.

Starting Conditions (can change during play):

Crank Intensity: *your choice.*
Detected? *yes.*
Fishboat Marker: *Far zone.*
Fate Pool: *3 Black cubes, 2 Red cubes.*



Put cubes in a cup.

Starting Conditions (permanent):

Alert Level is 2: *-1 Detection die roll modifier* (-1).
Visibility: *Dim.*
Elevation: *Awash.*
Training Level is 3: *+3 Approach Check modifier*
Morale: *No crewman is panicked and no spaces are incapacitated.*
Atmospherics: *No Atmospherics marker is in play.*

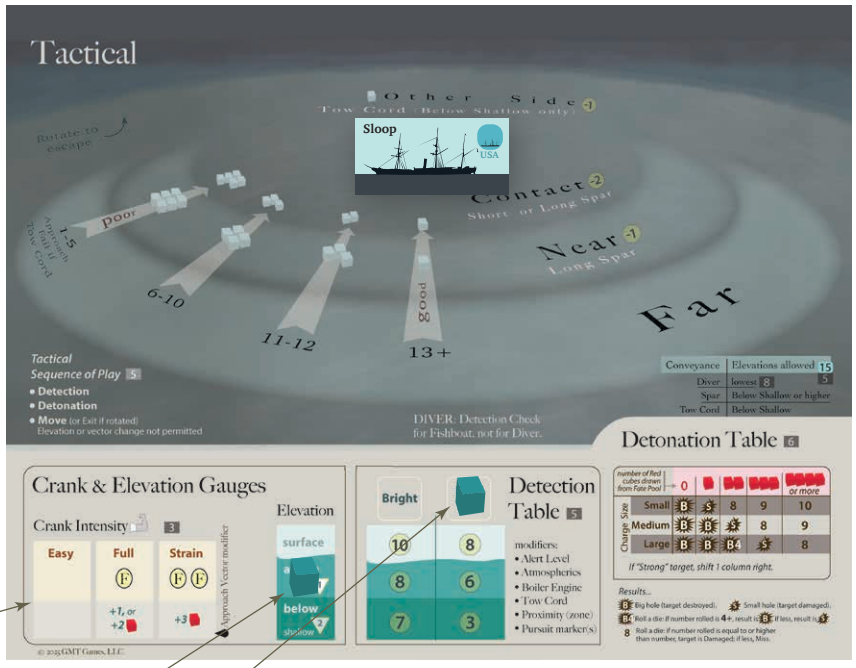
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Setup



Place the Housatonic (Sloop target marker) on the space marked "target." Then, roll a die to place the fishboat marker. Place it on the vector corresponding to the die roll (add +3 for the training level 3 *). Then, select a crank intensity. This choice may change the fishboat's starting vector (it may also require you to add a Red cube to the Fate Pool* 3 *.*

Place the Fishboat marker on the ***Far*** *zone's portion of the vector. It is* ***awash*** *and* ***detected****.*



select crank intensity
<your choice>

awash elevation

Place a marker on the Dim/Inky column of the Detection Table. That indicates the visibility. You will use that column when you make a Detection Check 5 *(and the middle row – awash). There is no difference between Dim and Inky on the Tactical Board, but a distinction will become apparent on the Mission Board (Discovery Cards* 34 *). Due to the Alert Level, your Detection Checks suffer a -1 die roll modifier.*

Objective & Outcome

Your objective is to blast a big hole in the target, thereby sinking her (the historical result). To do that, move the fishboat to near or contact. Even damaging her is a good outcome. But this is not a suicide mission. Bring your fishboat and her crew home!

COMING HOME: If the fishboat is lost in an attack or by concussion, she fails to return. It will be years, perhaps decades, before the wreck is found. If she manages to exit or survive, she MAY be able to return home. This scenario is too limited to tell you if she makes it back, but it can give you an estimate of her chances. Consult the Return to Base (RtB) table. Use the column corresponding to the fatigue markers on the fishboat, and use the row corresponding to the number of malfunction markers accumulated. Find the likely outcome at the intersection of column and row.

RtB Table

Malfunctions \ Fatigue	0	1	2+
0	Y	p	m
1	p	m	N
2+	m	N	N

RtB Table Legend:
Y = *yes (most probably and almost certainly the fishboat returns home)*
N = *no (the fishboat vanishes)*
m = *maybe (there is a chance she will return, but a better chance she will be lost)*
p = *probably (there is a good chance she will return)*



Sprang a leak?
Shift one column right (see p. 2 of this booklet).

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Example: Scenario 1

1 The player rolls a die for **Approach Vector**...



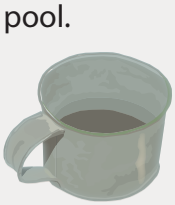
...and adds 3 for Training Level...

...and selects **Strain** crank intensity for another +3 modifier...for a total of '11'.

This costs the player two Fatigue...



...and a Red cube. There are now 3 Black cubes and 3 Red cubes in the pool.

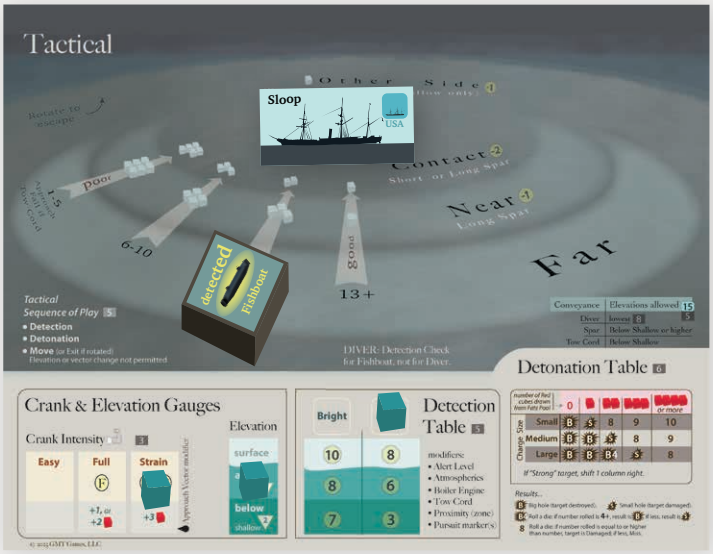


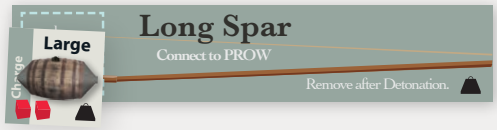
They put the Red cube in the Fate Pool.

Fate Pool at setup:



Black *Red*





2 The player rolls a die for **Detection** 5 ...



...and subtracts 1 for the **Alert Level** 5 ...

...for a '5'...which means the fishboat is Detected!



3 The fishboat was already detected, so this new detection triggers **Enemy Response**. The fishboat is attacked! 10

With the Alert Level at 2, the player must roll two Attack Dice...



...and needs to roll a '5' or higher to avoid Hits.

One Hit, so the player chooses crank intensity **Full**, allowing them to re-roll the '2'...

...and garners a '4'...which means after adding another Fatigue the fishboat suffers one Hit.



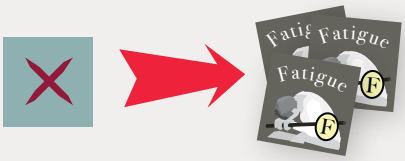
Sloop Attack	Contact	Near O.Side	Far
surface awash	8	6	5
below	5	4	3

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4 Another die must be rolled to determine the effect of the Hit...

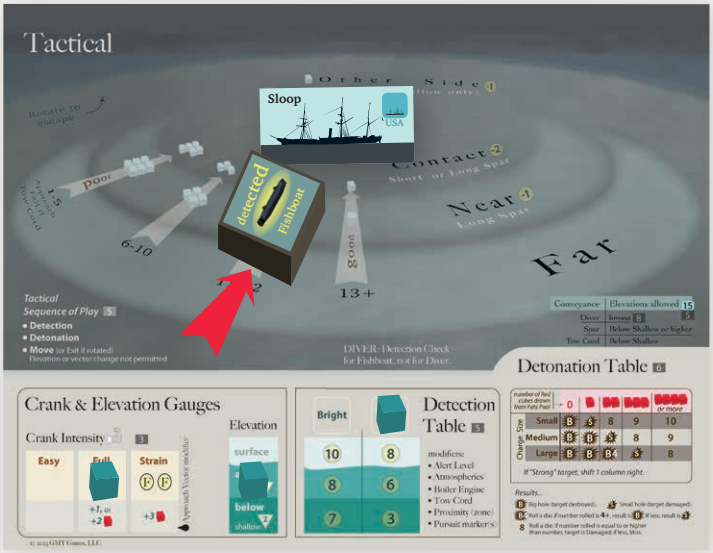


...an EVEN number, so the effect is a Malfunction 11 . The player places a Malfunction marker on the pile of Fatigue markers. *In this scenario, there is no immediate effect to any of those markers, but if playing a Mission scenario or the campaign, there would indeed be consequences.*



5 The fishboat is in the Far zone and too distant to detonate the torpedo, so they skip the Detonation Phase.

During the **Move Phase**, the fishboat moves into the Near zone 9 .



6 During the **Detection Phase** 5 , the player makes a Detection Check again, rolling a die and subtracts1 for the Alert Level and 1 for the Near zone...
...a '5' modified down to a '3' means the fishboat is detected, triggering enemy response 10 .





With the Alert Level at 2, the player must roll two Attack Dice...



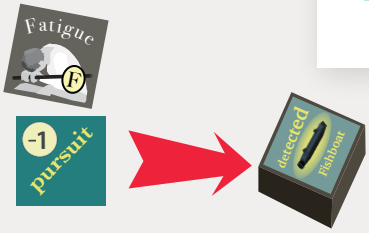
...a '6' or higher is needed to avoid a Hit.

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

One Hit, so the player chooses crank intensity **Full**, allowing them to re-roll the '5'...



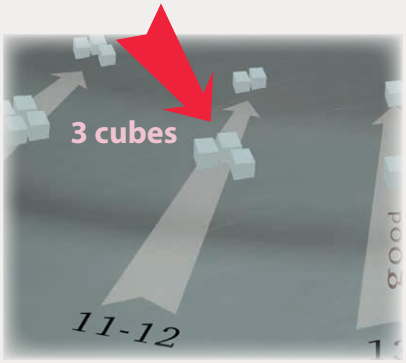
...and garners a '7'...which means after adding another Fatigue (for cranking Full) the fishboat is NOT Hit. Since both attack dice missed, the player attaches a Pursuit marker to the fishboat 12 .



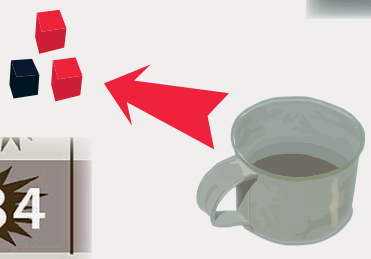
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7

During the **Detonation Phase** 6 , the player may attack the target. They can wait for next turn instead, but feeling a sense of urgency brought on by the Sloop's response, they choose to pull the trigger now.



The fishboat is located on the '11-12' approach arrow in the Near zone, which means the player resolves the torpedo's detonation by drawing three cubes from the Fate Pool...



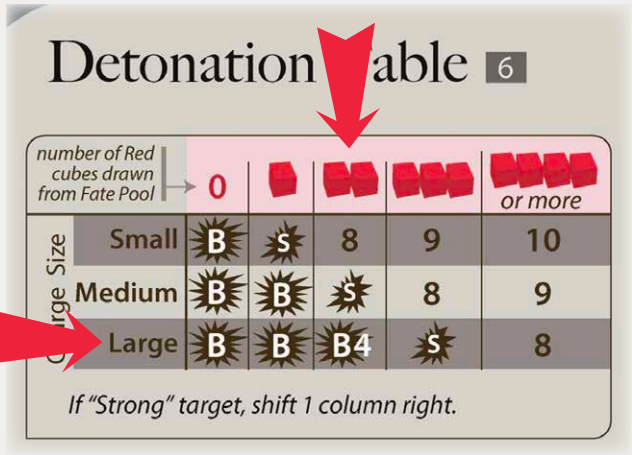
...this random draw from the pool garners two Red cubes and one black. The result requires a die roll...



...which is greater than the '4' needed to score a sucessful result. A big hole is blasted in the hull of the sloop!

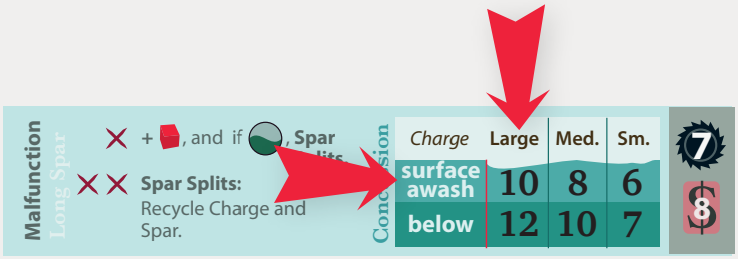






8

The Detonation Phase is not finished, a **Concussion Check** is required 7 . The player flips over the Spar marker to see the Concussion Value...

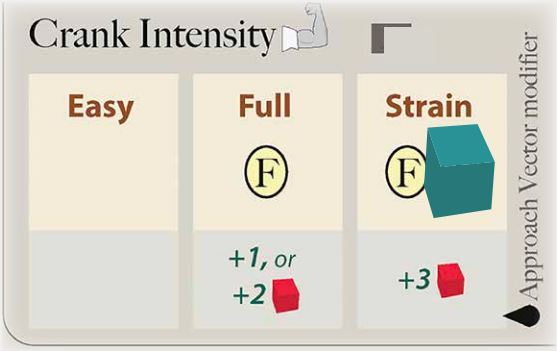


...a '10' is needed on one die to avoid disaster.

The player takes stock of the cubes in the Fate Pool...one Red and two Black.

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9 The player selects a crank intensity to give themself a die roll modifier. Crank intensity will determine the value of each cube drawn from the pool.



They select **Strain**, which triggers two more Fatigue...



And they roll a die...



...a '7'...which is not enough to avert a **Lost** result 13.

The player now draws a cube out of the Fate Pool to increase that number.

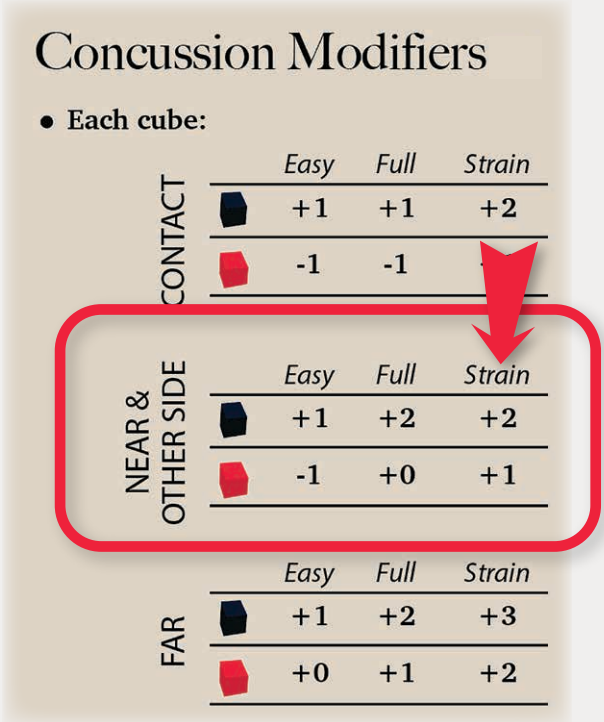


They draw a Red cube, which adds +1 to their die roll.

The player does not have to decide or declare at the start the number of cubes they will draw from the cup. They draw one at a time and will stop when they succeed...or when the cup is empty (and are Lost!).



They draw another cube...

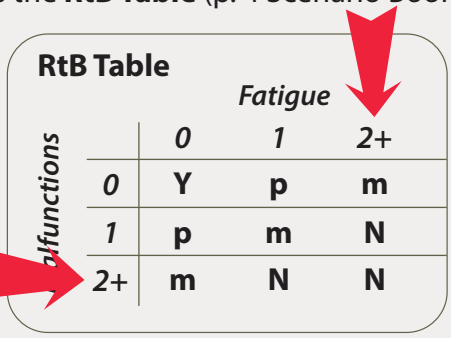


A Black cube, giving them a +2 modifier. That's +3 total, which means the '7' is now a '10' and the Lost result is averted!

But the Red cube triggers a Malfunction.



10 The scenario ends. The player consults the **RtB Table** (p. 4 Scenario Book) and notes the outcome:



The outcome is '**N**'...

...which means we don't think the fishboat will make it back home.





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2. Damnable Wall! Mobile, May 1864 hypothetical scenario

Scheming to penetrate Mobile's outer defenses and steam his squadron into Upper Mobile Bay, thereby strangling that defiant rebel port, Admiral Farragut calls for your strange contraption. It may be the key to silencing those Confederate batteries that keep his warships at a distance. To date, Rebel guns are nigh impossible to quiet, insulated by masonry and earth, and manned by resolute gunners.

The Admiral is willing to risk his ships to the guns, but there lurks an even more diabolical danger. The only known passage into Mobile Bay has but a narrow gap in a well-concealed line of torpedoes and fixed obstructions. Its location has been studied for months and is known to the navigators, but it can be closed shut at the whim of the rebel defenders. Your fishboat must blast a hole in that gate. You must uncork that bottle and let Yankee ironclads steam through to suppress the Confederate guns long enough to allow the West Gulf Squadron's sloops to enter the bay and overwhelm rebel batteries.

Rule Book: 1 to 13; you can skip p. 8 (Diver), and Escape on p.13. **Use only the Tactical Sequence of Play**

Inventory

For this scenario, you need the tow cord, a charge marker (large), a fishboat marker (stickered block), target marker (obstruction) and the tactical board. You also need black and red cubes.





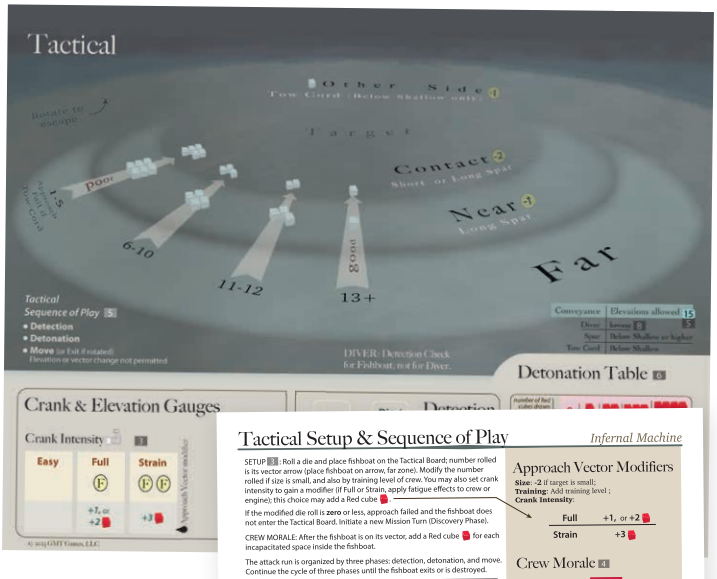
The fishboat tows the torpedo.

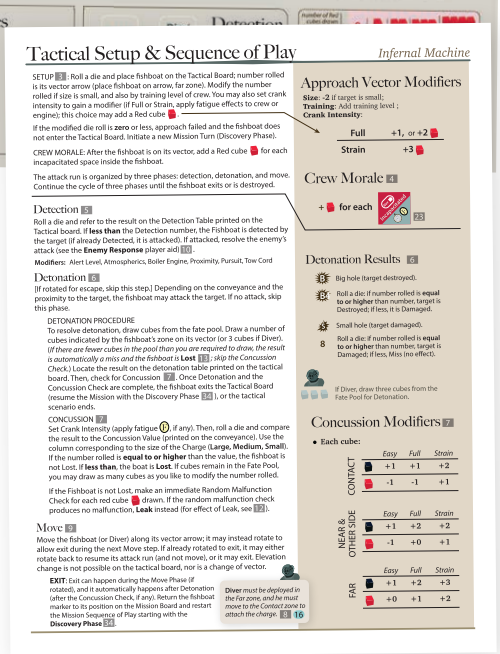
Place the Large Charge marker on the Tow Cord. Keep them handy, but not on the Tactical Board.





target marker





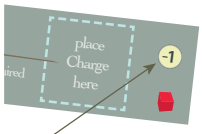
Starting Conditions (can change during play):

Crank Intensity: *your choice.*
Detected? *no.*
Fishboat Marker: *Far zone.*
Fate Pool: *2 Black cubes, 3 Red cubes.*



Starting Conditions (permanent):

Alert Level is 2: *-1 Detection die roll modifier* -1.
Visibility: *Bright.*
Elevation: *Below.*
Training Level is 1: *+1 Approach Check modifier.*
Morale: *No crewman is panicked and no spaces are incapacitated.*
Atmospherics: *No Atmospherics marker is in play.*



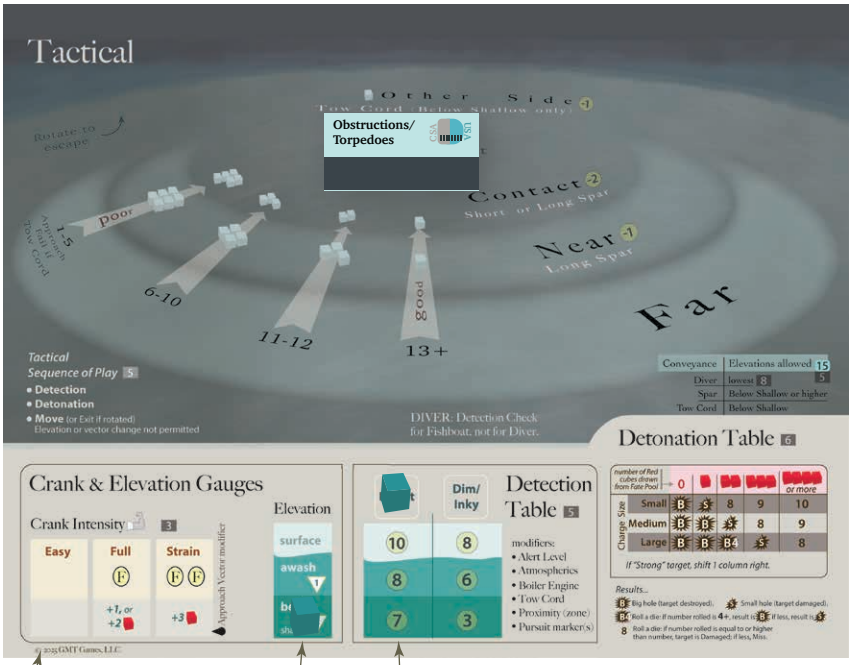
The Alert Level and the Tow Cord combine for a -2 Detection Check modifier.

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Setup

Place the target marker on the space marked "target." Then, roll a die to place the fishboat marker (Approach Vector 3). Place it on the vector corresponding to the die roll (add +1 for the training level). Then, select a crank intensity.





*The fishboat starts on its vector in the **Far** zone. It is **below** and **undetected**.*

The tow cord remains attached to the fishboat, trailing behind on the surface (hence its -1 Detection modifier). The fishboat may only perform the Detonation Phase when in the Other Side zone of the tactical board.

below elevation

select crank intensity <your choice>

Place a marker on the Bright column of the discovery table. That indicates the visibility. You will use that column during this scenario (and the bottom row –below).

Objective & Outcome

OBJECTIVE: Score a B (destroyed) result on the target. This would represent a hole large enough to steam a surface vessel through. A S (damage) result is also a successful result, since it will impress the Admiral even if his ironclads run aground on the obstructions (all that is known is the charge exploded and a hole was created, but nobody can know how big a hole until a monitor steams into it). After determining the likely Coming Home result, check the Promotion? table to see if you did well enough to garner a promotion.

COMING HOME: If the fishboat is lost in an attack or by concussion, she fails to return (a likely result). If not lost, this scenario is too limited to provide definitive answer to the question "Will she make it back?", but it can estimate her chances. Consult the Return to Base (RtB) table. Use the column corresponding to the fatigue markers on the fishboat, and use the row corresponding to the number of malfunction markers accumulated. Find the likely outcome at the intersection of column and row. "EVEN/ODD" means you need to roll a die and apply the result corresponding to the number rolled, an even number or an odd number.

RtB Table Legend:

Y = *yes (most probably and almost certainly the fishboat returns home)*
N = *no (the fishboat vanishes, probably captured by the enemy)*
m = *maybe (there is a chance she will return, but a better chance she won't)*
p = *probably (there is a good chance she will return)*

RtB Table

Malfunctions \ *Fatigue*	*0*	*1*	*2+*
0	**Y**	**p**	**m**
1-2	**p**	**m**	**m**
3+	**m**	EVEN = **m** ODD = **N**	**N**

RTB Table — LEAKS! ***Sprang a leak?*** *Shift one column right (see. p. 2).*

Promotion?

detonation result \ *RtB result*	**Y**	**p**	**m**	**N**
B	*yes*	*yes*	*yes*	*MiD*
S	*MiD*	*MiD*	*MiD*	*MiD*
miss	*no*	*no*	*no*	*no*

***MiD** = Mentioned in Despatches*

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3. Just Like Pearl Diving

James River, May 1862

Before the start of hostilities, the technique of diving was employed for the purpose of salvaging wrecks lost to the sea or in the profitable venture of securing pearls near the coast. The Yankee fishboat known as the Submarine Propeller, and later as the U.S.S. Alligator, sported the latest equipment. Its airlock was large enough to accommodate a diver and an explosive charge known as a "torpedo." Connected by an umbilical cord to the Alligator for air, the diver was to leave the submerged fishboat while at rest and walk to the target. In the spring of 1862, in support of McClellan's Peninsula Campaign, the plan was to destroy the railroad bridge linking Petersburg to Richmond, thereby interfering (perhaps decisively) with Confederate reinfocerments reaching the front lines. The Alligator was towed into launch position on the river, but the commander of the naval squadron ordered the mission aborted, anxious that the water level was not high enough for stealth. The attendant risk of grounding was also considerable, in this estimation, but in this scenario we allow you to play out what might have been.

Rule Book: 1 to 13

Use only the Tactical Sequence of Play

Inventory

For this scenario, you need the diver, a charge marker (medium), a fishboat marker (stickered block), target marker (bridge) and the tactical board. You also need black and red cubes.



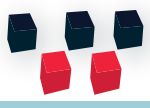
Diver draws 3 cubes from the Fate Pool during Detonation 6 16 *).*



Place the Medium-Charge marker on the Diver.

