

The USS Pensacola disabling the CSS Governor Moore during the fighting for New Orleans, April 1862

22. Extended Example of Play

A Union and Confederate Turn Using the 1862 Game Start

The following example of play is taken from the opening Union and Confederate turns of the 1862 *Rebel Raiders* scenario. Players have three card options available when they set up the game. In this case, the players opt to use “Option B” with pre-designated cards specific to the major historical naval battles fought during the game’s Turn 1 (April 1862), but not compelling their historical use.

Readers should note that every single nuance of the game is not described here—only explanation sufficient to follow the game’s actions. Suffice for now that this is an “IGO – UGO” type game (although there are things for the non-moving player to do). A year is divided into three turns: April – August – December and the Confederate player goes first. At the time this narrative’s action begins, the Confederate April 1862 Turn has been completed and it is now the Union’s opportunity to move pieces upon the map.

The 1862 *Rebel Raiders* setup is as per rule 19. This setup does have a variable: whether the 16 Confederate Blockade Runners placed upon the map commence the game pre-loaded with Cargo or not (see 19.2). The Confederate player rolls a die for each of his 16 at-start Blockade Runners, with a 4-6 resulting in the rolled-for ship commencing the game with Cargo. For this playing, the results were as follows:

Vera Cruz: 1	Wilmington: 2
West Indies: –	Spain: –
Porto Delgado: –	Brazil: 1
New Berne: –	Africa: 1
Savannah: 2	Mobile: –
Havana: 1	Charleston: –
Nassau: –	France & England: 2
Pensacola: 1	Bermuda: –

The Confederate player places the remaining ship pieces and Batteries upon the map as specified by the 1862 setup and chooses to start the optionally-located Raider in the Canary Islands High Sea Zone.

With that resolved, play of the 1862 setup game begins. The Confederates could now play card #100, BATTLE FLAGS NORTH, to pre-empt its specified Union Western Theatre Assaults; but elect not to do so as it may be preferable to let the Union not take advantage of all the Amphibious Assaults the FROM SEA TO SHINING SEA card provides by offering some alternate attack avenue temptations. Thus card #100 stays in the Rebel player’s hand... at least for now.

The Union player seeks to capture New Orleans from the sea. To do so he must first attack the Forts guarding it—the Fort space on the map labeled “Jackson & St. Philip.” If successful, the victorious fleet may continue up-river to attack New Orleans that same turn.

The Union receives two free Cannon pawns (attacks) a turn and can purchase or gain a third or fourth through Builds or card play. Normally, the Union may use only one of those pawns to make a single Amphibious Assault per turn. By play of the FROM SEA TO SHINING SEA event (card #24), however, the Union now has *four* pawns, and can use all four to make Amphibious Attacks (as they did in April 1862—arguably the worst single month of the war for the Confederacy).



Union Cards and Forces

As per the scenario instructions, the following cards are in play (placed face-up in front of the Union player):

- #2, DAVID DIXON PORTER (place by Porter Command Box)
- #8, GRANT TAKES COMMAND
- #24, FROM SEA TO SHINING SEA (event must be played this turn; card is then Discarded.)
- #37, USS HARTFORD (place by the Farragut Command Box)

Additionally, the following seven cards are in the Union player's hand (this is a special exception to the usual hand limit of six cards):

- #12, *USS IROQUOIS*
- #13, *USS BROOKLYN*
- #15, *USS CARONDELET*
- #18, *USS TYLER*
- #23, *USS MISSISSIPPI*
- #35, *EADS' IRONCLADS*
- #38, *USS QUEEN OF THE WEST*

Although there are many pieces on the map, in terms of this particular fight the Union player has the following forces available for the attack:

In the West Gulf: Farragut with four Screw Sloops

In the New Orleans Blockade Station: Porter with two Gunboats



For convenience, the pieces are placed on the two Commander's respective Command Boxes (to avoid stacks of pieces spilling over onto the map).

This will be the Union player's attacking force:



Total Available Union Naval Forces for the Battle of Fort Jackson & St. Philip.



Confederate Cards and Forces

The Confederates also have many pieces on the map, but opposing this armada, the Confederacy has:

One Battery and one Gunboat in the Forts Jackson and St. Philip space

Two Batteries in New Orleans

The following six cards are in the Confederate player's Hand:

- #60, *BOBBY LEE*
- #71, *CSS MANASSAS*
- #94, *TO THE DARK SHORES*
- #100, *BATTLE FLAGS NORTH*
- #104, *STONEWALL JACKSON*
- #110, *HULKS, RAFTS & CHAINS*

The Confederate player also has card #83, *TRENT AFFAIR*, placed face-up in front of him. Both sides also have cards in their respective Discard Piles from previous play. See the scenario setup for their details.

The Union Moves

Farragut with his Sloops moves to the New Orleans Blockade Station, picking up Porter and his two Gunboats (1 MP). Porter is placed in the Farragut Command Box to indicate he and his ships are now part of Farragut's force. The combined fleet then moves into the Jackson and St. Philip Fort space (a second MP).

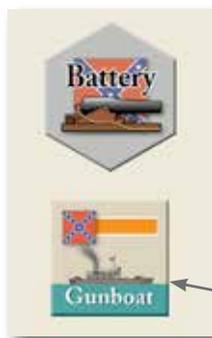
The first of the Union's Amphibious Assault pawns is expended (set-aside for possible re-use during later turns). The Union player is the attacker. He plays cards and designates "tactics" first. There are some "Response Card" exceptions to this in the *Rebel Raiders* game, but these are not germane to this narrative.

As the *USS HARTFORD* card is with Farragut, he designated one of the four Sloops to be the *Hartford*. This Sloop may ignore one hit in the coming battle.

He chooses to use the "Union Naval Shield" (10.21) tactic and sets up his fleet so the four Sloops are protecting the two Gunboats. This means that the two