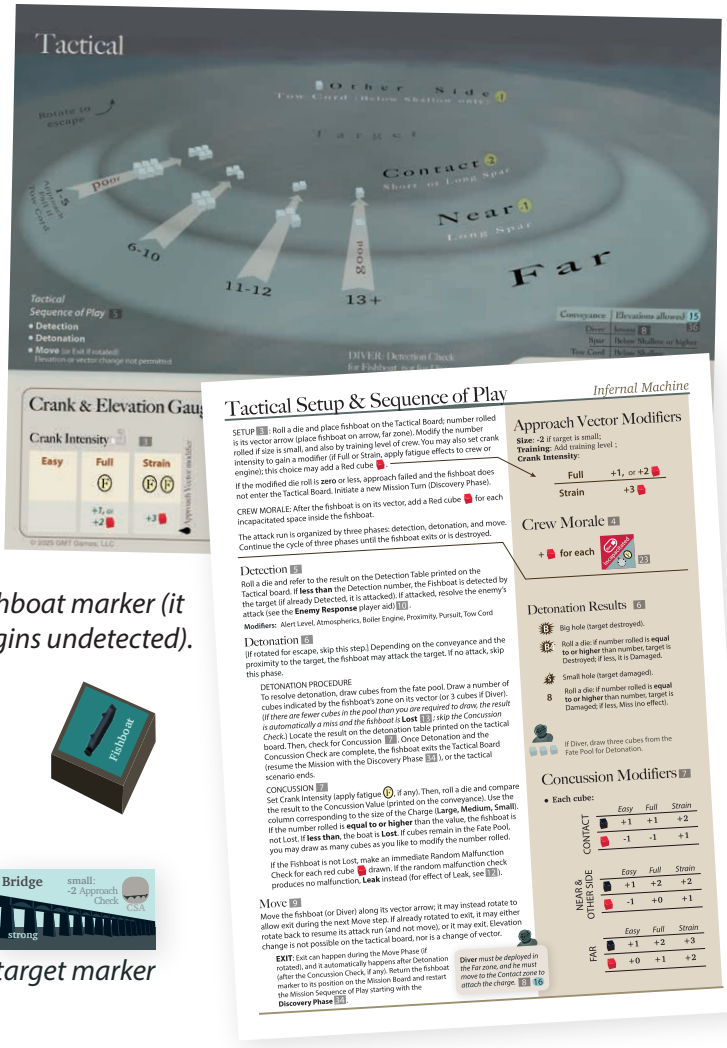
Starting Conditions (can change during play):

Crank Intensity: *your choice.*
Detected? *no.*
Fishboat Marker: *Far zone.*
Fate Pool: *3 Black cubes, 2 Red cubes.*



Starting Conditions (permanent):

Alert Level is 0: *no Detection die roll modifier.*
Visibility: *Dim.*
Elevation: *Awash.*
Training Level is 1: *+1 Approach Check modifier.*
Morale: *No crewman is panicked and no spaces are incapacitated.*
Atmospherics: *No Atmospherics marker is in play.*



Fishboat marker (it begins undetected).

target marker

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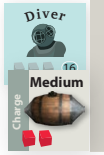
Setup

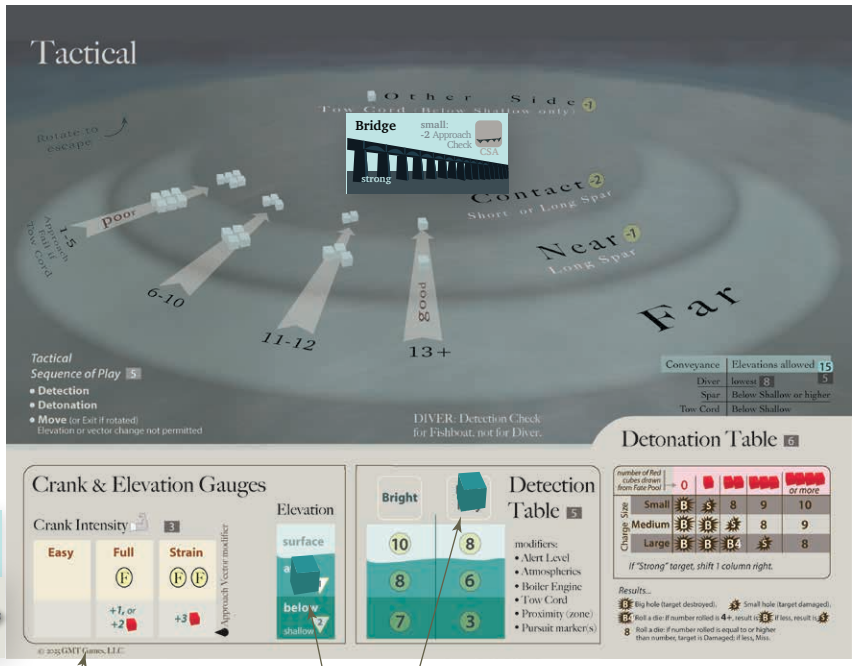


Place the bridge (target marker) on the space marked "target." Then, roll a die to place the fishboat marker (Approach Vector 3 .) Place it on the vector corresponding to the die roll (add +1 for the training level, -2 for target size). Then, select a crank intensity. We recommend ***Easy*** *since with the Diver there is no advantage to any approach vector compared to any other.*

The fishboat starts on its vector in the ***Far*** *zone. It is* ***awash*** *and* ***undetected****.*

During the first Move Phase, you may deploy the diver by placing the Diver marker next to the fishboat in the same zone (vector doesn't matter). Before then, the Diver is in the fishboat's airlock (not represented here; just keep the Diver marker nearby to signify it is in the airlock). Once deployed, the fishboat marker can't move (except to escape), and the diver moves instead.





awash elevation

select crank intensity
<your choice>

Place a marker on the Dim/Inky column of the discovery table. That indicates the visibility. You will use that column during this scenario (and the middle row –awash).

Objective & Outcome

OBJECTIVE: Score a B (destroyed) result on the target. This would represent catastrophic damage to one or more supports, rendering the bridge unusable. A small hole (damage) result will not impress Admiral DuPont, but it will invigorate the crew and perhaps even keep your commission in the U.S. Navy. After determining the likely Coming Home result, check the Promotion? table to see if you did well enough to garner a promotion.

DIVER ABANDONED? If the fishboat rotates and then exits while the diver is deployed (that is, it is still on the tactical board), the mission is considered a fiasco.

RETURN TO BASE: If the fishboat is lost in an attack or by concussion, she fails to return. If not lost, this scenario is too limited to provide you definitive answer to the question "Will she make it back?", but it can estimate her chances. Consult the Return to Base (RtB) table. Use the column corresponding to the fatigue markers on the fishboat, and use the row corresponding to the number of malfunction markers accumulated. Find the likely outcome at the intersection of column and row.

RtB Table Legend:
Y = *yes (most probably and almost certainly the fishboat returns home)*
N = *no (the fishboat vanishes, probably captured by the enemy)*
m = *maybe (there's a chance she'll return, but a better chance she won't)*
p = *probably (there is a good chance she will return)*

RtB Table

Malfunctions \ *Fatigue*	*0*	*1*	*2+*
0	**Y**	**p**	**m**
1	**p**	**m**	**N**
2+	**m**	**N**	**N**

RTB Table — LEAKS — ***Sprang a leak?*** *Shift one column right (see. p. 2).*

Promotion?

detonation result \ *RtB result*	**Y**	**p**	**m**	**N**
B	*yes*	*yes*	*yes*	*MiD*
✸	*yes*	*MiD*	*MiD*	*no*
miss	*no*	*no*	*no*	*no*

MiD *= Mentioned in Despatches*

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Example: Scenario 3

1 The player rolls a die for **Approach Vector**...



...and adds 1 for Training Level...

...and subtracts 2 for target size...

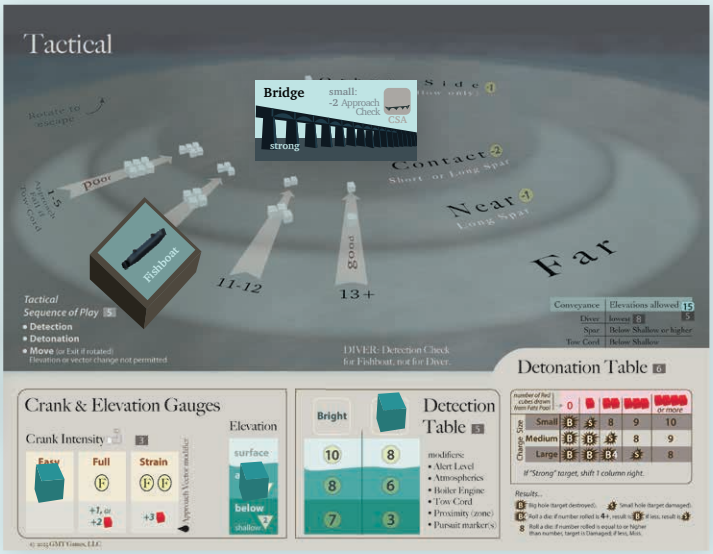


...and selects **Easy** crank intensity.
So, final result is '6'.

Fate Pool at setup:



Black *Red*



2 The player rolls a die for **Detection**...



...and subtracts zero for the **Alert Level** 5 ...

...for a '6'...which means the fishboat is not Detected.



3 During the **Move Phase**, the player deploys the Diver and his Charge.





4 During the **Detection Phase**, the player makes a Detection Check again, rolling a die (no modifiers)...



...a '2' means the fishboat is detected! The fishboat marker is flipped to its Detection-side.

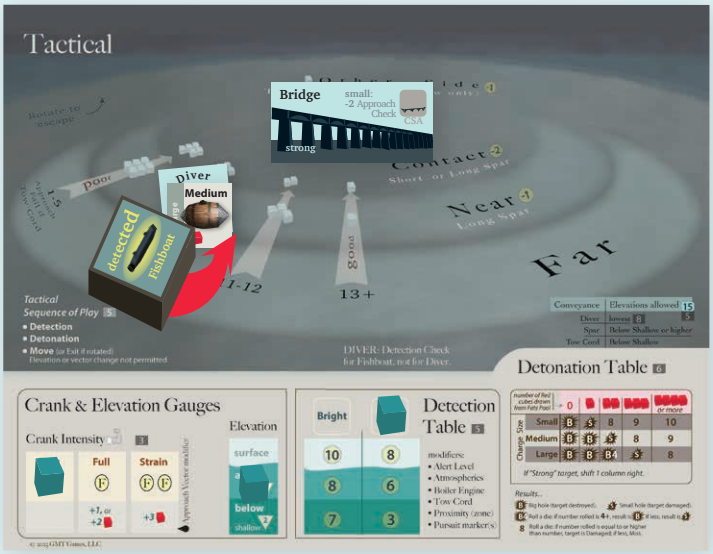




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5 The diver is in the Far zone and too distant to detonate the torpedo, so they skip the Detonation Phase.

During the **Move Phase**, the fishboat does not move and the diver carries the charge to the Near zone 8 .



6 During the **Detection Phase**, the player makes a Detection Check again, rolling a die (no modifiers).

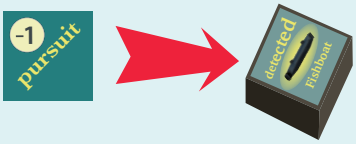


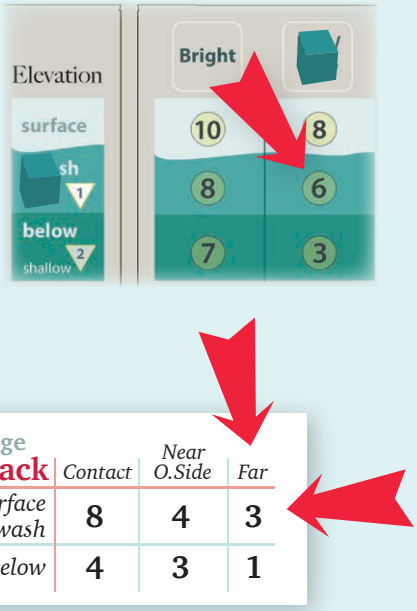
...a '1' means the fishboat is detected again! This triggers Enemy Response and attack dice must be rolled.

The Alert Level is zero, so only one die is rolled...



...a '5' ...avoids a Hit but the player must attach a Pursuit marker to the fishboat.



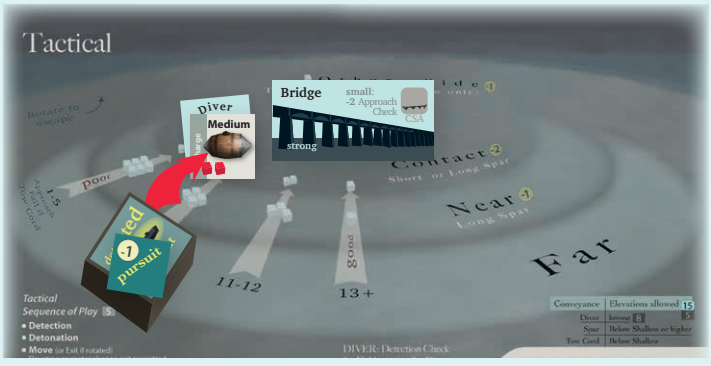


Bridge Attack	Contact	Near O.Side	Far
surface awash	8	4	3
below	4	3	1

Note that the diver is not involved in this enemy response. The enemy only targets the fishboat.

7 The diver is in the Near zone and too distant to detonate the torpedo, so they skip the Detonation Phase.

During the **Move Phase**, the fishboat does not move and the diver carries the charge to the Contact zone.



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8 During the **Detection Phase**, the player makes a Detection Check, rolling a die. The Pursuit marker imposes a -1 die roll modifier. The player rolls a...



...a '7,' modified to a '6'...

...and the fishboat is no longer detected. The player flips over the fishboat marker but keeps the Pursuit marker.



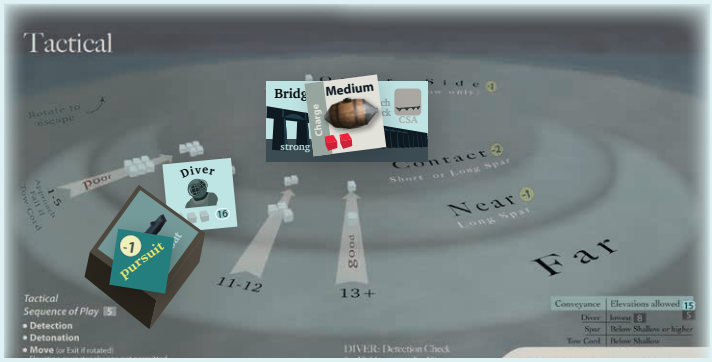


9 During the **Move Phase** 8 , the diver attaches the Charge marker to the target.

During the **Detection Phase**, the player rolled a '10' for Detection, modified by the Pursuit marker to a '9'...



...and the fishboat remains undetected.



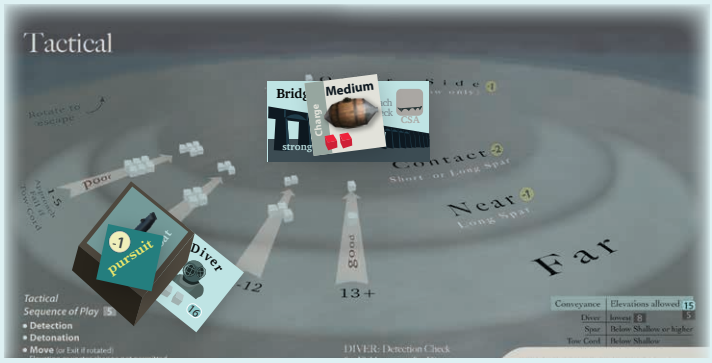
During the next **Move Phase**, the diver moves to the Near zone.

Why isn't the enemy attacking the fishboat or the diver? At this point in the war, the Confederacy is not aware the enemy has such devilish machines as yours, and their eyes are sensitive to movement along roads and the ground approaches, and perhaps to the surface of the river. The shots fired at the fishboat earlier may have been a twitchy or bored detachment, or perhaps the night and the water are doing an excellent job of hiding your fishboat. Could it be the enemy is looking for small surface boats? Your crew is jumpy, imagining being fired upon.

10 During the **Detection Phase**, the player rolled a '9' for Detection, modified by the Pursuit marker to a '8'...



...and the fishboat remains undetected.

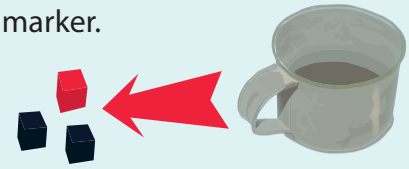


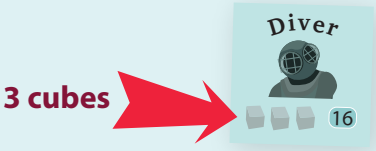
During the **Move Phase**, the diver moves to the Far zone. The fishboat doesn't move. And fortunately, the fishboat manages to evade Detection again during the next check, thus remaining undetected.

During the next **Move Phase**, the diver moves back into the fishboat's airlock (in this scenario, the Diver marker can be set aside for now).

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11 During the **Detonation Phase** 6, the player may attack the target. They draw three cubes from the Fate Pool, as noted on the Diver marker.





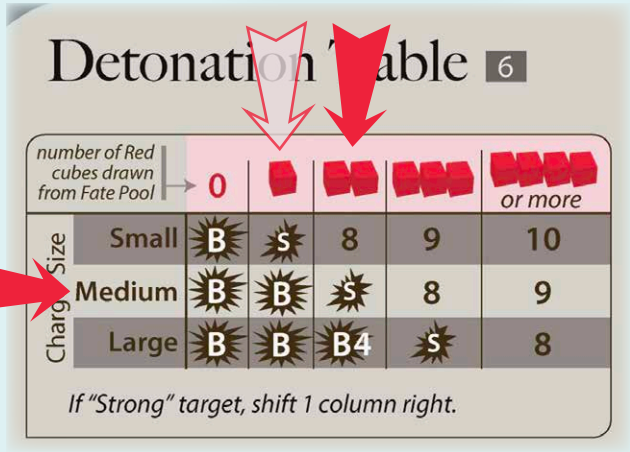
They draw one Red cube and two Black. They must shift the result one column to the right because the Bridge is a **strong** target.



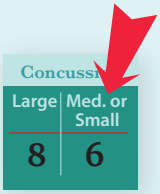
The result is not successful, the target is damaged.







12 Now for the **Concussion Check** 7, the player notes the Concussion Value printed on the Diver marker...'6'...and sets crank intensity.

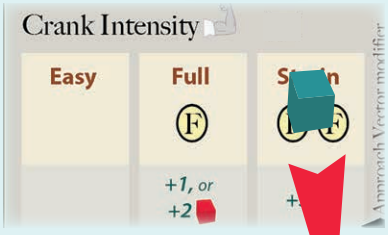


With only two cubes still in the pool, they select **strain**, adding two Fatigue markers (in this scenario, the markers can be placed anywhere).

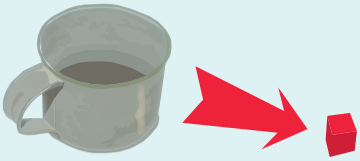


And they roll a die...





...a '4' means they are 2 short of survival, so they draw a cube from the Fate Pool to gain a modifier. The fishboat is in the Far zone.



The Red cube gives them +2 (Strain crank intensity in the Far zone). The crew survives, but the fishboat gains a Malfunction marker!



13 The scenario ends. The player consults the **RtB Table** (p. 12 Scenario Book) and notes the outcome...'**N**'...it's unlikely the crew will make it back home (1 Malfunction, 2 Fatigue).

The player consults the **Promotion? Table** (p. 12 Scenario Book) and notes a promotion won't be forthcoming, and this mission will not even be mentioned in despatches. *The fishboat vanished without a trace.*

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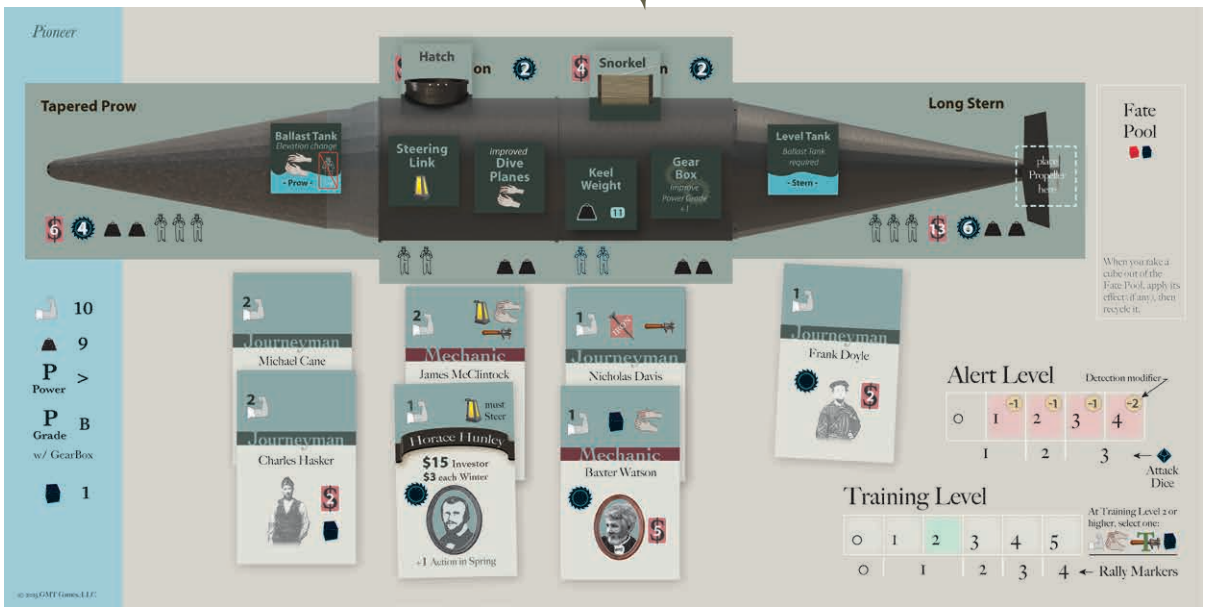
4. Until We Get It Right near New Orleans, January, 1862

Aptly named, this infernal machine was new technology and she required a skilled crew and alert captain. Once built, she was not launched against the enemy immediately, her crew and captain spent considerable time learning how to power and steer her while keeping her mechanisms in proper working order. They accomplished this not in the classroom or shop but inside her iron circumference after she was bobbing in the lake's waters.

Here, it is your task to begin training the Pioneer, Horace Hunley's first attempt at making this contraption a viable stealth weapon.

Rule Book: 13 to 35 *Detection Check is omitted in this scenario.* **Use only the Mission Sequence of Play**

Use the printed display for this historical fishboat, or gather together and assemble its fishboat tiles, components, and crewmen (cards) as shown on the display.



Objective & Outcome

OBJECTIVE: This is a training mission (in Part 3 of the rules, you will learn how the Training Level increases). Your task in this scenario is simple: Move the fishboat at least one position from its launch position (Wharf), submerge to Below (Below Shallow is fine), and return to the launch position at surface elevation.

OUTCOME: If the fishboat performs the task described above, you succeed. Degree of success is modulated by the following:
*- **Distance** - If you took the Pioneer to Free Water, this was excellent. If to Stiff Current, even better.*
*- **Morale** - How many Black cubes were in the Fate Pool when the Pioneer returned to her launch position at the end of the scenario? If there were three times (3x) the number of Red cubes, or no Red cubes were in the Fate Pool at all, you impressed a potential investor who is persuaded to back your project. If there were more Black cubes than Red, your crew returns in good spirits and you captured the new Confederate Navy's attention. If there were more Red cubes than Black cubes, the crew grumbles as they squeeze out of the iron fishboat and no one seems particularly impressed.*
*- **Malfunctions** - Did the Pioneer end the scenario with Malfunctions? If two or more, there won't be time to repair her before the Yankees arrive, so you will most probably scuttle her in the lake.*
*- **Lost** - Did the scenario end with a Lost result? If so, this is not a good result (it is not successful). Did Horace Hunley survive (Escape 13)? If yes, he will take the train to Mobile and start over.*

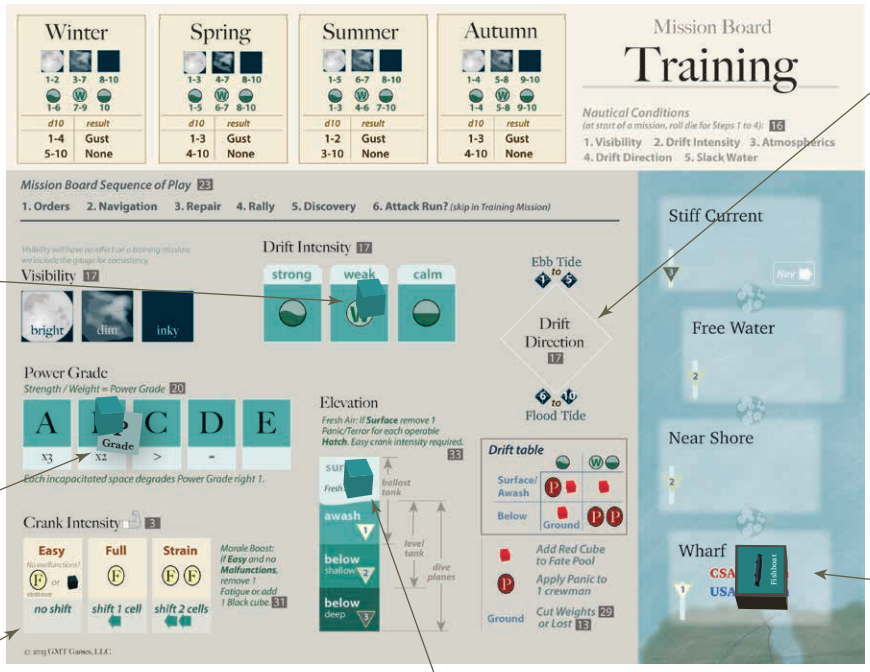
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Nautical conditions:
Season = Winter
Drift Intensity = Weak
Atmospherics = None

place cube to indicate drift intensity

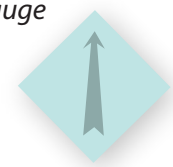
place the Power marker and a generic marker (cube) on the B space

during navigation, you will set the crank intensity



fishboat starts at surface elevation

Drift Direction? Roll a die and place the drift marker on the drift gauge



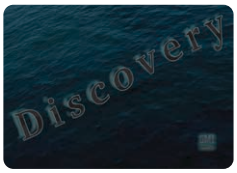
Place the fishboat (undetected) in the Wharf space.



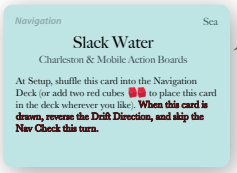
Variable Conditions?
In this scenario, we already determined Drift Intensity and Atmospherics, but if you prefer, you can determine each of those yourself by rolling a die and noting the result in the Season box (Winter).

Visibility?
You can roll a die to determine Visibility, but there won't be any Detection or Target checks in this scenario, so you can do without Visibility.





Shuffle the Navigation deck and the Discovery deck, and keep them nearby. Discovery Deck? There won't be Detection or Target checks, but you will need the Discovery Deck to check for Malfunctions and changes to nautical conditions.



For this scenario, shuffle this card into the Navigation Deck. You may instead add 2 Red cubes to the fate pool, allowing you to select its location in the deck 17.

For this scenario, the Alert level starts at '0' and the training level is '0' (zero)





Place one Black cube in the Fate Pool. If you changed a nautical condition 16*, Red cubes should also be in the pool.*

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5. $100,000 Charleston, S.C., 17 Feb., 1864

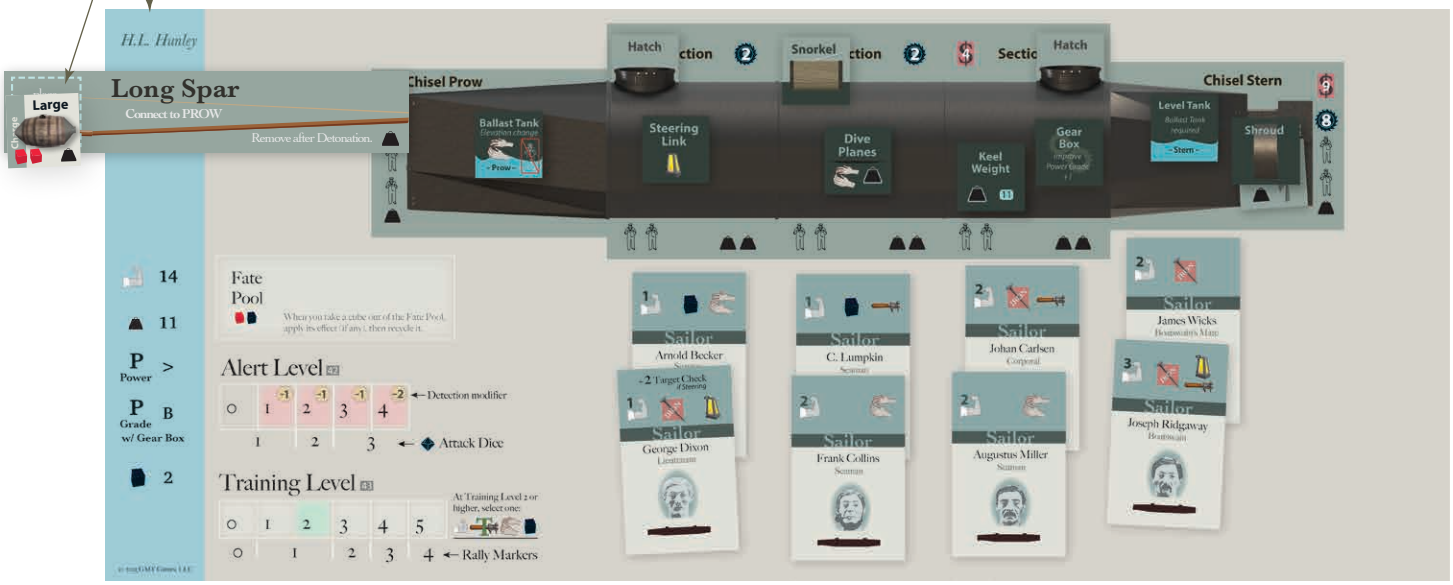
Standing in the fishboat's forward hatch, Lieutenant Dixon pulls his cap down and tightens his oilskin watch coat. His crew is grumpy from having had no luck spotting, let alone attacking, even one of the Yankee warships blockading Charleston harbor. Frustrated and cold, Dixon takes one last look to the southeast before ordering the crew to exit and make the seven mile walk back to barracks. The weather wasn't likely to improve, but what a shame: the moon and tide are right. The Yankee blockade is just too far out tonight.

But Dixon lingers in the cool rain, peering out to sea. Here now... was that a light? There! And once again, low and to the south-southeast, a light! "Look sharp," Dixon announced. Then, in a voice low and tense - "Prepare to crank!"

Rule Book: 13 to 38 **Use the Mission Sequence of Play and maybe the Tactical Sequence of Play**

Use the display for this historical fishboat, or gather together and assemble its fishboat tiles, components, and crewmen (cards) as shown here. In this scenario, the Hunley is armed! You must place the Long Spar on the prow of the fishboat, and place a Large charge on that spar.



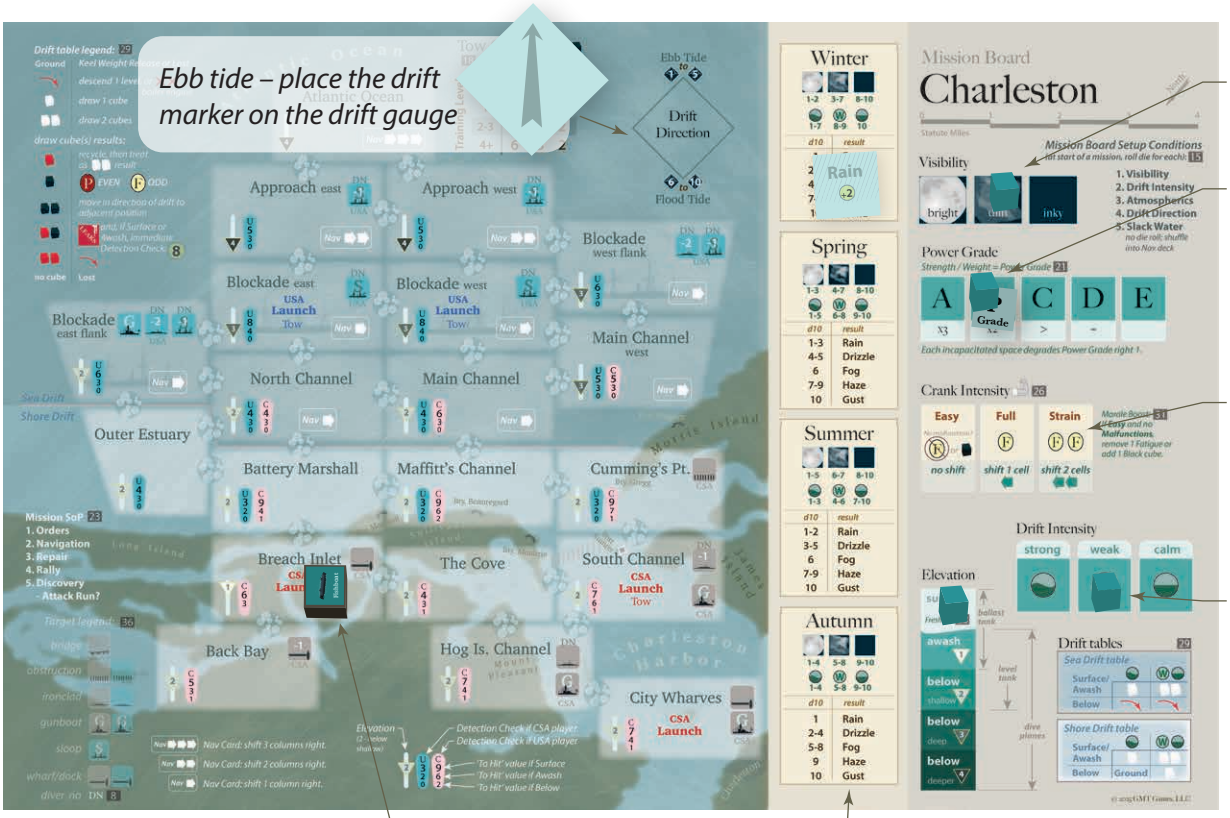


Objective & Outcome

Your objective is simple: sink a Yankee sloop. Move the Fishboat marker to a position with this icon , such as Blockade East, and initiate an attack run. Confederate merchants dangle a reward of $100,000 to any captain who sinks a Yankee blockade ship, and there is a host of them just beyond the mouth of Charleston harbor. Your objective is to claim that reward (do so by scoring a B result during the Detonation Phase of the Tactical Sequence of Play)! Even damaging a Union vessel and returning to Breach Inlet will provide invaluable experience.

Historically, Dixon managed to sink a Yankee sloop, the USS Housatonic, but never claimed the prize money. Why? The Hunley never returned. Despite that grim result, its voyage that night was historic. It marked the first time a submarine sank an enemy ship.

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place a marker to indicate visibility

place the Power marker and a generic marker (cube) on the B space

during navigation, you will set the crank intensity

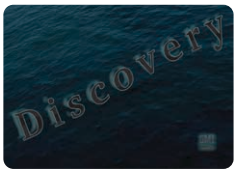
place cube to indicate drift intensity



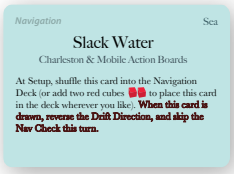
Place the fishboat (undetected) in the Breach Inlet space.

Nautical conditions:
Season = Winter
Visibility = Dim
Drift Intensity = Weak
Atmospherics = Rain

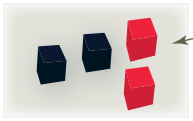




Shuffle the Navigation deck and the Discovery deck, and keep them nearby.



For this scenario, shuffle this card into the Navigation Deck. You may instead add 2 Red cubes to the Fate Pool, allowing you to select its location in the deck.



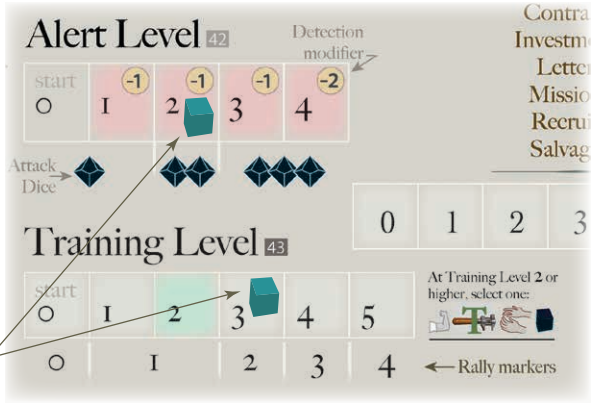
Place two Black cubes and two Red cubes in the Fate Pool. Add two more Red if you selected the Slack Water card's place in the deck.



Alert level starts at '2' and the training level is '3' (this grants you two Rally markers – keep them handy for use during the Rally phase).

The Training Level is higher than one, so it gives you a choice: either put another Black cube in the Fate Pool, or add +1 to the fishboat's strength, or place a Mechanical or a Teamwork skill marker on a crewman. (We don't advise adding 1 strength in this scenario, because it won't be enough to increase the Base Power Grade.)





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Example: Scenario 5

1 Nautical conditions are determined for the player, with the exception of Slack Water 17 and the choice of bonus for Training Level 2 or higher (this is a special scenario rule, but it is also a standard rule when playing the campaign 43).

The player is keen to take advantage of Slack Water, and so, puts two Red cubes in the Fate Pool allowing them to insert the Slack water card anywhere in the Navigation Deck. They choose to place it under the fourth card in the deck.



At Training Level two or higher the player is allowed a choice of bonus. They choose to add a Black cube to the Fate Pool.



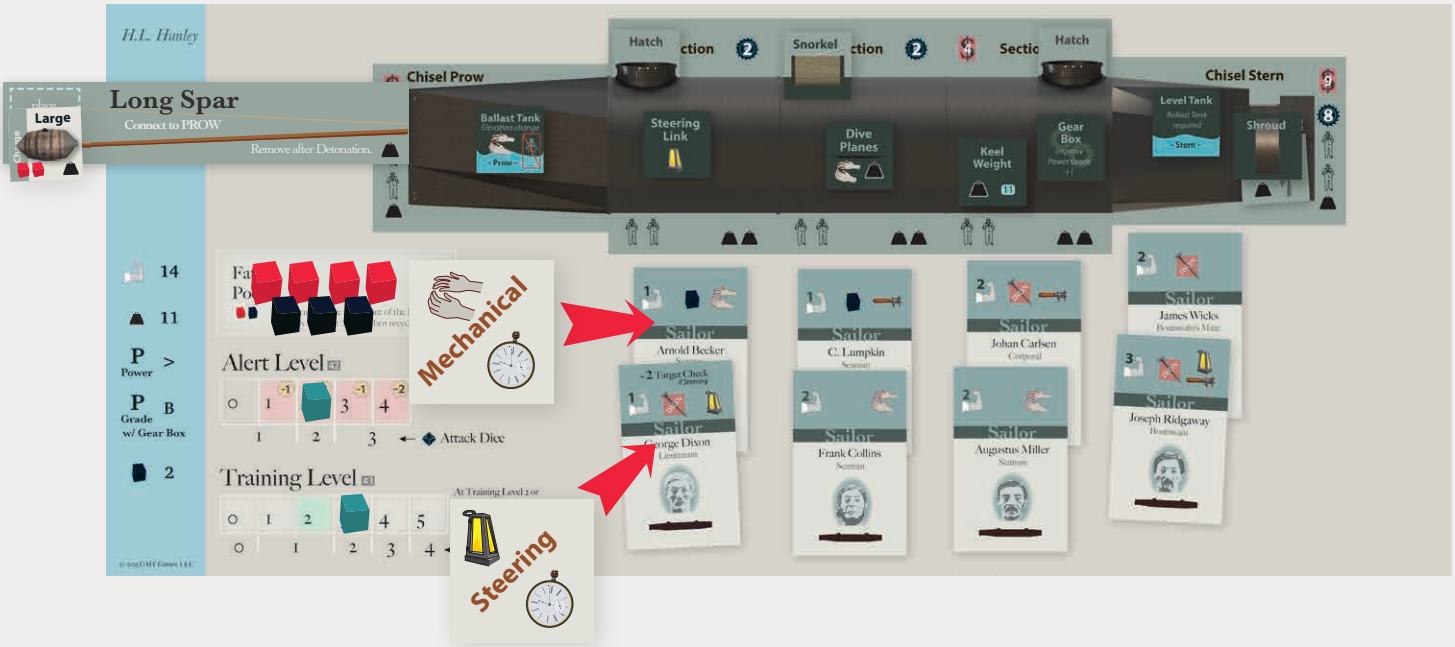
Fate Pool at conclusion of setup:



Black *Red*

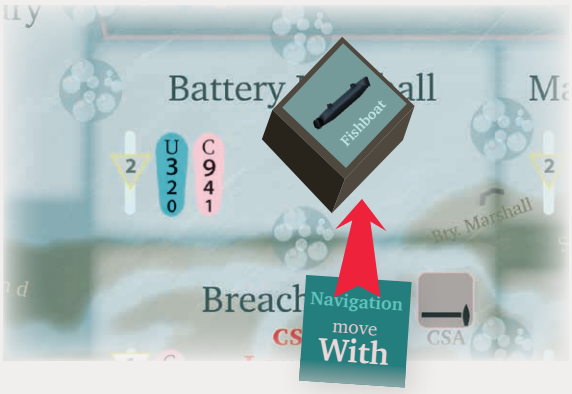
The Black cube represents rising morale, the contagious feeling that all is well. During the Mission, the Morale Boost can deepen this feeling while also revealing to the player that the machine and its crew are in fine form.

2 The player conducts the **Orders Phase** 23 by assigning a Steering order and a Mechanical order (to change elevation via the Ballast Tank). This will move the fishboat and allow it to descend during the Navigation Phase.

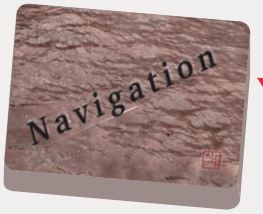


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3 During the **Navigation Phase** 25 the player moves the Fishboat marker and adjusts the Elevation gauge.



4 The player draws a Navigation Card 26 .



Navigation — Power Grade

Drift Direction	A	B	C	D	E
with		P	Drift	Lost	Lost
not with	■	Drift	Lost	Lost	Lost

If Awash or Below and no Snorkel, P. → Nav

The lower register does not apply. Although the fishboat's elevation is awash, it does have a Snorkel. And, the drift intensity is not strong.



5 The fishboat's Power Grade is temporarily adjusted to '**C**' because the space with Dixon and Becker is incapacitated (both crewmen are busy with orders 23).

Navigation — Power Grade

Drift Direction	A	B	C	D	E
with		P	Drift	Lost	Lost
not with	■	Drift	Lost	Lost	Lost

If Awash or Below and no Snorkel, P. → Nav

*The fishboat traveled '**with**' the drift direction, so the Navigation Table result is '**Drift**.' The player shifts this result one cell to the left by selecting crank intensity **Full** 26 . This triggers one Fatigue, and the player assigns the Fatigue marker to Wicks.*







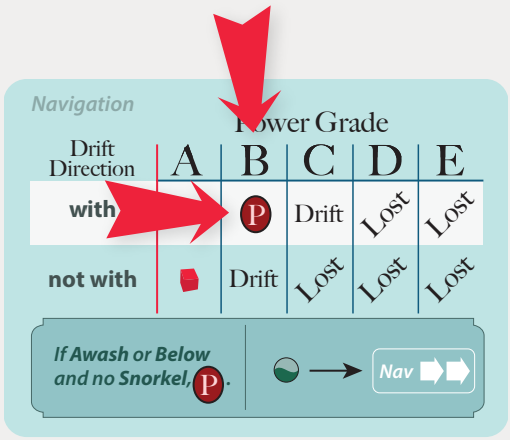
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6 The new Navigation Table result is Panic 29 .

The player selects Wicks to receive the Panic marker. He has Iron Nerves, so Panic converts to Terror 22 .

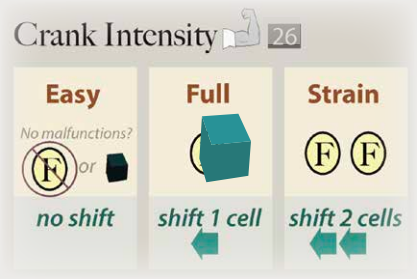






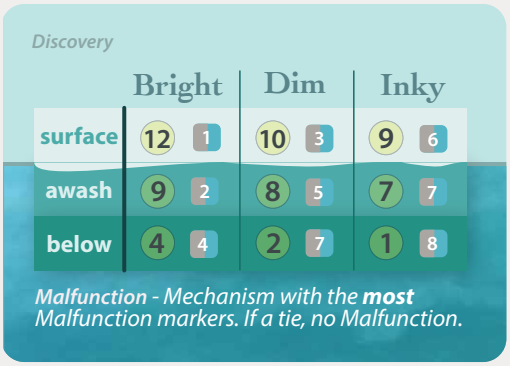
7 Nothing happens during the **Repair Phase** 31 (crank intensity is not Easy, so the Morale Boost doesn't apply).

The player also skips the **Rally Phase** 33 , choosing not to spend their Rally marker(s).

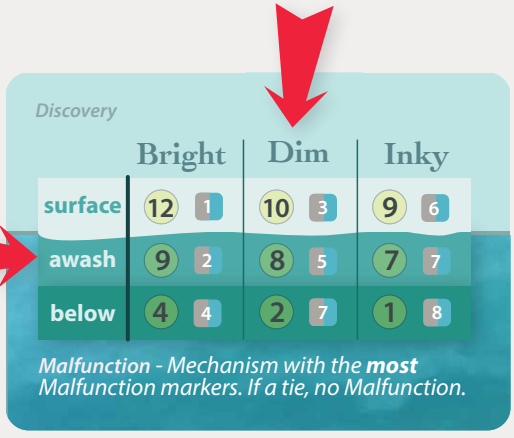


8 The player conducts the **Discovery Phase** 34 by drawing a Discovery Card.





The lower register does not apply, since there are no malfunctions in play.



Visibility is Dim and elevation is awash, so the Detection number is '8'. The player rolls a die...

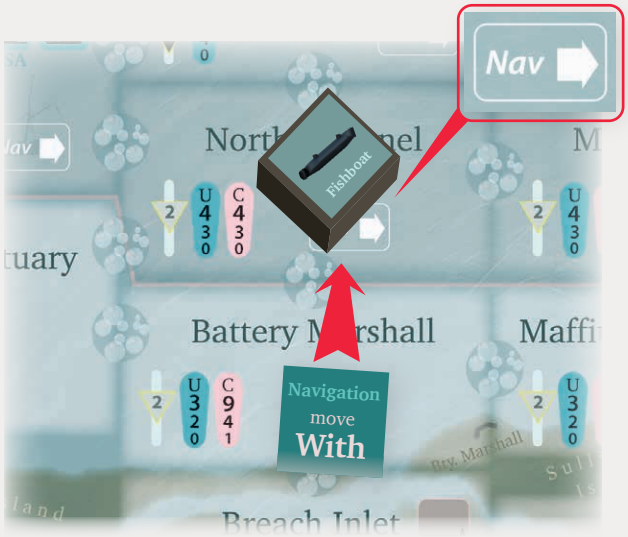


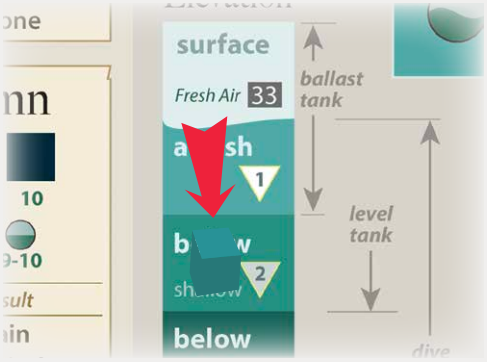
...a '7'...and adds +2 for the Rain, and subtracts 1 for the Alert Level, for a modified result of '8'. The fishboat remains undetected.



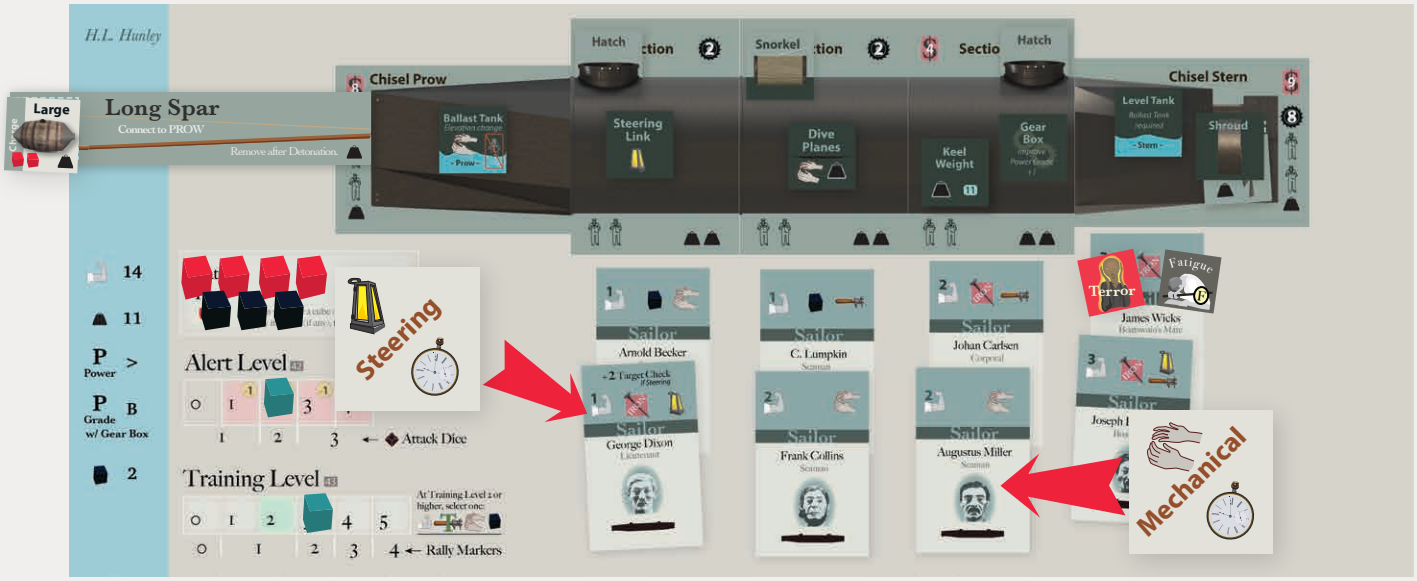
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9 The player starts the next turn by letting Dixon keep the Steering order and shifting the Mechanical order to Miller so he can operate the Dive Planes. The fishboat moves with the drift direction into the North Channel position and descends to Below Shallow. The Incapacitation marker can be recycled now 23 . However, North Channel incurs a shift to the right on the Navigation Table.





Becker could have worked the Ballast Tank to dive the fishboat to Below Shallow, but the Incapacitation marker would have stayed.

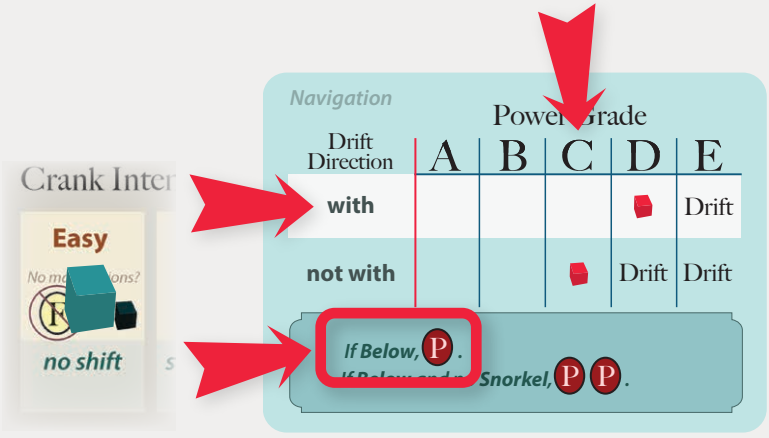


10 The player draws a Navigation Card 26 .



The **lower register** triggers a Panic result (the fishboat is Below Shallow), so the player assigns a Terror marker to a crewman with iron Nerves (Ridgaway).

The **Navigation Table** result is no effect, so the player selects crank intensity **Easy**.

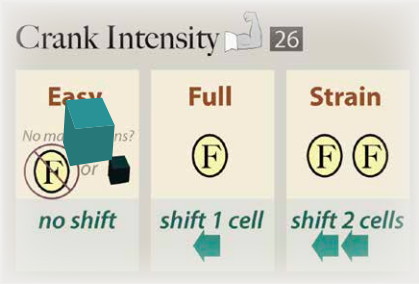


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11 The player has nothing to repair in the **Repair Phase** 31, and so, takes no action. But with no malfunction in play and crank intensity last set to Easy, the **Morale Boost** is earned. The player puts another Black cube into the Fate Pool.

The player could have removed a Fatigue marker instead of gaining the cube.

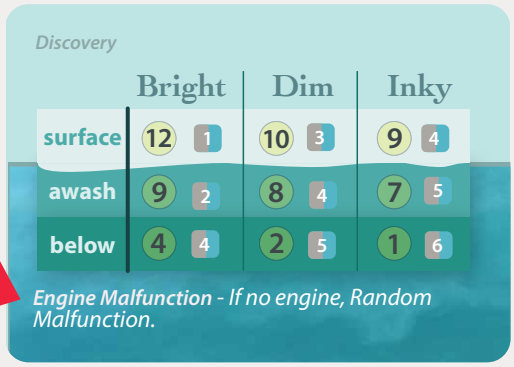




The player also skips the **Rally Phase** 33, choosing not to spend their Rally marker(s).

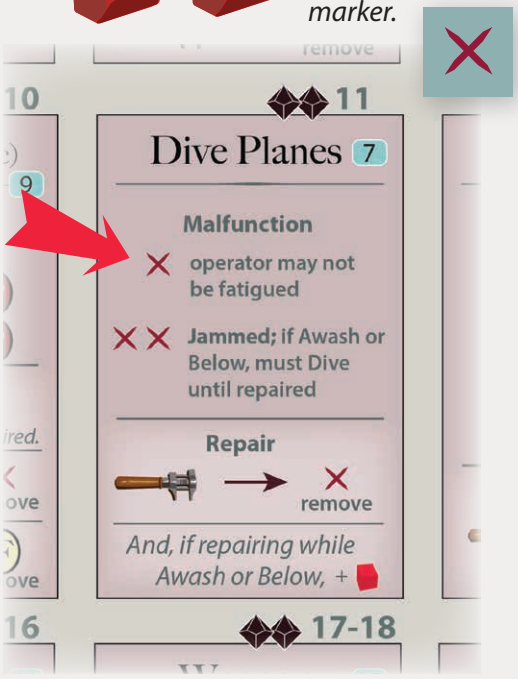
12 The player conducts the **Discovery Phase** 34 by drawing a Discovery Card.

The **lower register** applies.
The player must roll two dice to determine which Mechanism suffers the Malfunction 34.





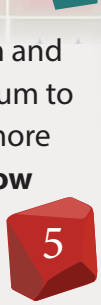
The sum is '11' which means the Dive Planes gain a Malfunction marker.

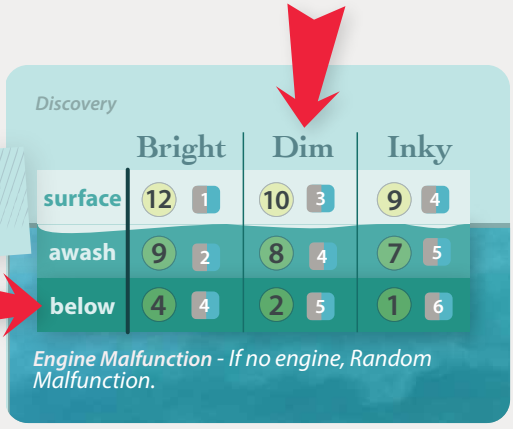






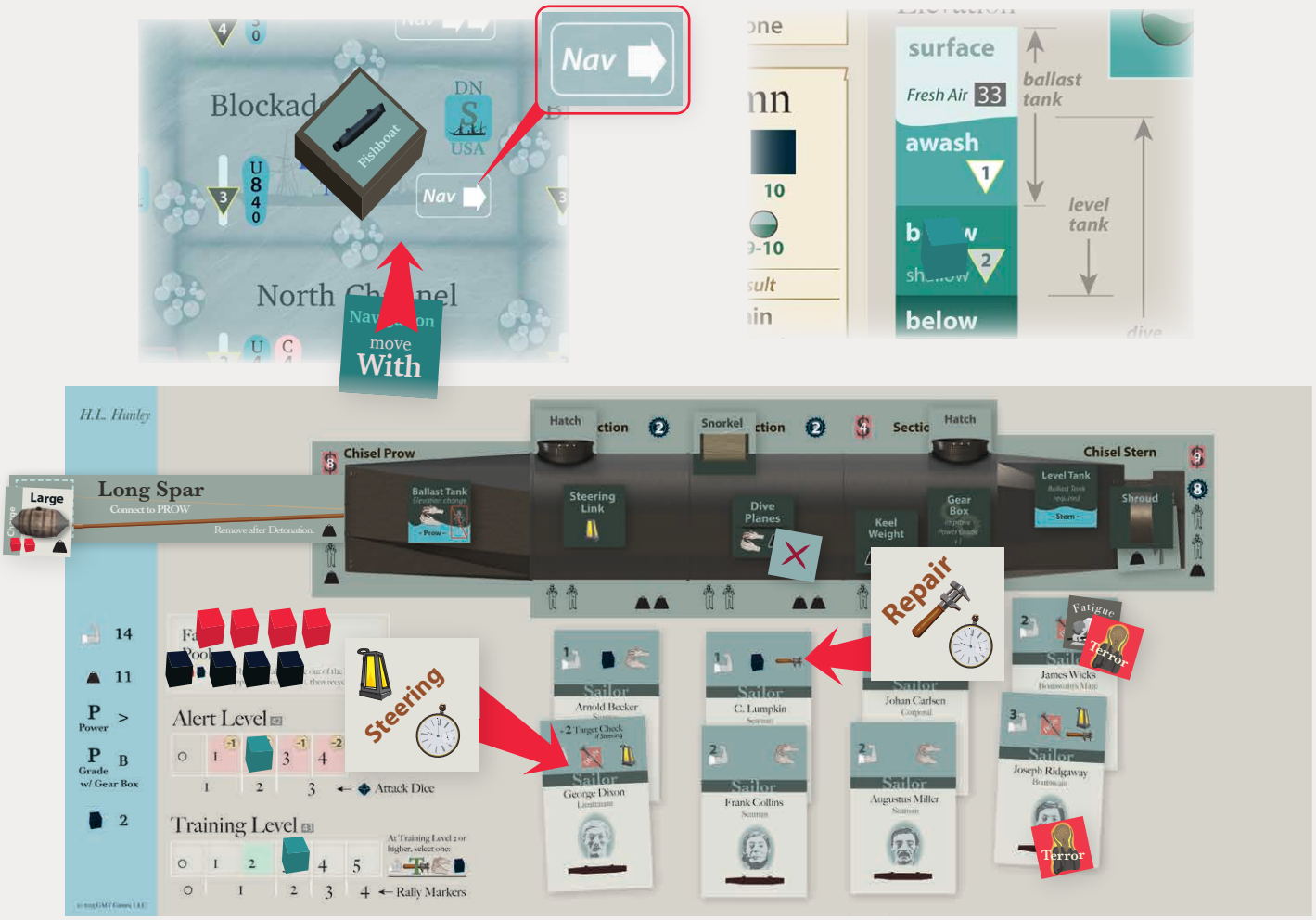
The player then rolls a die and adds +2 for Rain and subtracts 1 for Alert Level, and compares the sum to the Detection number. They roll a '4' which is more than the '2' needed even without the rain (**below** elevation and **dim** visibility).
The fishboat remains undetected.





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13 The player starts the next turn. Dixon steers while Lumpkin is assigned a Repair order to take care of the Dive Planes (i.e., to repair the malfunction). The fishboat moves with the drift direction into the Blockade east position and remains at Below Shallow. Once again there will be a one-cell shift to the right on the Navigation Table due to the fishboat's position.

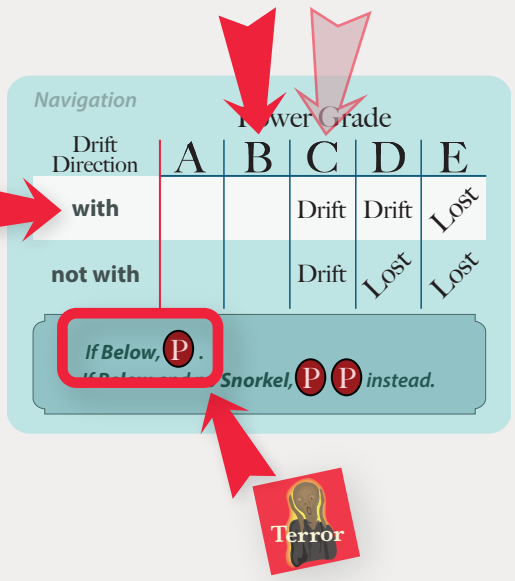


14 The player draws a Navigation Card 26 .

The **lower register** triggers a Panic result (the fishboat is Below Shallow), so the player assigns a Terror marker to a crewman with iron Nerves (Carlsen).

The **Navigation Table** result is **Drift**, so the player selects crank intensity **Full** to avoid it. This forces them to assign Fatigue to a crewman (they choose Dixon).

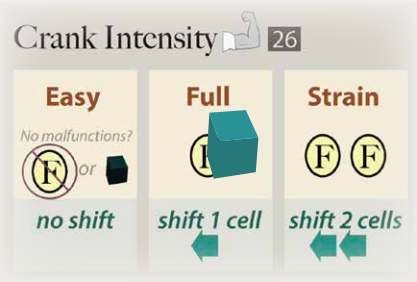




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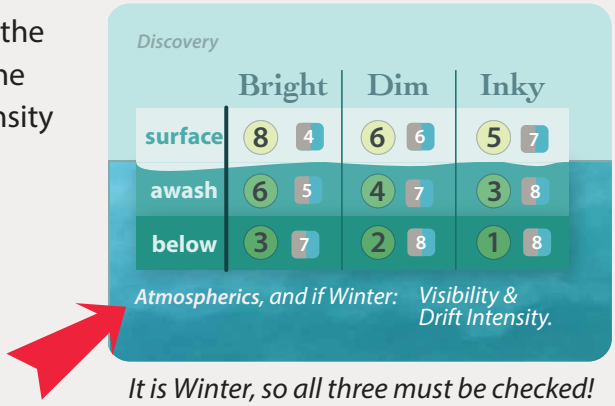
15 In the **Repair Phase** 31, Lumpkin recycles the Malfunction marker from the Dive Planes. Morale Boost is not possible since crank intensity was last set to **Full**.

During the **Rally Phase** 33, the player chooses not to spend their Rally marker(s).



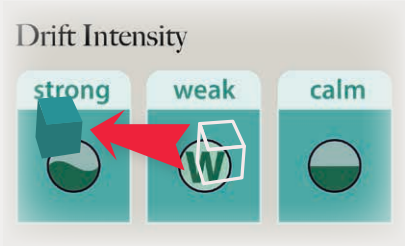
16 The player draws a **Discovery Card** 34 and finds that the lower register applies. They roll three dice, one after the other, to check Atmospherics, Visibility, and Drift Intensity (the prospect of the latter is quite alarming)...





It is Winter, so all three must be checked!

...the numbers rolled result in no change to Visibility (**Dim**), but the Rain stops (the **None** result means the Rain marker is recycled), and the drift intensity increases to **Strong**.



17 The player then rolls a die to make a Detection Check...

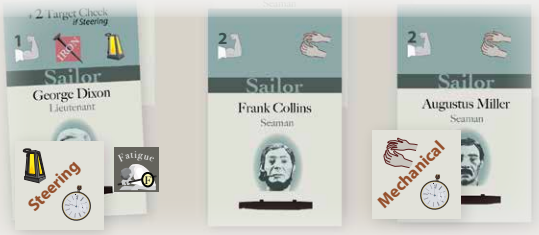
...a '5'...





...which is more than the '2' needed (**Dim** Visibility and **below** elelvation, Alert Level modifier -1). The fishboat remains undetected.

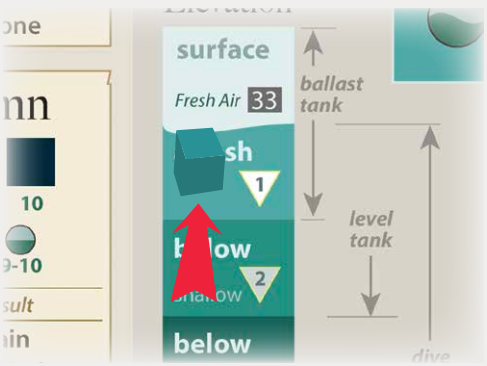
18 During the **Orders Phase** 23 Dixon steers again. The player intends to keep the fishboat marker in its current position to allow for a Target Check later in the turn. To make that check easier, they assign a Mechanical order to Miller so the fishboat can climb to awash.



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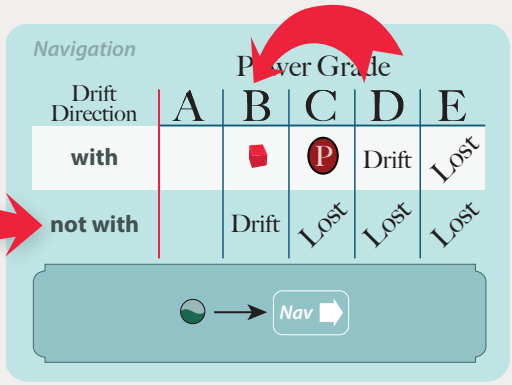
19

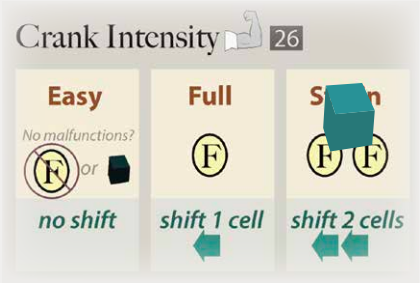




The player draws a Navigation Card 26 .

The **lower register** applies, temporarily shifting the Power Grade one cell to the right. The fishboat's position (Blockade east) does the same, which means the Navigation Table column result is **Lost**. To avoid that catastrophic result, the player sets crank intensity to **Strain**, shifting the result two cells to the left. The result that must be applied is **Drift**.







Crank intensity of Strain requires that two crewmen must be assigned Fatigue. The player selects Miller and Collins.

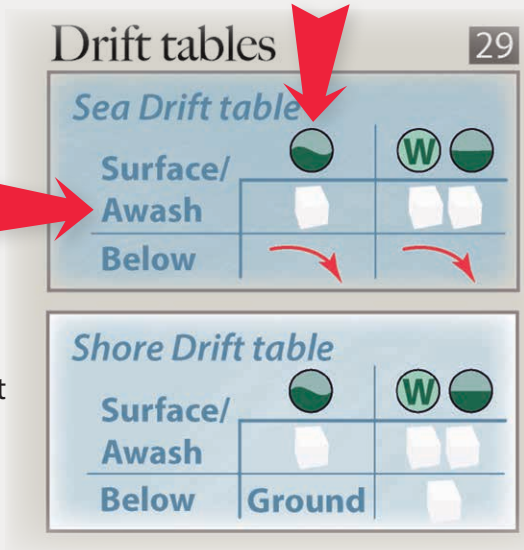
20

The **Drift Table** result is , so the player draws a cube from the Fate Pool...



...a Red cube. That means the player recycles it and then draws two more cubes.







They draw one Red and one Black 29, which means the fishboat suffers a **Leak** 12 ...and...



...triggers an immediate **Detection Check**. The player rolls a '9', modified by the Alert Level to an '8'...the fishboat remains undetected.

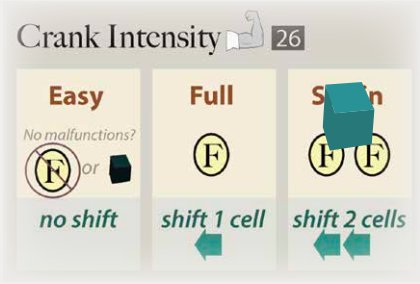
In the campaign, the player would keep the Leak marker on the Gauges Board, but in this scenario they decide to remember the fishboat has a Leak by placing the marker on the Training Level gauge (on the fishboat display), level 1.

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21

Morale Boost 31 is not possible since drift intensity was last set to **Strain**. *If set to Easy, a Black cube would have been added to the Fate Pool or a Fatigue would be removed from a crewman.*

For the first time, the player pauses to think during the **Rally Phase** 33 . Is it worth spending a Rally marker now? The player decides not to, and proceeds to the Discovery Phase.



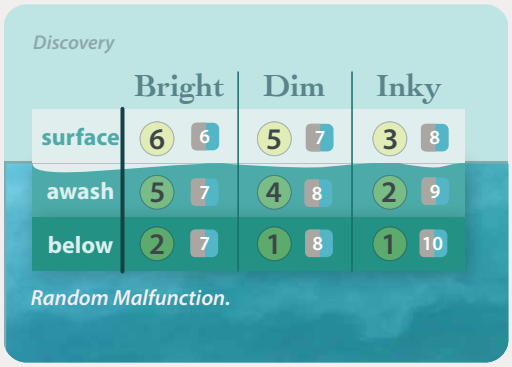


22

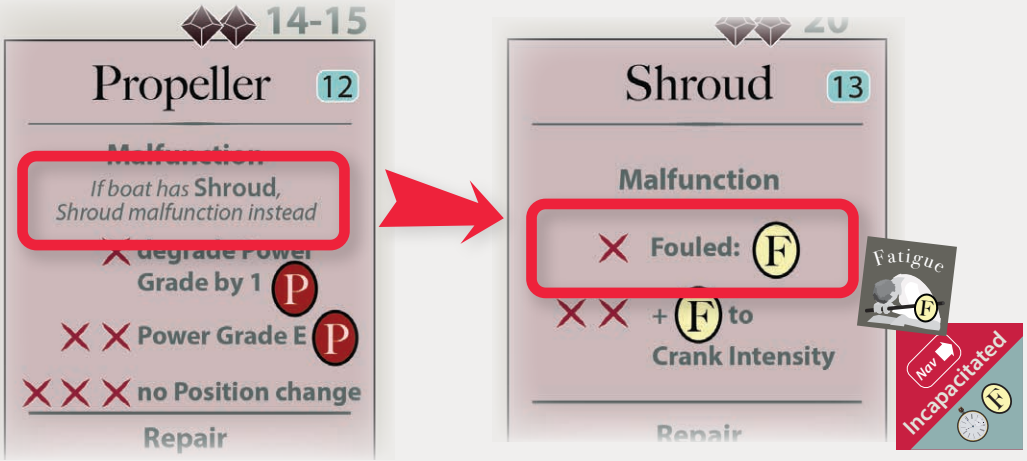
The player draws a **Discovery Card** 34 and finds that the lower register applies. They roll two dice for the random malfunction...



...a '15'...which is a **Propeller malfunction**.



The fishboat is equipped with a Shroud protecting the propeller, so the Malfunction is actually applied to the Shroud. One crewman is Fatigued (the player selects Carlsen; this incapacitates Carlsen's space 23).





Miller and Carlsen are both Fatigued. Their space is Incapacitated.

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23 The player then rolls a die to make a Detection Check...

...a '3'...

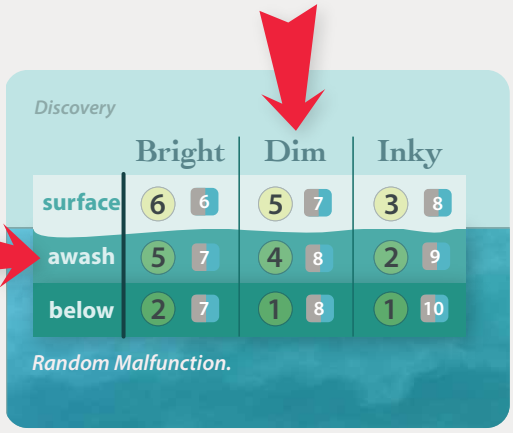




...lowered to a '2' by the Alert Level...which is less than the '4' needed (**Dim** Visibility and **awash** elelvation).



The fishboat is **detected**!



24 The player rolls a die to make a **Target Check** 36 ...

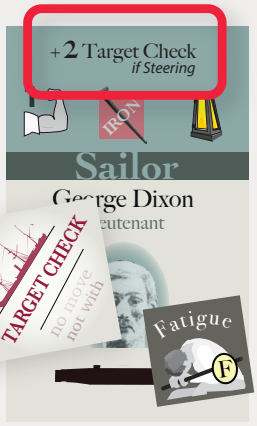


...a '7'...and the player adds +2 because Dixon is steering...for a '9'...which is higher than the '8' needed to initiate the Tactical Sequence of Play.

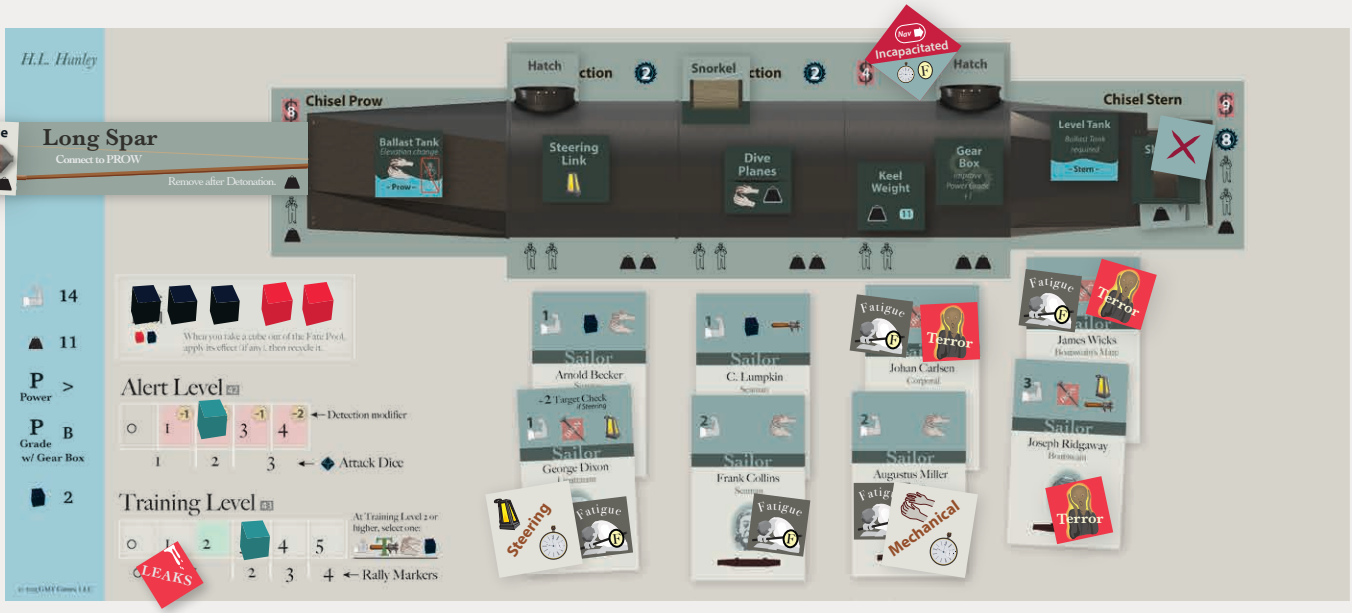


Sloop target icon

Back of the Steering order marker



The player must now setup the Tactical Board 3 .

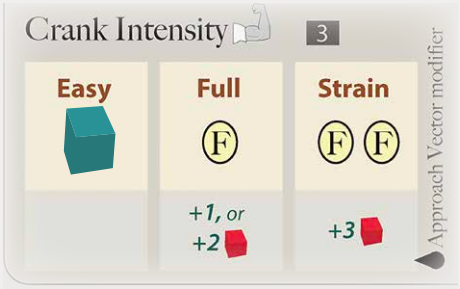


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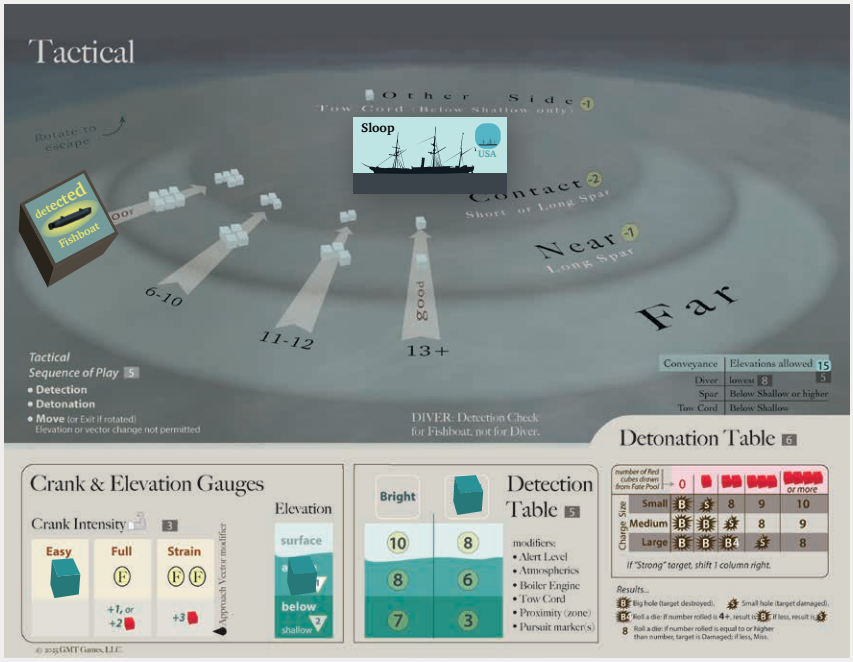
25 The player rolls a die for **Approach Vector** 3 ...



...a '1'...and adds +3 for Training Level...



...and selects **Easy** crank intensity. The total is '4'. This places the fishboat on the worst approach arrow.



Why select Easy? With such a low die roll, the player decides it's not worth modifying. They choose not to add more Red cubes to the Fate Pool, and are now planning on exiting as soon as possible to try again...or if things continue to sour, to return home.



The player completes setup by adding a Red cube to the Fate Pool for morale 4 .

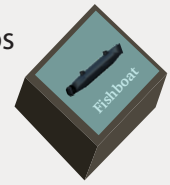
26 The player rolls a die for the **Detection Check** 5 ...



...a '7'...

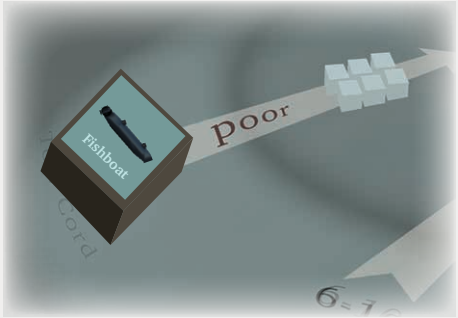
...and subtracts 1 for the **Alert Level** 5 ...

...which is just enough to elude detection. The player flips the Fishboat marker back to its undetected side.





27 No action is taken during the Detonation Phase and instead of moving, the player rotates the Fishboat marker for exit 9 .



The player rolls a die for Detection...



...which is too low a number to avoid detection (-1 for the Alert Level)...



...the fishboat is detected!

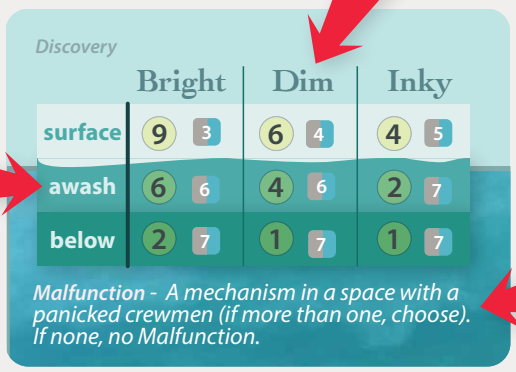
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28 The Detonation Phase is skipped again and during the Move Phase the fishboat exits 9 , ending the Tactical Sequence of Play and starting the Discovery Phase of the Mission Sequence of Play. The Fishboat marker is returned to Blockade east and the player draws a card for the **Detection Check**.



The fishboat eludes detection.





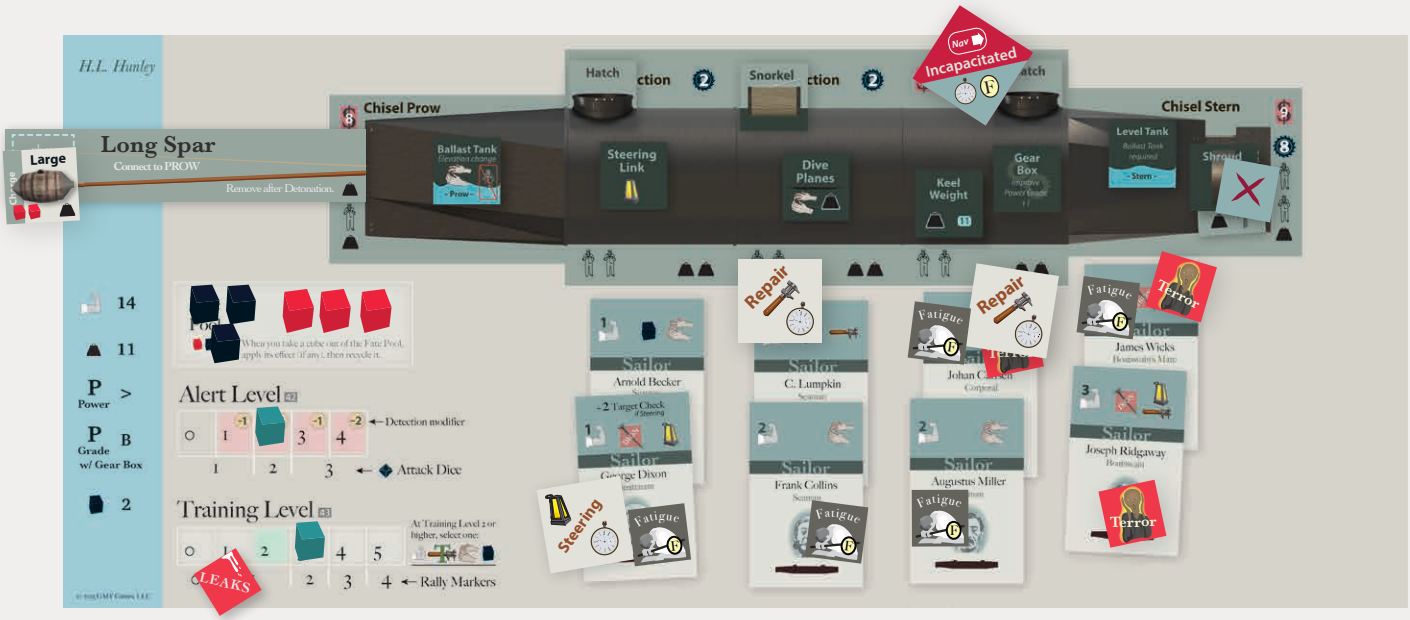
Since there are no crewmen with Panic markers, there is no Malfunction.

The player rolls a die to make a **Target Check** 36 ...



...a '3' and Dixon is still steering...so the modified number is '5' which is not enough to initiate the Tactical Sequence of Play.

29 It is now the **Orders Phase** 23 . The player assigns Dixon the Steering order, and Lumpkin is assigned a Repair order (he will do Leak Control 12). Carlsen will also receive a Repair order (to attend to the Malfunction marker on the Shroud).

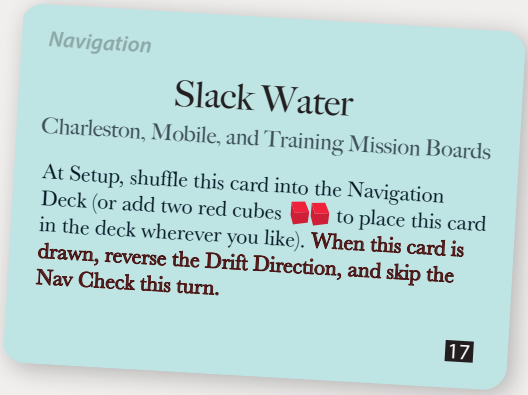


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30 The fishboat remains in Blockade east and stays at awash. The player draws a Navigation Card.





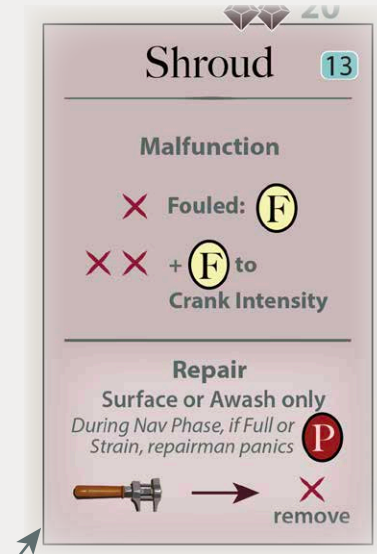




There is no lower register and no Navigation Table. The player sets crank intensity to Easy and then rotates the Drift Direction marker 180 degrees. It is now a flood tide.

31 During the **Repair Phase**, repair orders are executed: Carlsen repairs the Shroud (recycle the Malfunction marker), while Lumpkin performs Leak Control on the Leak (this prevents a cube from being recycled out of the Fate Pool).





back cover of the Cyclopedia

With no malfunctions and crank intensity Easy, Morale Boost allows the player to add a Black cube to the Fate Pool.



The player checks the pool and notices there are now four Black cubes in it and three Red cubes.

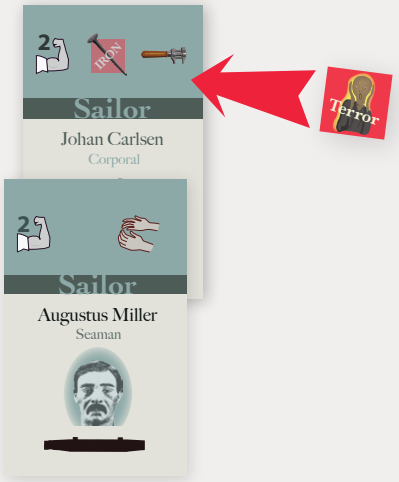
32 The player decides to spend a **Rally** marker in order to recycle the Fatigue markers on Carlsen and Miller, and Carlsen's Terror marker 33. The Incapacitation marker is removed.

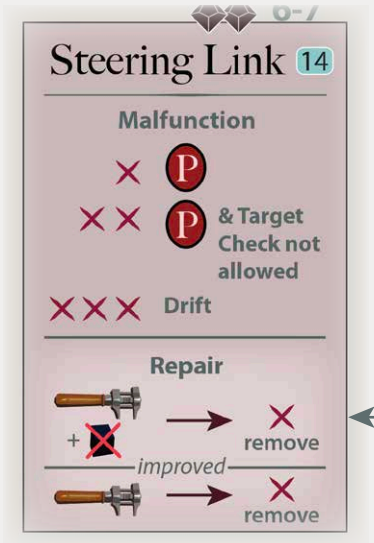




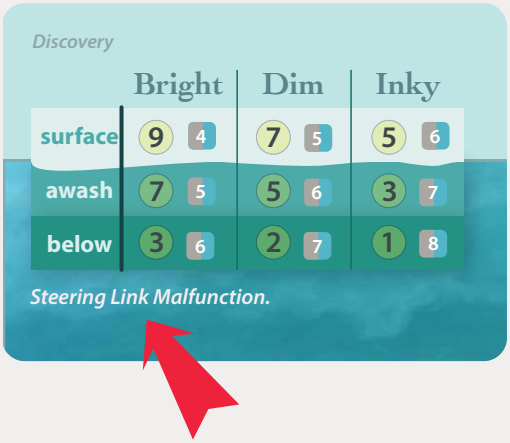
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33 The player draws a **Discovery Card** 34. The result is a Steering Link malfunction, which brings a new Panic marker into play. The player assigns it to Carlsen, and his Iron Nerves downgrades it to Terror.





back cover of the Cyclopedia



34 The player rolls a die for the **Detection Check** 35 ...



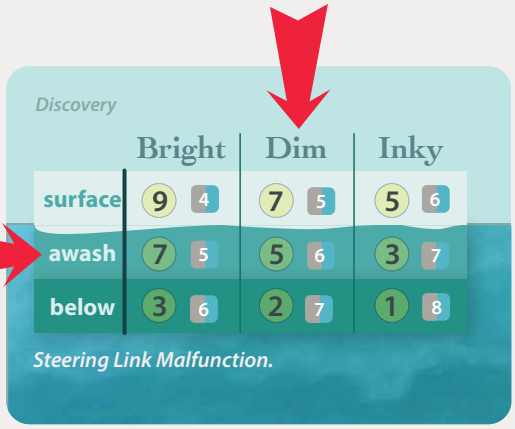
...eluding detection again.

Then they roll a die for the **Target Check**...

...adding +2 for Dixon...



...which makes it a '7'...and succeeds!



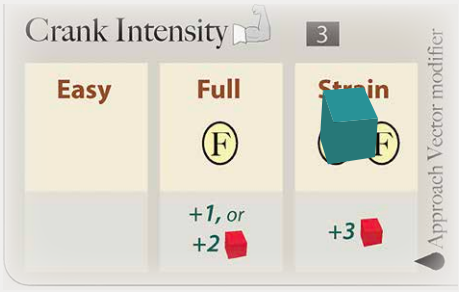
35 The player rolls a die for the **Approach Vector** 3 ...

...adding +3 for Training Level...

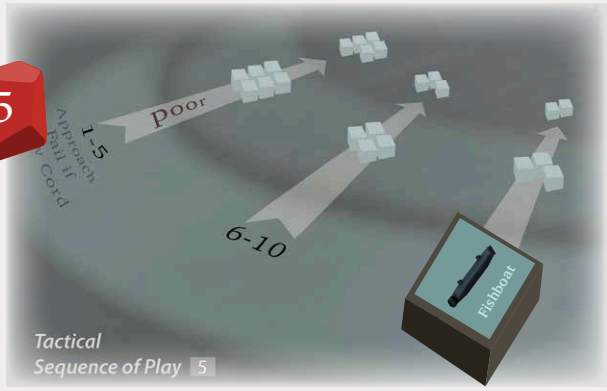


...adding +3 for crank intensity **Strain**...









...the fishboat is awarded the '11-12' Approach Arrow.

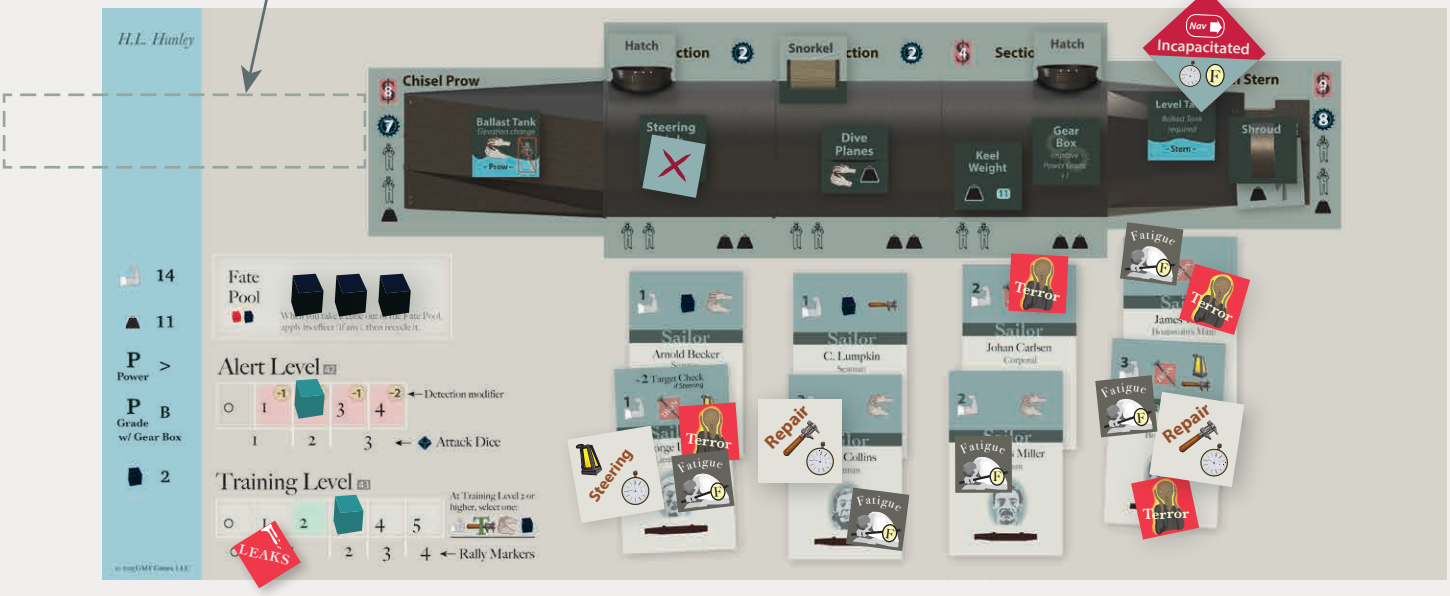
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36 We fast-forward the action to the fishboat's exit after an eventful Tactical Sequence of Play. She returns to the Mission Board having blasted a hole in the hull of a sloop, but she is detected and has only 3 cubes in the Fate Pool, all Black.

The Mission Sequence of Play resumes with the start of the Discovery Phase.



recycled Long Spar & Charge



37 The player draws a **Discovery Card** 34 . The result is a Steering Link malfunction (again), which brings a new Panic marker into play (two malfunctions). The player assigns it to Dixon, and his Iron Nerves downgrades it to Terror.

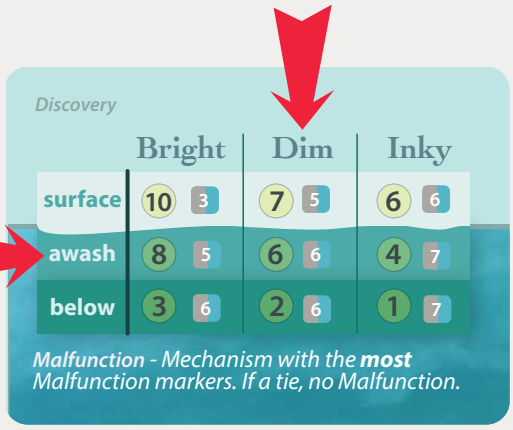
The player rolls a die for the **Detection Check** 35 ...



...a '2' (really a '1' with the Alert Level)...



...triggering Enemy Response 10 .



The player rolls two **Attack Dice** (the Alert Level is 2)...



...a pair of '5's which means both miss...



awash - roll a '4' or better to avoid a Hit

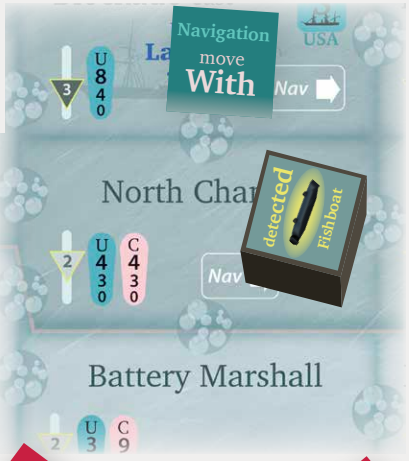
...and the player attaches a Pursuit marker to the fishboat.





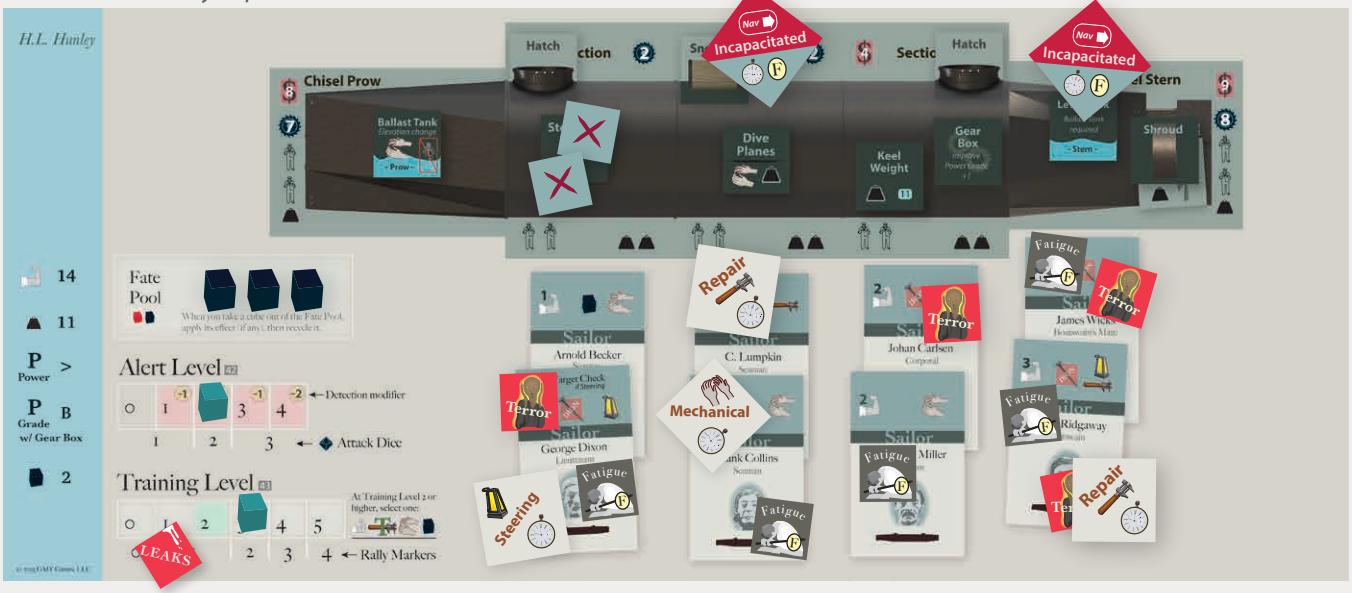
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38 The player starts a new turn and moves the fishboat into the North Channel (this removes the Pursuit marker 12). Collins works the Dive Planes to descend to Below Shallow while Ridgaway performs Leak Control. Lumpkin repairs the Steering Link (a Black cube will be recycled from the Fate Pool).



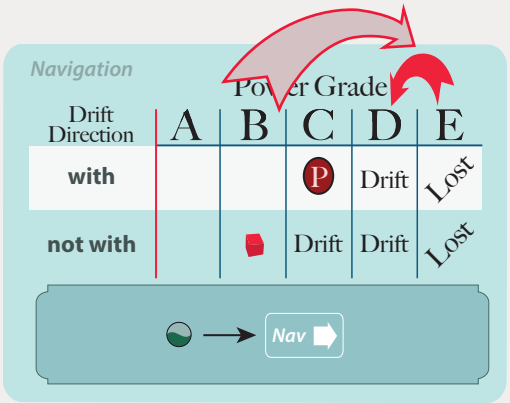


back cover of the Cyclopedia



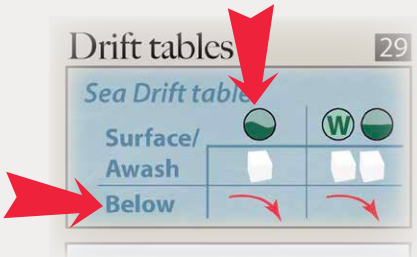
39 The player draws a Navigation Card. The base power grade is '**B**' but there are several shifts to the right: lower register, position, incapacitations (four shifts total). The temporary power grade is '**E**' which means this will end the scenario with a **Lost** result 13. The player averts disaster by setting crank intensity to **Strain** (two shifts left). Thus, the temporary power grade is **'D'** (4 shifts right minus 2 shifts left = 2 shifts right). This triggers two Fatigue as well as a Drift result, and given the fishboat's depth on the Drift Table, the result is **Dive**, and so, the fishboat **Grounds** 29.





Why 'ground'? The fishboat can't dive because North Channel's lowest depth is Below Shallow. So, the player immediately releases keel weights 29 11, which sends the fishboat to **awash**.





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40 At the start of the **Repair Phase**, Ridgaway prevents a cube from being recycled out of the Fate Pool (Leak Control 12). During **Rally** 33 , the player chooses to spend their last Rally marker. They spend it on the rearmost space with Wicks and Ridgaway.





this Red cube is just a reminder that the Keel Weights were released (Cut Weight 11)



remove all

41 The player draws a **Discovery Card** 34 . The result is a random malfunction, so they roll two dice...



...a '10'...which results in no malfunction.

The player rolls a die for the **Detection Check** 35 ...

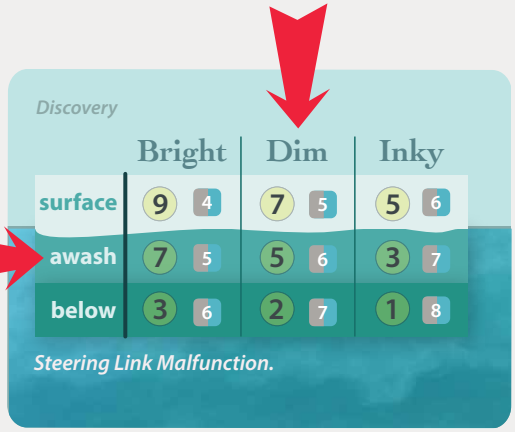


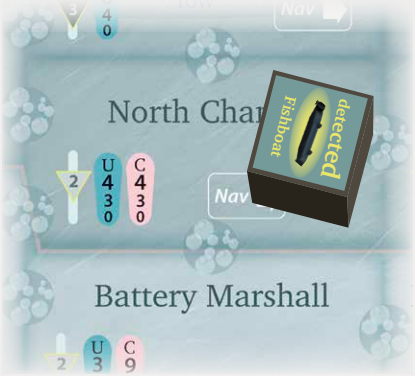
...a '6' (really a '5' with the Alert Level)...



...the fishboat is no longer detected.







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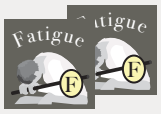
42 The player starts a new turn and moves the fishboat into the Battery Marshall position. Ridgaway performs Leak Control 12 .





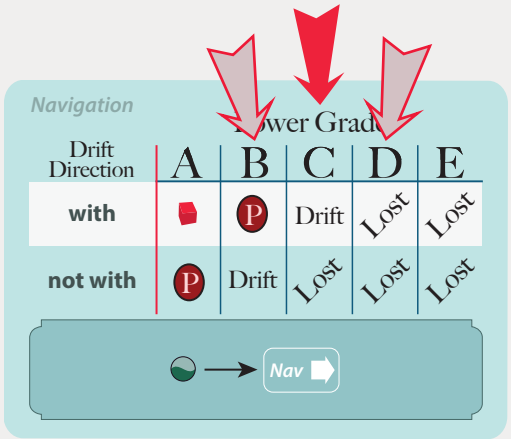


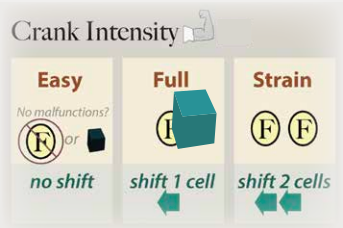
43 The player draws a Navigation Card. The base power grade is '**B**' but there are three shifts to the right: lower register & incapacitations. The player decides to set crank intensity to **Strain** (two shifts left). Thus, the temporary power grade is '**C**'. This triggers two Fatigue as well as a **Drift** result, which requires a cube to be drawn from the Fate Pool...



...it is a Black cube, which necessitates a die roll...

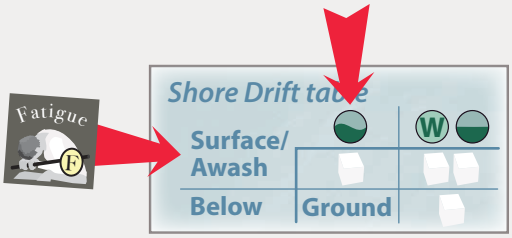






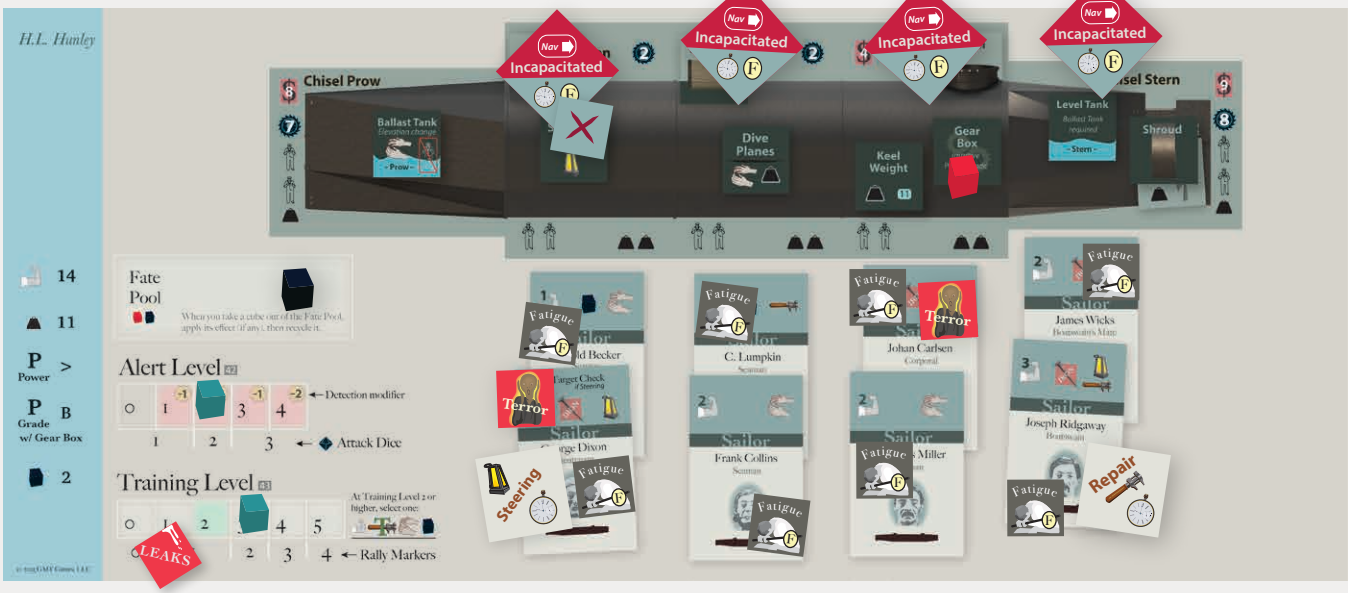


...an ODD number, which triggers another Fatigue. The player applies Fatigue to Carlsen, Ridgaway, and Wicks.



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44 During the **Repair Phase**, Ridgaway prevents a cube from being recycled out of the Fate Pool (Leak Control 12).



45 The player draws a **Discovery Card** 34 . The result is a Steering Link malfunction, and that mechanism now has two Malfunctions.



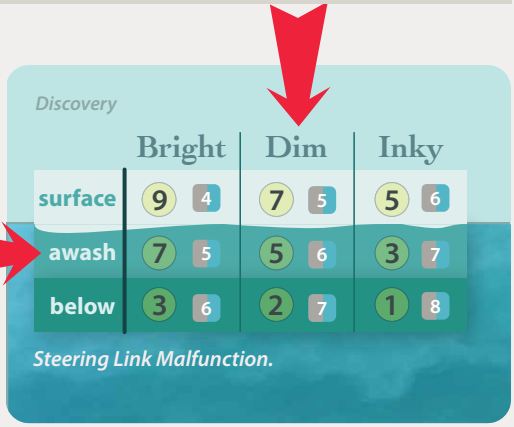
This triggers another Panic result (Ridgaway converts it to Terror).

The player rolls a die for the **Detection Check** 35 ...



...a '10' (really a '9' with the Alert Level)...

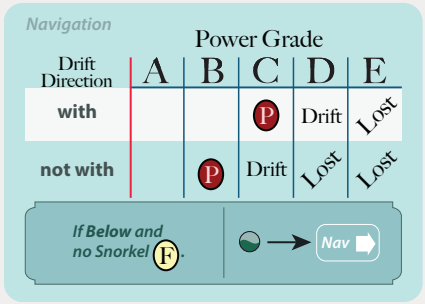
...the fishboat remains undetected.



With four Incapacitations and all crewmen fatigued, the fate of the fishboat teeters on the precipice of calamity. But they're almost home...

46 The player jumps to the **Navigation Phase**, sliding the Fishboat marker into Breach Inlet and climbing her to Surface elevation. They flip over the Navigation Card and see what they expected to see -- a **Lost** result. Five shifts right and two shifts left...*actually, the player realizes there's no point setting crank intensity to Strain...* time to perform **Escape**.

Escape is not necessary in the scenario, but if playing the campaign it's essential.



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47

The player finds the **Escape Table** 13 on the player aid and notes there are four Incapacitated spaces, which means they will use the '4' column. Elevation is Surface, which means they need to roll a '2' or higher to allow crewmen to evacuate. But Drift Intensity is Strong, which imposes a -3 die roll modifier.

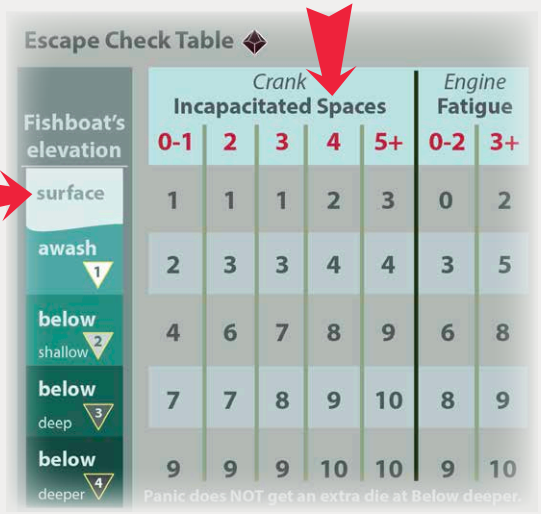




The player rolls a die...  ...a '6' (really a '3' with the modifier)...

...allowing crewmen to attempt escape.

Next, they roll a die for crewmen in spaces with hatches...  ...a '5' so up to five of them escape (there are only four in Hatch spaces, so Dixon, Becker, Carlsen, and Miller all survive).

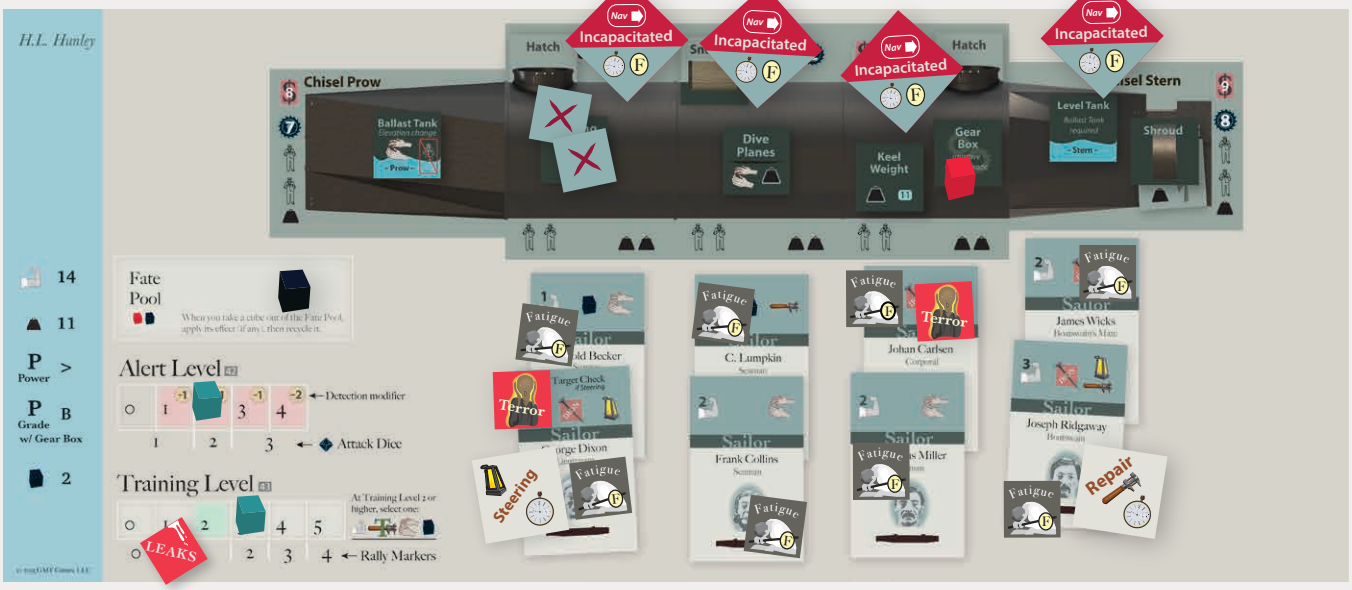


The other four crewmen occupy spaces adjacent to hatches, so a die is rolled for each, and each requires an '8' or better to escape:



Bad news will be sent back to the homes of Collins and Wicks.

The scenario's outcome is dismal, but had this been a player-built fishboat in the campaign, the fishboat could be salvaged and only two crewmen perished.



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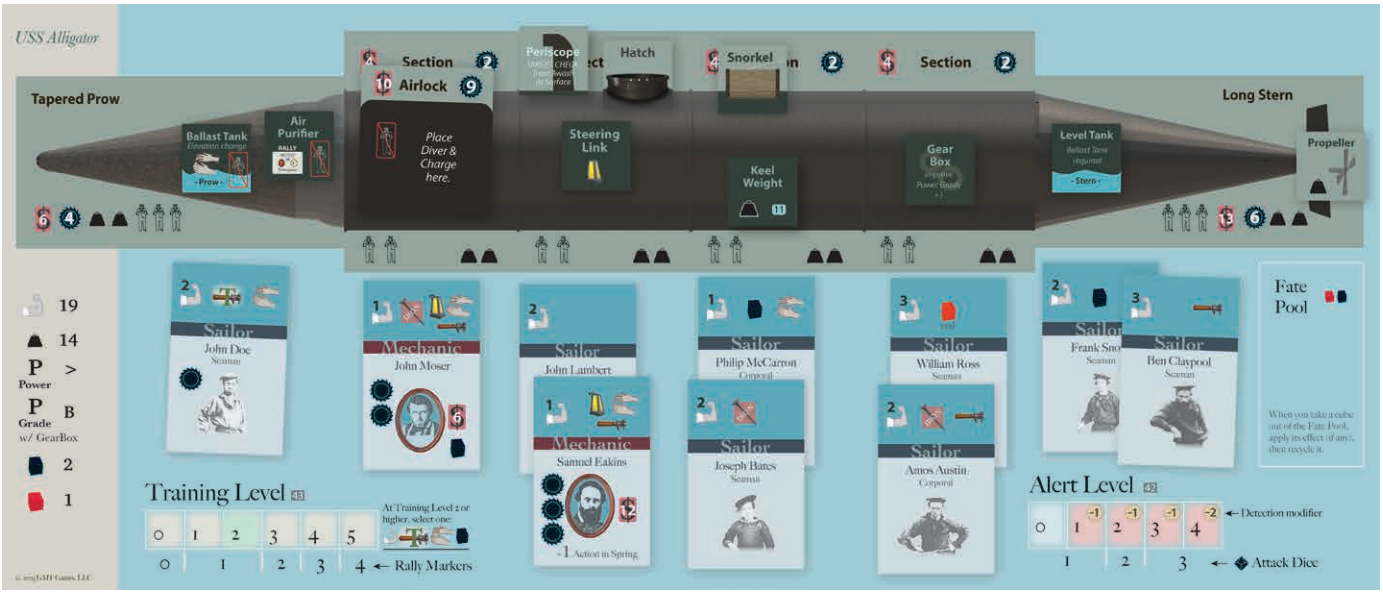
6. Bridge Job City Point, May 1862

A large Union army is on the Williamsburg peninsula maneuvering towards the Confederate capital of Richmond. Rebel forces have planted landmines to impede that progress, while Confederate brigades are positioned to present a line of defense. With poor maps of the terrain and a nagging fear of being outnumbered, the Union advance is imperiled.

The bridges connecting the capital to Petersburg greatly aid the rebel defense, and it is hoped that line of march and communication can be disrupted or broken. The river is too shallow to permit gunboats, especially this time of year, and the Confederates have installed batteries and obstructions to render such an aggressive move untenable. Stealth is required.

The U.S.S. Alligator is newly commissioned, but the Admiral has his doubts. Historically, he cancelled this mission fearing it would run aground, but here, he relents and orders your fishboat into action.

Rule Book: 13 to 38 **Use the Mission and possibly the Tactical Sequence of Play**



You may select any size charge.



Whichever you choose, add Red cubes to the Fate Pool equal to those shown on the charge marker.

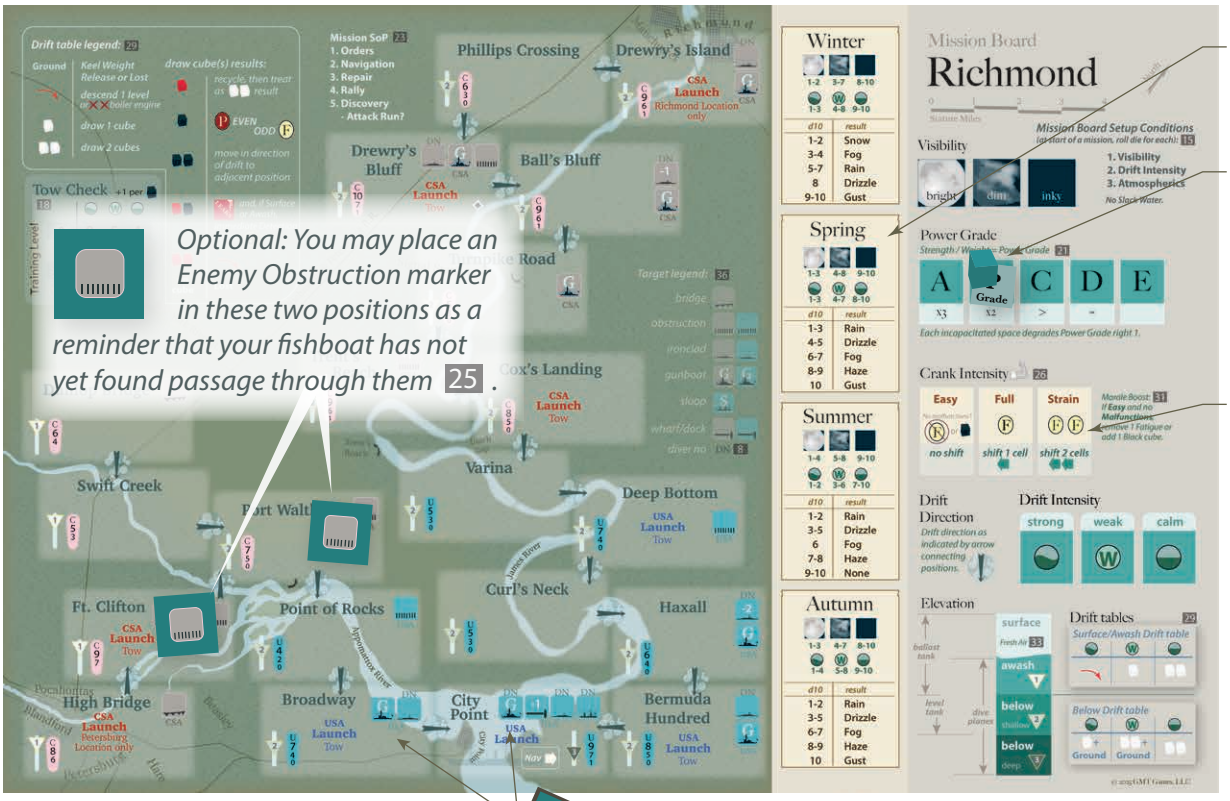


Place the Charge and the Diver onto the Airlock on the fishboat display.

Objective & Outcome

Your objective is to perform a mission that demolishes or damages one of the bridges near Petersburg (High Bridge or Dunlop Bridge). To do this use a diver wearing submarine armor to plant a torpedo (Charge marker) and detonate it. You succeed by scoring a Destroyed result (B) and returning the Alligator to its launch space. A Damage (S) result will slow reinforcements, which is a successful result, since it will improve the Admiral's confidence in you and your contraption. If either result is garnered you earn a promotion, unless you fail to return. In that case, if you destroyed the bridge but fail to return, you are Mentioned in Despatches. Accomplishing a Damage or Destroyed result will be most difficult, so there is no dishonor in finding passage through Port Walthall obstructions and returning to Broadway intact. Indeed, just navigating up the river to the obstruction and back demonstrates to Rear-Admiral DuPont that the infernal machine has value.

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Place the fishboat (not detected) in either USA launch space (surface). If you choose Broadway, you will have to make a Tow Check 18 .

When at awash elevation, this allows you to use the top row (surface) when making a Target Check 11 .

This grants you a Rally marker at the start of the mission. Use it during any Rally Phase.

Roll a die for each of the following Nautical conditions (it is Spring):

VISIBILITY

DRIFT INTENSITY

ATMOSPHERICS ?

DRIFT DIRECTION – arrows printed on the board.

no Drift marker

Shuffle the Navigation deck and the Discovery deck, and keep them nearby. The Slack Water card is not used on this Mission Board.

Alert level starts at '0.'

Place 2 Black cubes and either 2 or 3 Red cubes in the Fate Pool. The number of Red cubes depends on which charge marker you select.

Training level is '1.' This grants you a Rally marker.

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7. David and Goliath Charleston, October, 1863

The USS New Ironsides was damaged by an infernal machine dubbed a 'David,' an engine-propelled surface ship employing much the same design as the Hunley and its cousins. She could not submerge but she was small, armed with over 100 pounds of explosives at the end of a long spar, and she was fast by the standards of hand cranking.

On a cool October evening the David leaped onto history's stage, and with a bang. Her boiler took on water as a result of the detonation, leaving her dead in the water for quite some time before her captain managed to get the engine started again, pulling away from the New Ironsides.

At war's end, Union troops captured several fishboats of the same design in and around Charleston. It is not known how many of those machines went out on missions, nor how many still rest on the sandy floor of the harbor, the result of mishaps and failed sorties.

Rule Book: 13 to 38 **Use the Mission Sequence of Play and maybe the Tactical Sequence of Play**

Use the fishboat display and the Long Spar for this historical fishboat, or gather together and assemble its fishboat tiles, components, and crewmen (cards) as shown here.

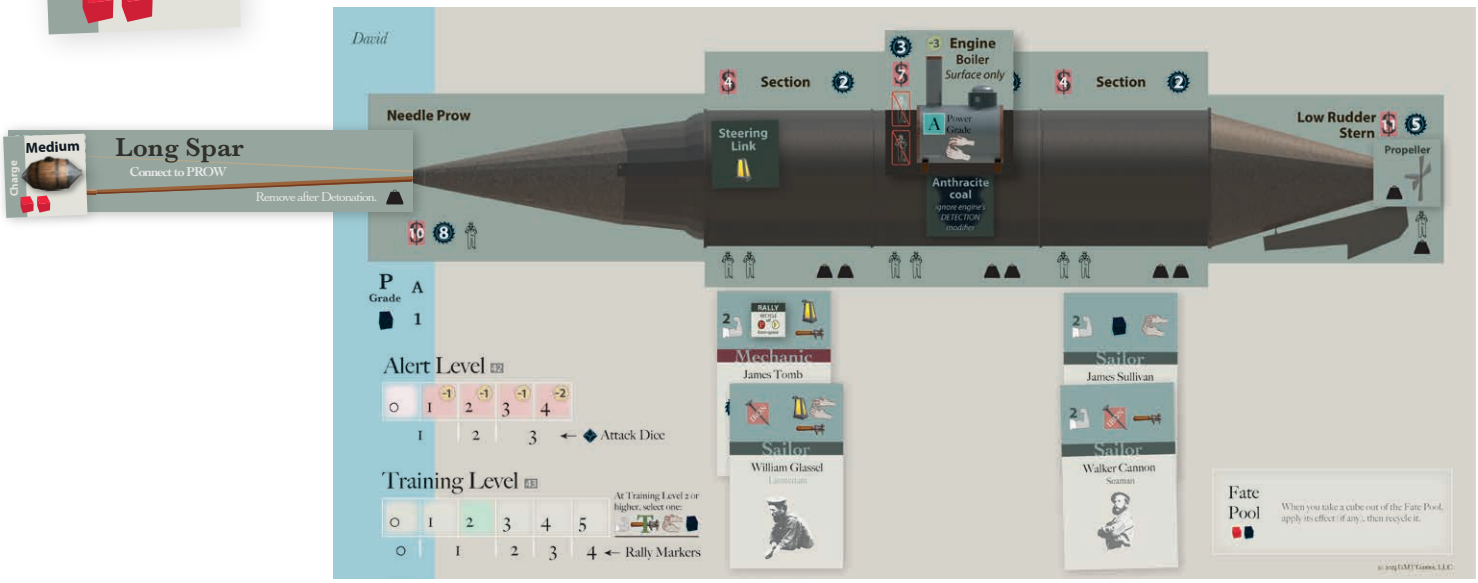


The spar carries a medium charge.

Although your fishboat may not submerge to awash or below, it runs on a type of coal that burns clear. Ignore the engine's Detection modifier.





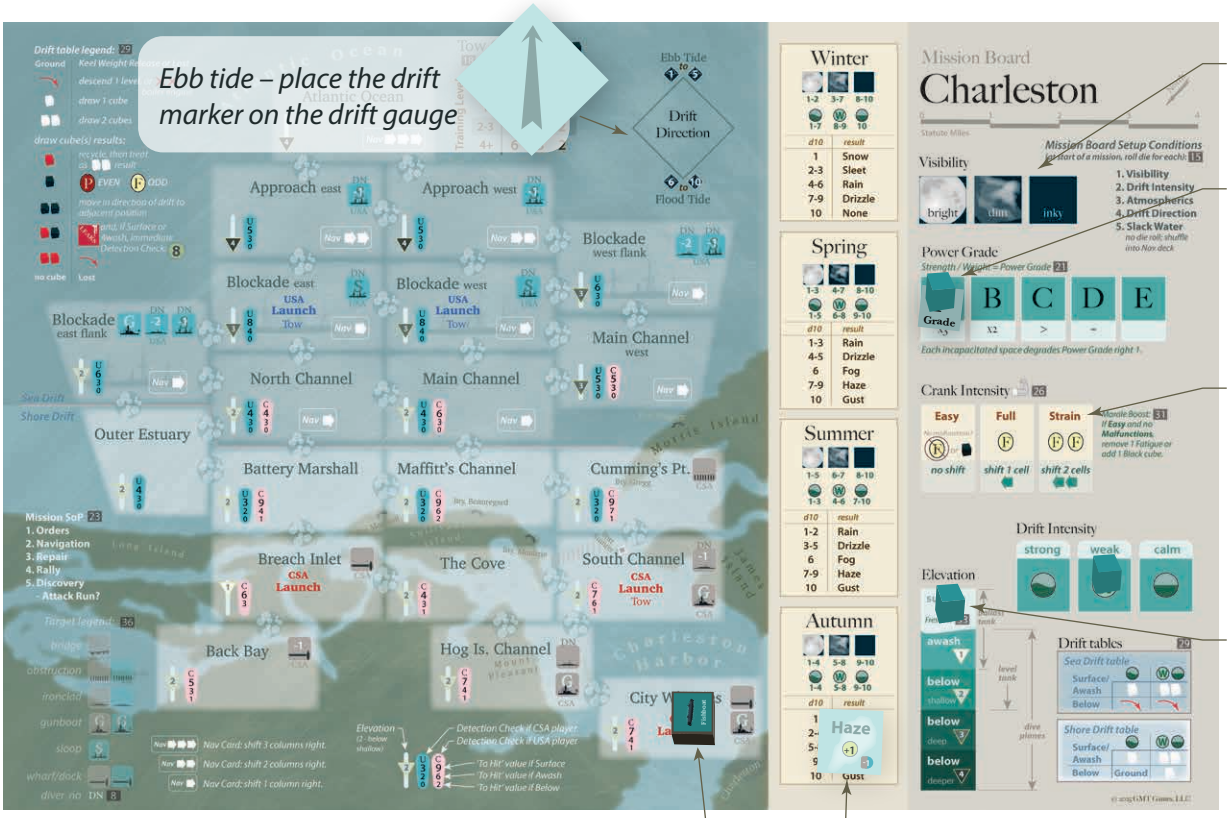


Objective & Outcome

Your objective is to steam into the Yankee blockade and locate a gunboat, sloop, or ironclad. Sink her!

If your fishboat ends the scenario with anything other than a Lost or Abandon Ship result, there is a chance for a good outcome. If you can answer "yes" to either of these questions, we see a promotion in your future:
1. Did you score a B result? (If you scored this result but also suffered a Lost or Abandon Ship result, AND at least one crewman survived without capture, you are Mentioned in Despatches.)
2. Did you score a S result, and your fishboat has no malfunctions or leaks?

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choose a visibility state

place the Power marker and a generic marker (cube) on the A space P Grade

during navigation, you will set the crank intensity

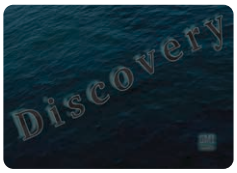
surface is the only elevation allowed for this fishboat; it has no ballast tank and no dive planes, and its boiler engine can only operate on the water's surface

Place the fishboat (undetected) in the City Wharves space.

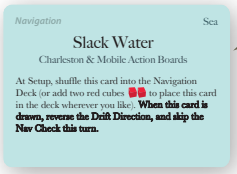


Season = Autumn
Visibility = player choice
Drift Intensity = Weak
Weather condition = Haze





Shuffle the Navigation deck and the Discovery deck, and keep them nearby.


Navigation Sea

Slack Water

Charleston & Mobile Action Boards

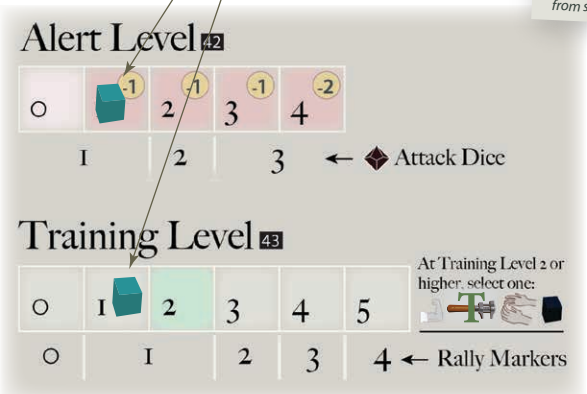
At Setup, shuffle this card into the Navigation Deck (or add two red cubes to place this card in the deck wherever you like). **When this card is drawn, reverse the Drift Direction, and skip the Nav Check this turn.**

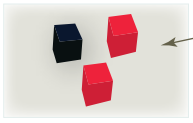
For this scenario, shuffle this card into the Navigation Deck. You may instead add 2 Red cubes to the Fate Pool, allowing you to select its location in the deck.

Alert level is '1' and the Training level is '1.' The latter grants you a Rally marker.


RALLY

RECYCLE all P F from space





Place one Black cube and two Red cubes in the Fate Pool.

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8. The Sting of the Tail

Port Hudson, May, 1862 — hypothetical scenario

Admiral Farragut's gunboat squadron ran the guns of the lower Mississippi forts and now General "Beast" Butler commands a strong garrison in New Orleans. The Confederate navy has scrambled to maintain control of the river below Port Hudson, but its assets are too weak to challenge the Yankee squadron. A finesse move is required. Stealth and gunpowder!

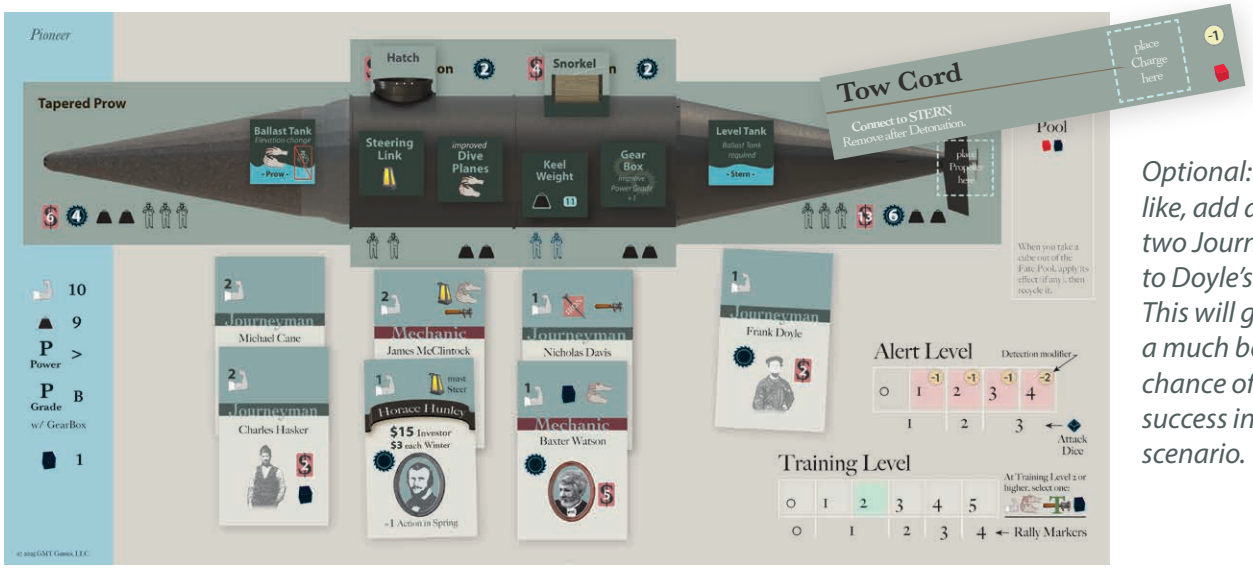
Having learned how to operate and pilot the "Pioneer," you are called upon to arm and release your fishboat's offensive weapon: a towed mine packed with over a hundred pounds of gunpowder.

Historically, Hunley skedaddled from New Orleans before the Yanks arrived and partnered with engineers in Mobile. Here, we allow you to play with the idea of him moving upriver to give the invaders a taste of things to come. Bonne chance!

Rule Book: 13 to 38 — **Use the Mission Sequence of Play and maybe the Tactical Sequence of Play**



Choose a Charge marker. Make sure to add its Red cubes to the fate pool. If you select Large, it adds weight and thus, changes the Power Grade to C.



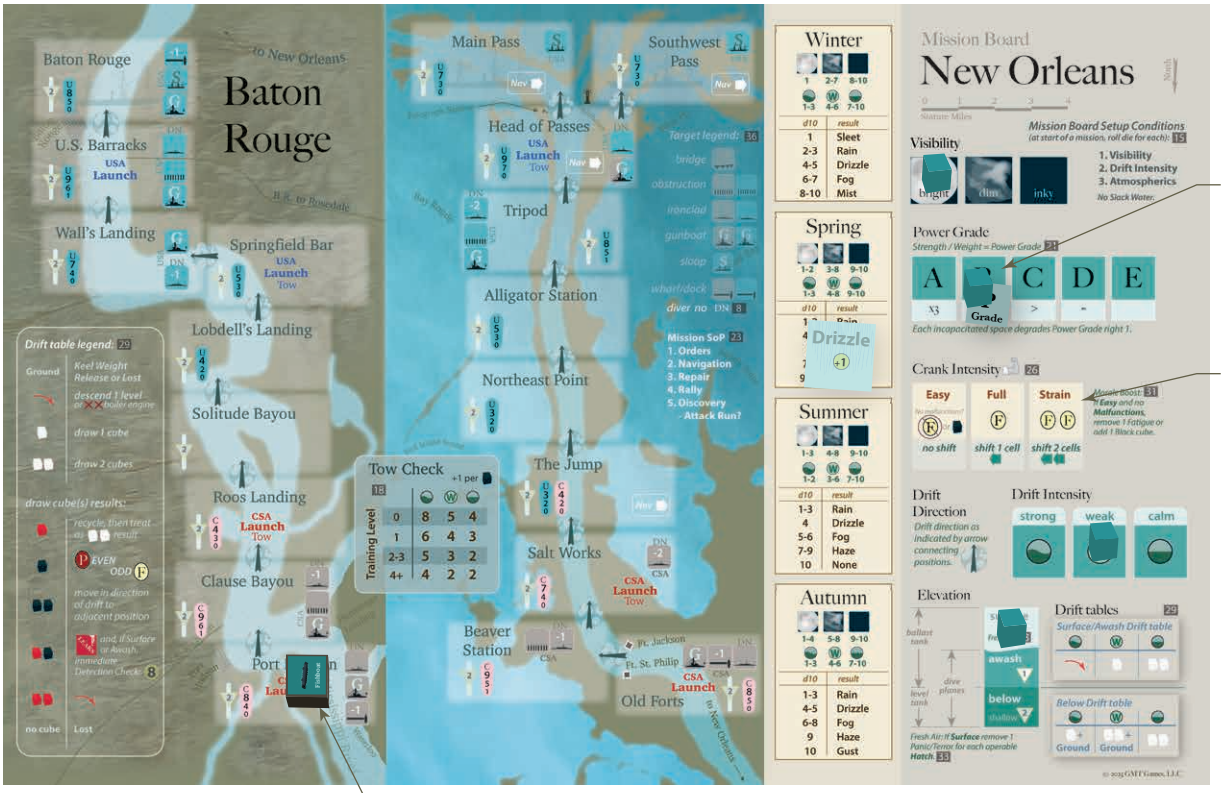
Optional: If you like, add another two Journeyman to Doyle's space. This will give you a much better chance of success in this scenario.

Objective & Outcome

Your objective is to sink an enemy ship or destroy or damage the wharf at Baton Rouge. There is a prize offered, but you will need a safe return to claim it. In this scenario you may select any enemy target except Obstruction, and if you score a B or B result, you will receive a healthy bounty from admiring merchants (more for actually destroying the target than for damaging it). Your fishboat must return to Port Hudson to claim it, but if at least one crewman survives without capture, you will earn the thanks of the Confederacy, assuming you garnered a B result.

Ironclad or Sloop - $20,000 destroyed
Gunboat - $5,000 destroyed
Wharf at Baton Rouge - $25,000 destroyed

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place the Power marker and a generic marker (cube) on the B space

during navigation, you will set the crank intensity



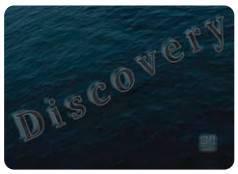
Place the fishboat (not detected) in the Port Hudson space (surface). Alternatively, if you don't mind risking a Tow Check, the fishboat may launch from Roos Landing.

Season = Spring
Visibility = Bright
Drift Intensity = Weak
Weather conditions = Drizzle
Drift Direction - arrows printed on the board.



no Drift marker

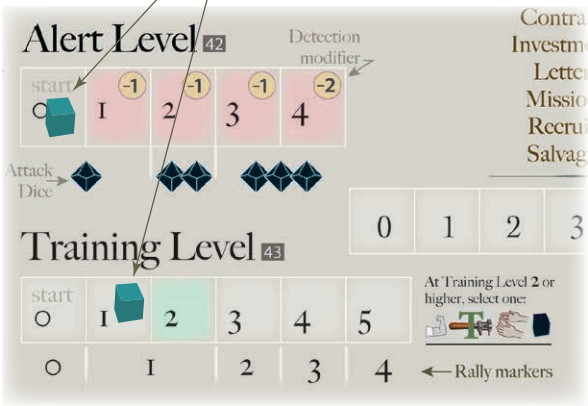




Shuffle the Navigation deck and the Discovery deck, and keep them nearby. The Slack Water card is not used on this Mission Board.



Alert level starts at '0' and the training level is '1' (this grants you one Rally marker – keep it handy for use during the Rally step).





Place one Black cube and 2 to 3 Red cubes in the Fate Pool. The number of Red cubes depends on which charge marker you select.

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9. Unlocking the Gate of Hell

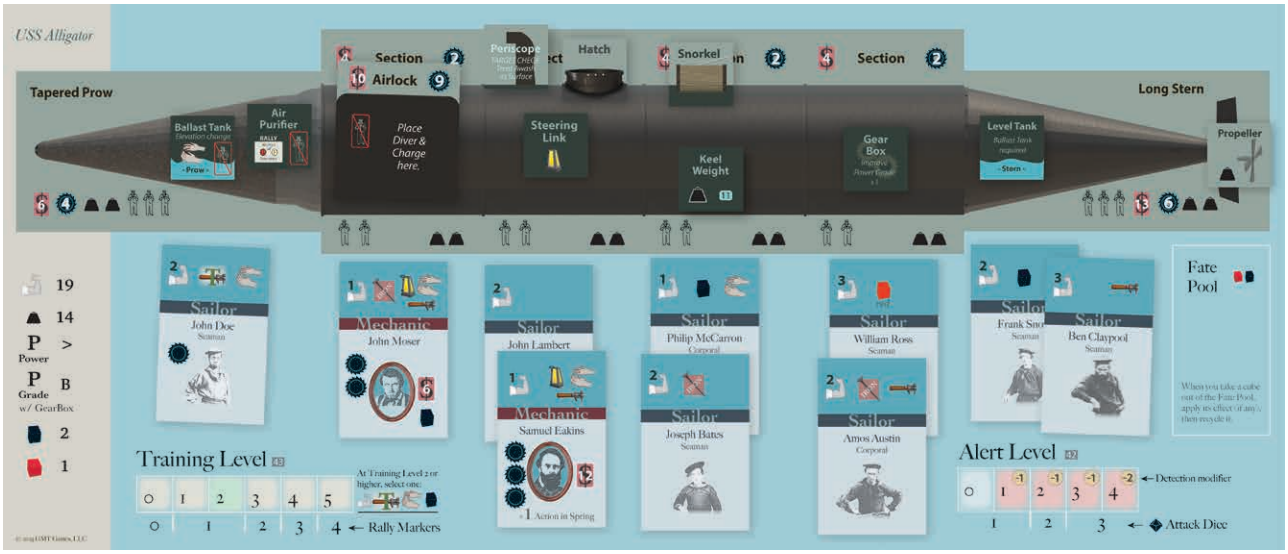
Charleston Blockade, April 1863

Admiral DuPont would very much like to grab Charleston harbor, and thereby neutralize Charleston as a Confederate port, but the harbor's obstructions and torpedoes make that task lethal to Federal ships. The guns at Fort Sumter and the many batteries supporting it can be run past, then neutralized or starved, but only if a clear road into the harbor is established first.

On March 31, the USS Alligator was taken in tow from the Washington Naval Yard by USS Sumpter, and has just arrived at DuPont's blockade squadron in the approaches to Charleston harbor. This strange contraption and her eager crew will pave a safe road into the harbor...if the infernal machine actually works.

Historically, the Alligator was swamped in a gale off Cape Hatteras while in tow, vanishing from sight and from history. She never arrived and remains somewhere on the ocean floor. In this scenario, we offer you a chance to explore what might have been.

Rule Book: 13 to 38 **Use the Mission Sequence of Play and maybe the Tactical Sequence of Play**



You may select any size charge. Add its red cubes to the Fate Pool.









You may either use a Diver or a Spar (long or short).

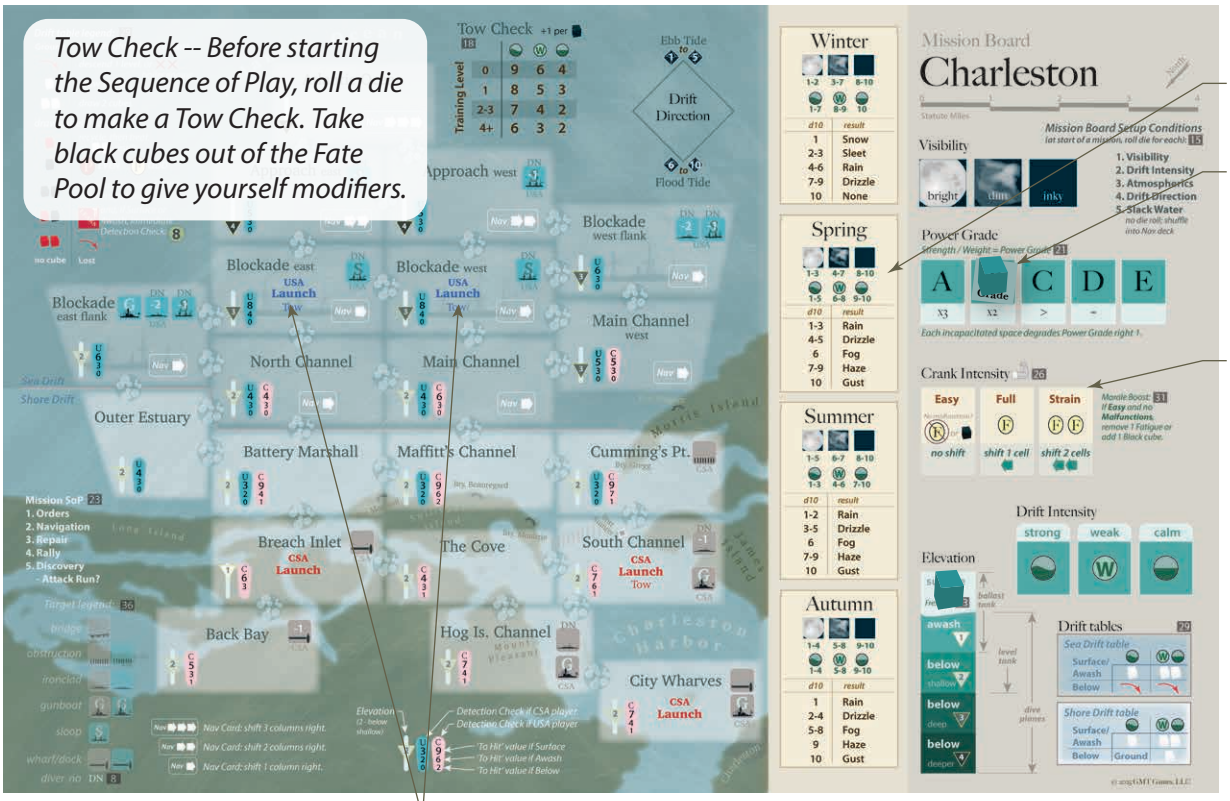
Tow Check

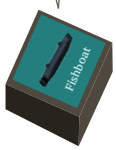
Before starting the first Orders Phase, make a Tow Check 18. Roll a die and refer to the result in the table printed on the Mission Board. Discard black cubes from the Fate Pool to give yourself a positive modifier, should you need it.

Objective & Outcome

Your objective is to perform a mission that demolishes a path through Confederate naval obstructions lodged underwater. To do this, either use a spar torpedo or a diver wearing submarine armor to plant a demolition charge and detonate it. You succeed by blasting a hole in the obstructions (B result) and returning the Alligator to its launch space. The US Navy is skeptical of your fishboat and of infernal machine technology in general, so if your fishboat fails to return, it will inspire Navy Secretary Gideon Welles to curtail the use of this type of naval machine for the remainder of the war. So, even returning without success is better than nothing. Failure to return at all (Lost result) is redeemed only by a B result.

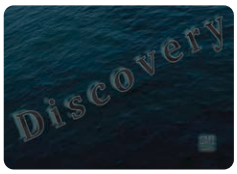
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Place the fishboat (not detected) in either USA launch space (surface). She requires a Tow Check 18.





Shuffle the Navigation deck and the Discovery deck, and keep them nearby.

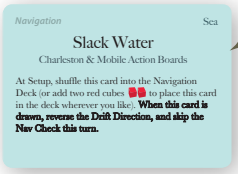
Roll a die for each of the following Nautical-conditions (it is Spring):

VISIBILITY

DRIFT DIRECTION ?

DRIFT INTENSITY

ATMOSPHERICS ?

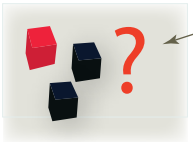

Navigation Sea

Slack Water

Charleston & Mobile Action Boards

At Setup, shuffle this card into the Navigation Deck (or add two red cubes to place this card in the deck wherever you like). **When this card is drawn, reverse the Drift Direction, and skip the Nav Check this turn.**

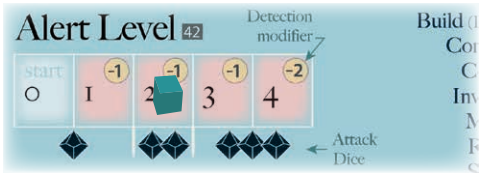
For this scenario, shuffle this card into the Navigation Deck. You may instead add 2 Red cubes to the Fate Pool, allowing you to select its location in the deck.



Place 2 Black cubes and either 2 or 3 Red cubes in the Fate Pool. The number of Red cubes depends on which Charge marker you select. If you select the Slack Water card's location in the deck, add another 2 Red cubes.

Why blast a hole? Why not just locate passage through? The hull of a sloop needs a properly sized hole, not a pinhole.

Alert level starts at '2', and...



...the training level is '1'.



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10. Break the Head of Passes

New Orleans, April, 1861

Governor Moore's valedictory still rings in your ears: "Do not tarry. Looz-ana may have seceded and taken 'Awlins with it, but the Yankees will stop at nothin' to git her back. Ouah agents tell me Yankee warships will soon be on the Mis-sippi below Head of Passes. They are coming, suh. Do not tarry."

You return to your shop with the governor's Letter of Marque in hand, deaf to the traffic outside and the boasts and calls of blustery men. They are no less irritating than the passers-by who seem oblivious of the storm about to break on the river.

You scan the interior of your shop and find it wanting. You will need mechanics and journeymen and mechanical parts. You will need to build fast. The Yankee fleet will not rest at the mouth of the river for long. Soon it will push upstream to the forts, and you expect those old piles of masonry have little fight in them. By this time next year blue-clad Federals will walk the streets of your Crescent City. The Governor was emphatic on this point: "They will act like scoundrels."

"Unless...you break them at their anchorage!"

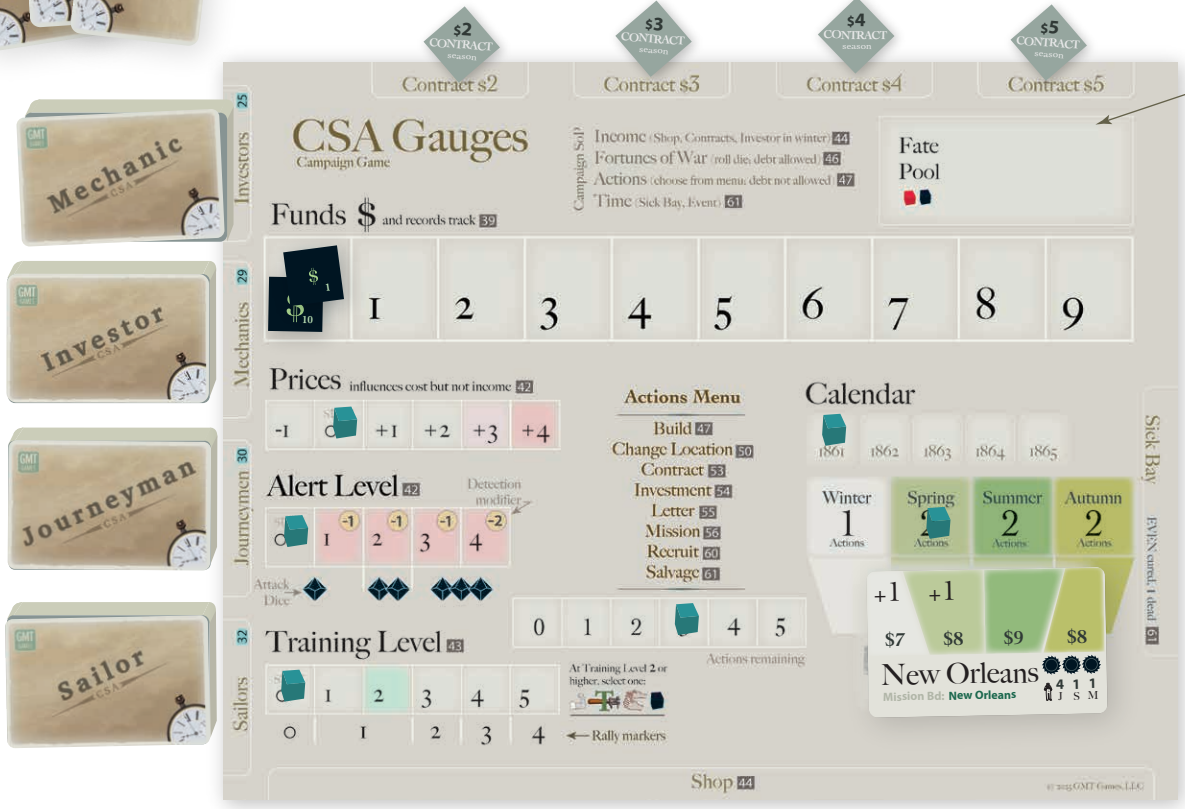
Thanks to Steve Herron for this mini-campaign.

Rule Book: 39 to 61 **Use the Campaign Sequence of Play.**



Your starting Funds depend on which Investor you select (draw 3 randomly and choose one). Shuffle the others back into the deck.

The Mission Sequence of Play will be initiated when you select the Mission action 56. The Tactical Sequence of Play will be triggered during a Mission when you perform a successful Target Check 39.



The Fate Pool starts empty, unless your starting Investor adds a cube to it.

In this mini-campaign, New Orleans is your Location. You may not change that location (you may not choose the Change Location action).

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Special Rules

This scenario, or 'mini-campaign', uses the full campaign rules, but with four exceptions:
1. NEW ORLEANS ONLY: Your starting location is New Orleans and you may not perform the Change Location action. You may not change sides during the game even if the Fortunes of War result or an Event allow it.
2. GAME ENDS: When the New Orleans Location Card is removed from play, the game ends. This will happen either as a Fortunes of War result or as an Event.
3. OUTCOMES: At the end of the game, do not use the CSA Almanac's Outcomes section. Instead, refer to the Objective & Outcome section on this page (below).
4. VARIANT - Newbie Rule: To ease the new player into the Campaign system, Gov. Moore grants you a ***Letter of Marque****.*

Historical note: The designers realize that a Letter of Marque was traditionally a shield against prosecution should a crew and captain be nabbed by the enemy (for piracy). In Infernal Machine*, we use it more broadly, as consent by local authorities for you to access the battlefield while enjoying local assets of docks, signals for clear passage, and whatever modest support might be granted your crew and their peculiar vessel.*

Objective & Outcome

Your objective is to sink an enemy gunboat, ironclad, or sloop. Even damaging one will be a successful outcome. You must do this before New Orleans is captured by the enemy. To evaluate your outcome, we offer the following scheme:

EXCELLENT *- You* ***destroyed*** *an enemy ship! You are lauded Hero of the Crescent City and a Champion of the State of Louisiana. If you suffered a Lost result or abandoned ship, this result is downgraded to Good.*
GOOD *- You* ***damaged*** *an enemy ship; and you did not suffer a Lost result, nor did you abandon ship.*
FAIR *- You* ***damaged*** *an enemy ship, but suffered a Lost result.*
POOR *- You neglected to even damage an enemy ship, but at least you did not suffer a Lost result nor did you Abandon Ship. Congratulations sir, you avoided a Union prison camp.*
DISMAL *- You suffered a Lost result and failed to damage an enemy ship. A valiant effort!*

SPY MISSION? If assigned a Spy mission, and you did not perform it successfully, your outcome is downgraded one level (from Excellent to Good, for example).

Game Length & Commentary

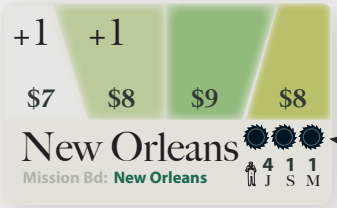
Like a normal campaign, this mini-campaign starts in Spring 1861. It will end in 1862, depending on either a Fortunes of War result or an Event. ***The game will not last beyond the Summer 1862 turn.*** *By then the city has fallen and a Union Army Provost Marshal is padlocking your machine shop, then hauling you and everyone associated with your fishboat project off to the stockade. In a normal campaign the game could continue if you Change Location or change sides (page 1 of the CSA Almanac), but here we challenge you to shock the Yankee squadron by destroying one of their blockade ships first. That will be deemed a great victory, upsetting the Union Navy's timetable and delaying the capture of New Orleans. The short length of this mini-campaign makes this a steep challenge, but it also makes for a good first try at the campaign system. We offer it as both an introduction for the player who has yet to try the full game, and as a challenge to the seasoned veteran who has a campaign or two under their belt. If you're a beginner, just building a seaworthy fishboat before the Yankees arrive is a respectable outcome.*

When the Union Navy battles its way past forts Jackson and St. Philip, causing the fall of New Orleans and a pall to descend upon the land, the game ends. Ah, but those scoundrels won't keep to your schedule, you won't know exactly when the end will come. With perhaps six seasons to work with (a total of 14 or so Actions), time is precious. Maybe you don't bother with training? Recruit and build and attack! That's risky but the clock is ticking. If new to Infernal Machine*, this is an opportunity to alternate Recruit and Build actions until you have yourself a seaworthy fishboat. If money is tight, Contracts and Investment actions can help. Keep an eye on what the bare minimum is for a seaworthy fishboat (prow, stern, steering link, propeller, and either a hatch or a boiler engine - but not both), and use that as your guide. You probably don't have time for training, just launch her at the enemy and hope for the best.*

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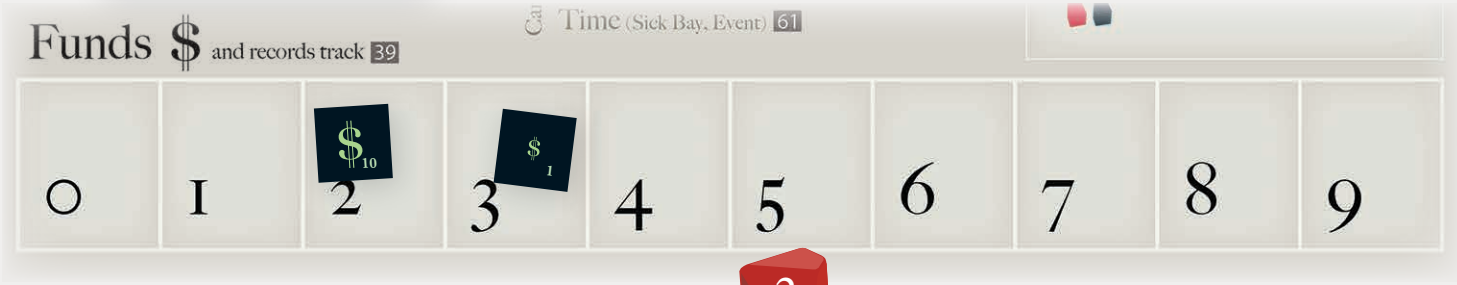
1 The player selects their Investor, Dr. Wilkinson, recycling Collie and Dunn. This puts a Black cube in the Fate Pool and $15 in their 'treasury.' *He'll be useful in the fishboat as crew, but he doesn't bring much money to the project.*





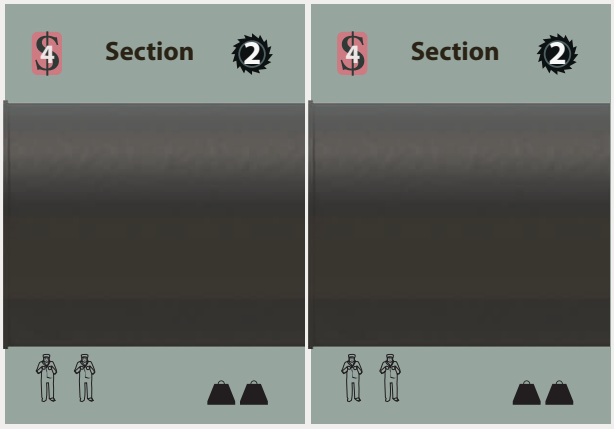
The player adds $8 thanks to the shop in New Orleans, and they will get an extra Action this Season. They have $23 and an Expertise of 4.

Expertise = shop + personae

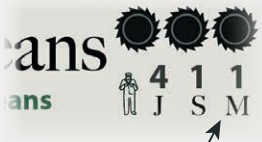




2 The player rolls a die for the **Fortunes of War**... a '2'...which gives them two Section boat tiles for free and without having to satisfy Expertise requirements. They put them in the shop.



As their first action, the player opts to **Recruit** 60 a Mechanic. New Orleans allows one Mechanic. They deduct one Action from the three they're allowed this Season and draw a single Mechanics card to get...



1 Mechanic

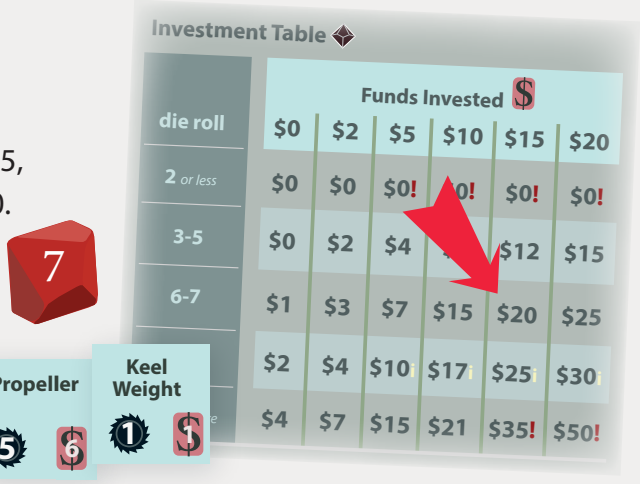


...William Alexander. This costs $8 but adds two Expertise (the total Expertise is 6 now).



3 Actions in Spring at New Orleans

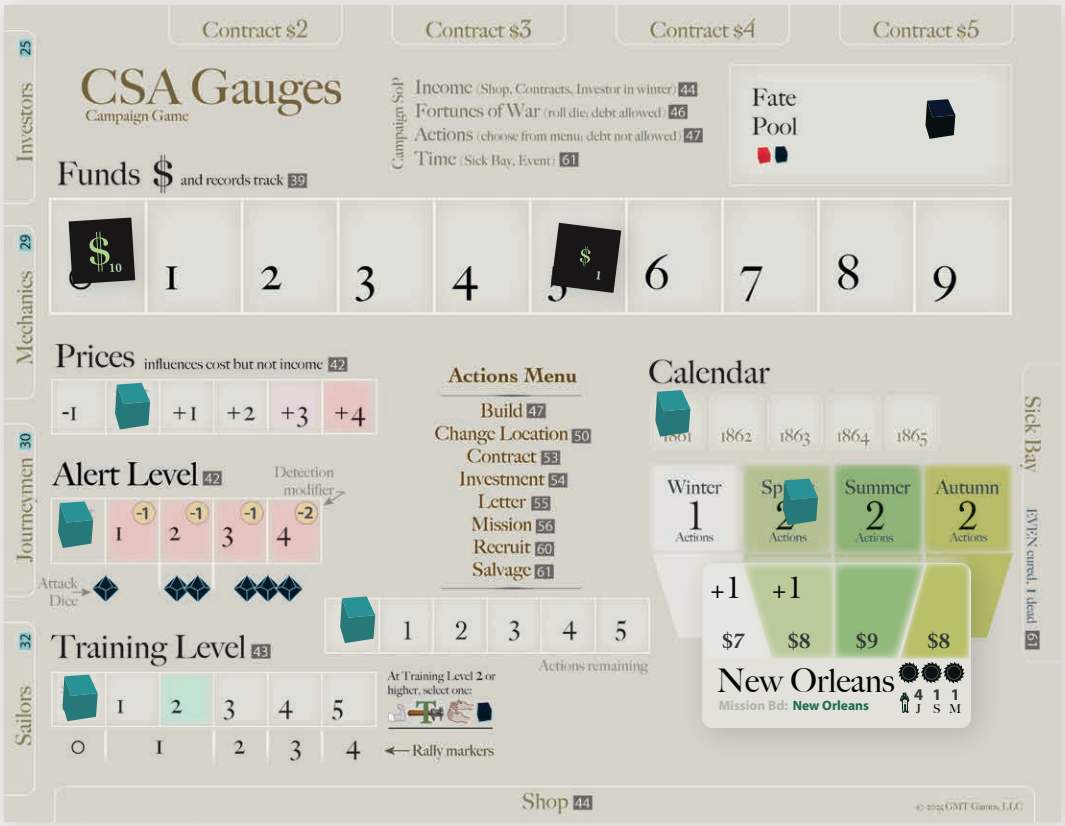
For their second Action, they seek more money so they perform an **Investment Check** 54. They pay $15, all they have left, and roll the die...a '7'...garnering $20.



For their last Action, they **Build** 47. They select the cheapest prow and stern, paying $13 and adding them to the fishboat. In the same action they also purchase Propeller. That leaves them with $1, so they also purchase Keel Weights.

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3 In the **Time Phase** 61 they check for the **Event** (p. 2 CSA Almanac), and they gain $5 from a patriot. At the end of the 1861 Spring Season their Gauges board and shop look like this:









Now, their immediate goal is to make the fishboat seaworthy. They will need a steering link and a hatch for that. They could use a mechanism allowing the fishboat to dive to below shallow, so they really should get a ballast tank and level tank.

Money is tight.

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4

The player earns $9 in **Summer 1861**, thanks to the New Orleans card. They now have $14.



The player rolls a die for the **Fortunes of War** (p. 3 of the CSA Almanac) ...a '4'...which means there was a vigorous celebration at the news of the fight at Manassas Junction in Virginia. The player rolls another die...a '5'...which puts one persona in Sick Bay. After shuffling Alexander and Wilkinson's cards together, the player randomly selects the Doctor.



5

The player has two actions this season. They **Recruit** for their first action, selecting a Mechanic, and then they perform a **Contract** action 53 . They pay $7 for Smith, who increases their Expertise by 2 (with Wilkinson in Sick Bay, they temporarily lose his Expertise). For the Contract, the player assigns Alexander and Smith to the $5 contract, placing the Contract marker three seasons ahead on the calendar and the two mechanics in the Contract slot at the top of the Gauges Board.







In the **Time Phase** 61 , the player checks **Sick Bay**, and then checks the **Event**.



They finish the campaign turn by checking Wilkinson in Sick Bay, rolling a die...a '2'...which is an EVEN number, so Wilkinson returns to the shop.

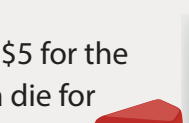




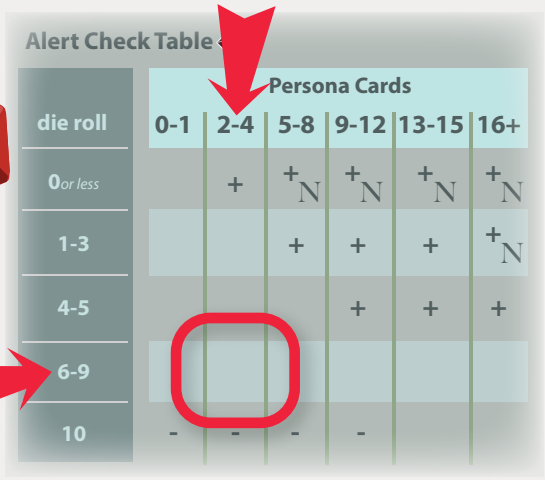
Then they roll a die for the Event... a '7'...which means Build actions next Season gobble two Actions instead of one.

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6 It is **Autumn 1861** and the shop earns $8, and $5 for the Contract, bringing the Funds to $20. They roll a die for the **Fortunes of War** (p. 4 CSA Almanac)...a '5'...which means there could be trouble in the shop. The player rolls another die...a '6'...necessitating an **Alert Check** 42 .



There are no modifiers and the player has three personae. They roll a die...a '6'...which has no result. The Alert Level remains at zero.



7 They have two Actions. They decide to **Recruit** and then make an **Investment Check**.



They decide to **Recruit** Journeymen. drawing four persona cards. Altogether, they cost $8, and the player decides to hire all of them.



Doyle adds one to the Expertise. And Hasker adds a Black cube to the Fate Pool.

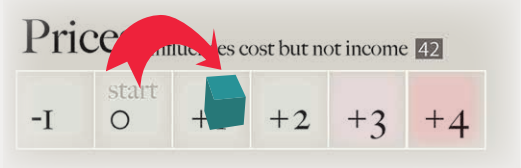
The player risks $10 on an **Investment Check**, leaving them with $2. They roll a die...a '3'...which is disappointing because the player only earns $9.



1 They conclude the campaign turn by checking the **Event** in the CSA Almanac (p. 4). It necessitates a die roll...a '1'...which means the player gains nothing from the Trent Affair. They conclude the turn with $11 in funds.

8 The player earns $7 for the shop and $5 for the Contract and $5 for Dr. Wilkinson's Investor Infusion 45, which means the player has $28 in **Winter 1862**. They roll a die for the **Fortunes of War** (p. 5 CSA Almanac)... a '10'...which pushes the Prices Gauge to '+1'.



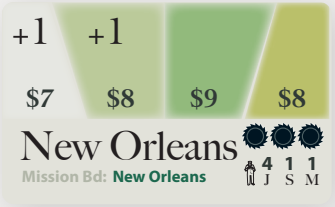


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9 The player has two actions. First, they choose to **Build** 47, and will do so with an Expertise of 5.



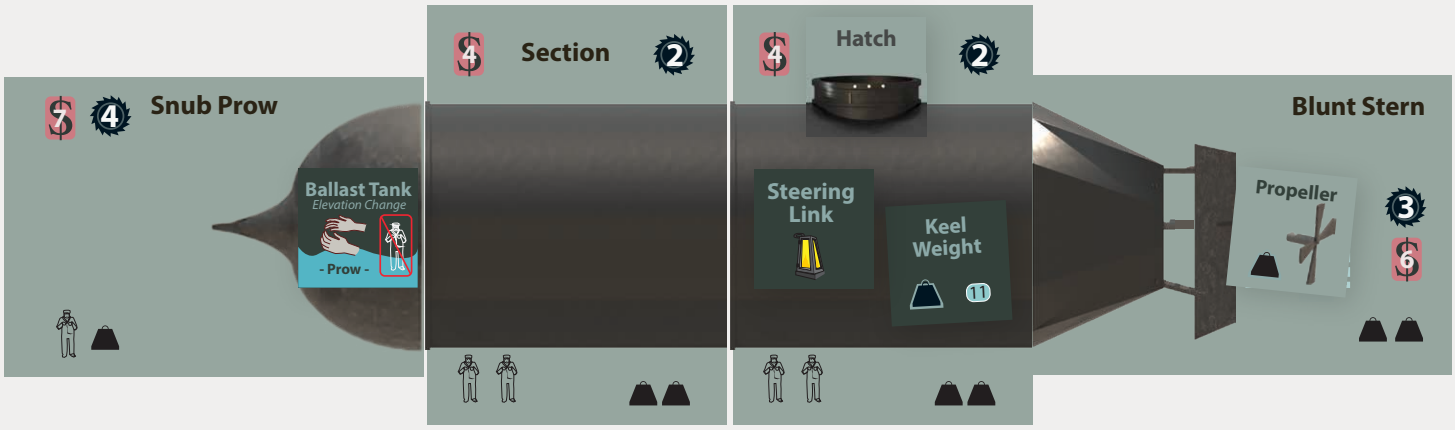
Smith and Alexander are satisfying the Expertise requirement for the Contract, so their 4 Expertise can't help satisfy Expertise requirements during a Build action. Doyle and Wilkinson each contribute 1 Expertise, and the shop contributes 3. Thus, 5 Expertise total.



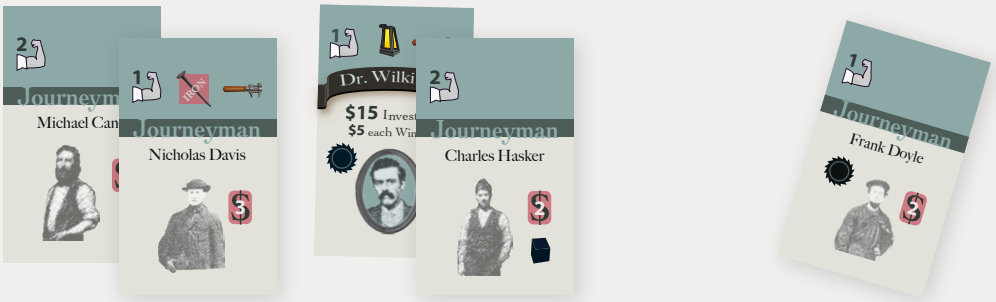


The player selects three mechanisms, and the total cost is $18. But the Prices Gauge is at +1, so that adds $1 for each part. The total cost is $21, leaving the player with $7. The highest Expertise requirement is 5, which is just barely satisfied. The parts are added to their





The player arranges personae hoping they have a viable crew. They compare combined Strength to the fishboat's Weight (i.e., the combined Weight of all its boat tiles and mechanisms).



The four crewmen produce a Strength of 6, and the total Weight is 9, which derives an 'E' Power Grade. That's not good. And, none of the crewmen has the Mechanical skill, which means nobody can operate the Ballast Tank. Looking to perform a mission to increase the Training Level, the player knows the fishboat must dive to below. So, this boat and her crew aren't ready.

If this were a full campaign, the player would be patient, but there are but one or two Seasons left...so, they decide to break the Contract to release the two Mechanics. Their second action this Season will be a Mission!

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10 Despite the deficiencies, the player decides to perform a **Mission**! Breaking the Contract, they now can assign Alexander and Smith to crew the fishboat. *The Ballast Tank can be operated!* However, the $5 Contract marker is removed from the game. *In this mini-campaign, that isn't a tragedy.*

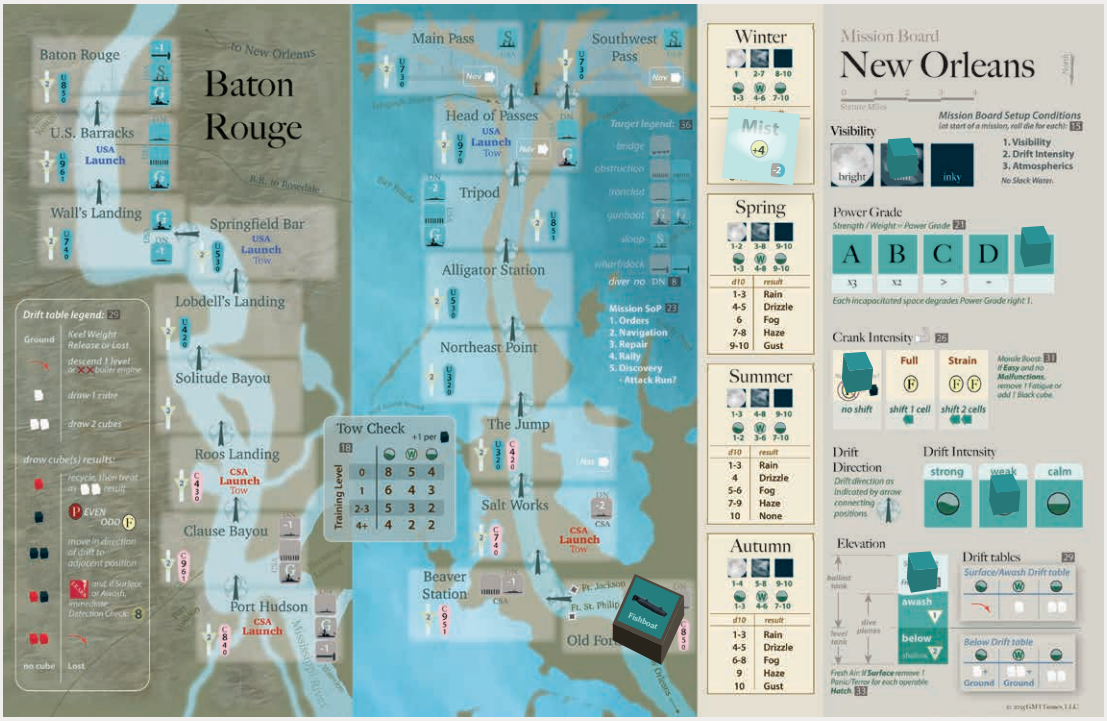


Strength is still less than Weight, so the Power Grade is 'E', but the player hopes two Iron Nerves will help keep the fishboat operating.



It's a gamble performing a Mission now, but time is running short. Fatigue will be a problem, since Strain will likely be the most common Crank Intensity.

To perform the **Mission** action 56, the player declares it a Training Mission. They will have to run the mission on the New Orleans Mission Board, and so, they roll dice to set it up. This is the state of the board after all **Nautical Conditions** 16 have been determined:



6 Visibility Dim.

4 Drift Intensity Weak.

9 Atmospherics Mist.

The player chose not to Change Conditions because they want a new Investor, which means returning with more Black cubes than Red.

The Mission is skipped in this example. We resume the action after the Mission ends.

next page

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11 The Mission ended with a **Lost** result during the Navigation Phase. Fortunately, all crewmen **Escaped** 13 and since the fishboat was in the Beaver Station position, none were captured (no Enemy Eyes). The player replaces the Fishboat marker with the Wreck marker, and performs the **Wreck Sequence** 59 . One crewman was fatigued and panicked, so he goes to Sick Bay while the others return to the shop.









During a mission, Davis received a Panic which was converted to Terror (Iron Nerves). Then he received another Panic, in addition to becoming Fatigued. A tough mission for Davis.

12 With no more actions left in the campaign turn, the player checks the **Event** (p. 5 CSA Almanac). The player doesn't opt for a Contract, so the Event has no effect. They then roll a die for **Sick Bay**...a '1'...which means Davis dies (he is removed from play).

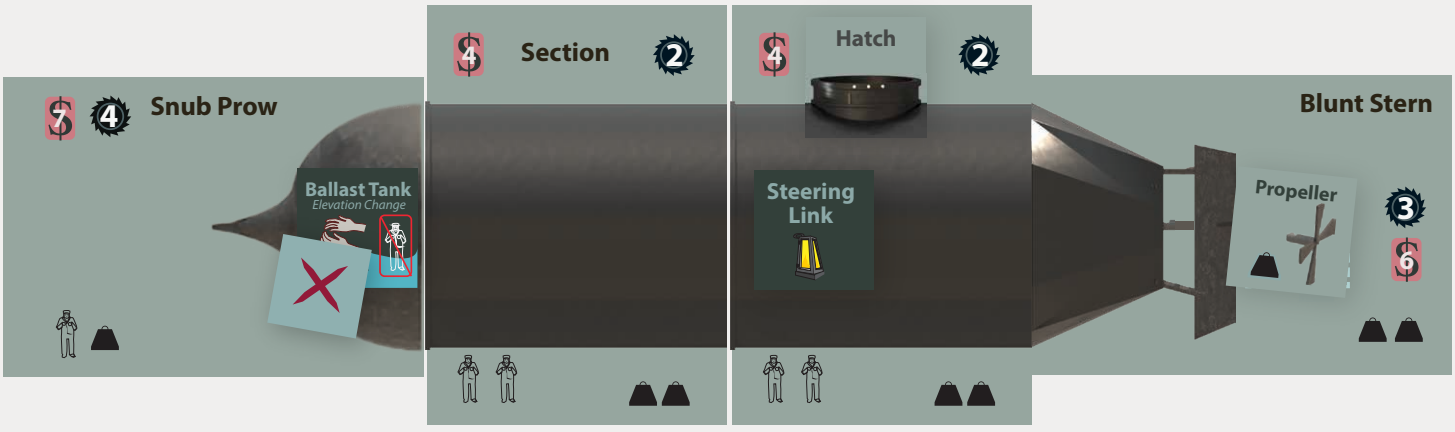


The player gains $8 for shop income in **Spring 1862**, bringing their funds to $15.

They roll a die for the **Fortunes of War**...a '7'...which ends the game. *The Yankees have captured New Orleans!* But the player decides to keep playing anyway, just to see if they can squeeze in another Mission before the end of Summer 1862. They reroll the die...a '1'... which means Recruit actions cost 2 Actions this Season.



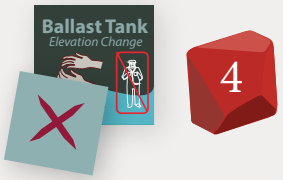
The player is allowed 3 Actions in Spring, and the first one will be **Salvage** 61 .
The fishboat has eight parts (the Keel Weights were released during the Mission), so the cost will be $3 plus the Prices Gauge, for $4 total (leaving the player with $11).



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They perform a **Repair Check** 59 for the Ballast Tank's Malfunction, paying $1 (plus another $1 for the Prices Gauge, leaving them with $9) and rolling a die...a '4'...which is an EVEN number and so, the Ballast Tank stays and the Malfunction marker is removed.

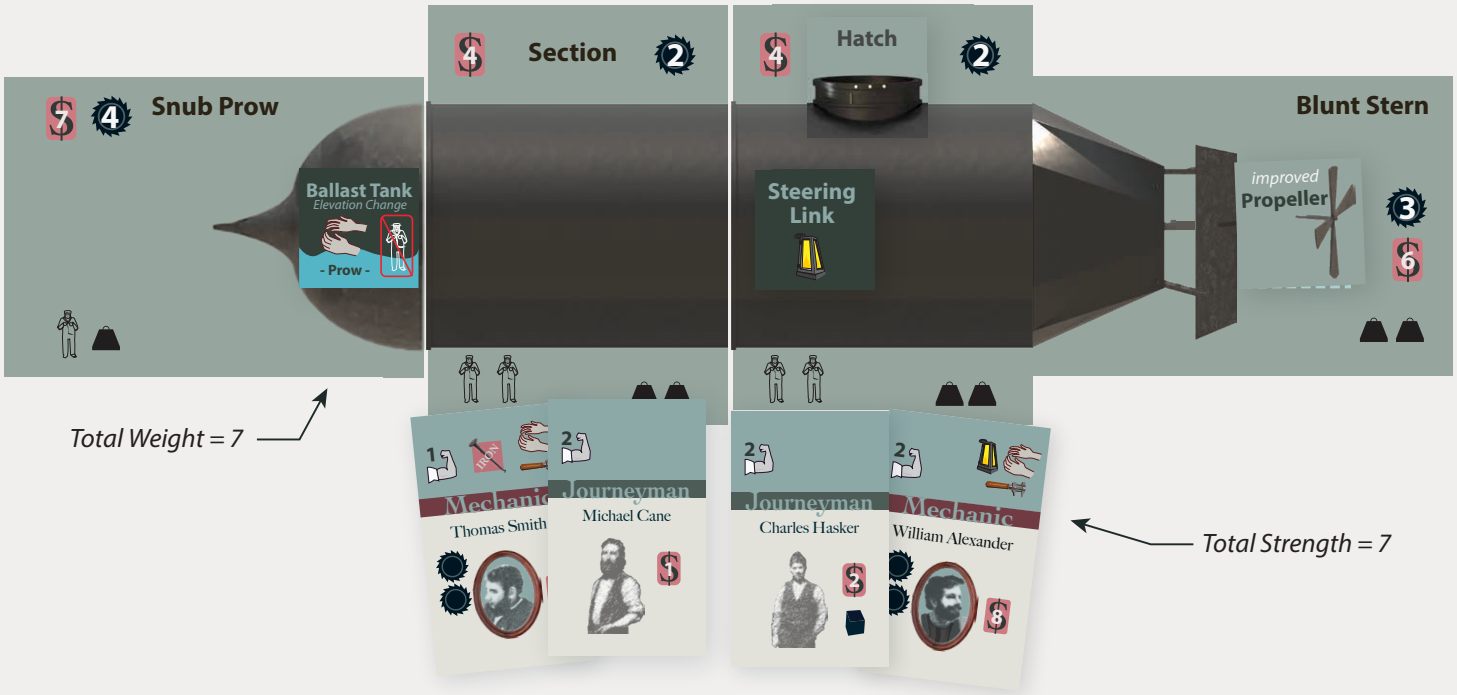


The player then performs a **Build** action and intends to follow it with another **Mission** action. With an Expertise of 9, the player sells their Propeller for $1 and replaces it with an Improved Propeller for $8 (+$1 Prices Gauge).



Without the Keel Weights and with this new Propeller, the fishboat's Weight is 7 and the Power Grade is 'D'. The player only has $1, not enough to add a weapon...and so...there is no way to perform a Ship Mission.







The game ends with one Training Mission performed and one Lost result.
The outcome of this mini-campaign is **Dismal**.

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Historical Note: The Development of Stealth as a Weapon of Naval Warfare, by Ed Ostermeyer

The use of stealth in naval combat is as old as warfare itself. There were the canoes of North America's First Peoples, ghosting silently down-river to lay waste the unsuspecting longhouses of their sleeping enemies. There were the swift and terrible "Long Ships" of the Norsemen whose transoceanic voyages and fierce actions gave meaning to the word "viking" and the descriptive phrase "Dark Ages" to the era of the burned and slaughtered Europe that was left in their wake.

Such craft were of an imposing length and a narrow width with freeboard scant feet above the surface of the water. Warrior muscle provided strength to arms and power to paddles and oars. As nautical technology's use became more widespread, the craft's propulsion switched from oar-driven to a spinning propeller being man-powered by a rotating crankshaft. The retention of the low freeboard made the enemy's task of spotting the vessel against a river bank's wavelets or an ocean's coastal tides difficult indeed.

Technological advances of the 17th and 18th Century allowed vessels to move below the waterline. The inclusion of mechanically-operated and refillable ballast tanks added a third dimension of movement, allowing the "fishboat" to disappear beneath the waves. Although David Bushnell's attack by stealth in September of 1776 by the *Turtle* failed to destroy the British frigate *HMS Eagle*, pilot Ezra Lee was able to withdraw from combat without being discovered by the enemy, proving this mode of stealth warfare was possible without killing her pilot.

The American Civil War saw the development of the submarine as an offensive weapon system deployed against enemy warships. Attacks on harbor facilities and valuable strategic locations were also vulnerable. While its primary offensive weapon could be an explosive device called a torpedo, its method of deployment varied according to the boat system that was doing the deploying. Depending on the cost of construction, the chosen nautical craft had to be able to approach and attack its target, then get away unscathed once the deed was done. Being built to plans that emphasized the value of stealth meant that the fishboat could, through the vessel's innate stealth and its crew's stamina, win free of the target area to bring boat and sailors home safely.

The American Civil War was fought with the weapons of the era's "super-technology." Confederates using steam engines for their torpedo boats soon learned that burning bituminous coal generated position-alerting black smoke. Anthracite or "English" coal, a rarity in the South, burned with no smoke. This made "English" coal its "stealthy" commodity and a highly sought-after cargo for Confederate blockade runners to bring through the Union Navy cordon.

Stealth was found most often as an integral part of the fishboat's kit. Even early on, a fishboat's role was to gather intelligence, deliver friendly personnel and materiel, attack enemy shipping and also strategic facilities such as wharves and bridges. The submarine could also be used as a rudimentary form of strategic deterrence. After the sinking of the *USS Housatonic*, many a Navy officer in the Union's South Atlantic Blockade Squadron would think twice about approaching Charleston's harbor, the infamous "Gate of Hell," for fear of encountering submarines like *H.L. Hunley* or torpedo boats like the *David* striking from cover, wielding torpedoes and captive mines that could end his warship's mission in a trice.

At the end of the Civil War, much of the technological advancement in naval design and capability found its way into commercial and scientific endeavors. Yet the important question of the use of stealth in naval combat had yet to be developed or answered.

Men like Edison, Westinghouse and Tesla used their new-fangled industrial laboratories to develop and build larger and more efficient electric motors and storage batteries, with the aim of extending operations when submerged. Electricity also made the on-board use of electrically-operated communication systems such as radio, and underwater navigation systems like sonar a reality, both making submersibles more stealthy and lethal. The haphazard and dubious mechanical and arm-powered machines of the mid-nineteenth developed into comparatively dependable and lethal nautical technology by the early twentieth. John Holland's design used both electric battery power for underwater travel and a gasoline-powered combustion engine for use when on the surface. The US Navy approved that design, and in 1900 commissioned Holland's boat as SS-1, the *USS Holland*.

The First and Second World Wars saw German submarines wreak havoc on her adversaries, and the United States fleet of submarines proved victorious against the Empire of Japan's merchant lifelines. Yet, the dreadnaughts, battleships, and later the aircraft carriers were the famous ships of collossal navies.

By the 1930s, the United States Navy considered the battleship its primary nautical weapon, applying to it the appellation "capital ship" and naming each after one of the states of the union. Names like *USS Missouri*, *USS Wisconsin*, *USS Massachusetts*, and *USS Arizona*, have honored places as the peak of their era's naval technology. This practice of honoring the primary weapon type with state names continues today. In the nuclear age, the Ohio was considered the lead class and the most powerful ship, and in the twenty-first century, the Virginia class had that honor.

Both the Ohio and Virginia are submarines.

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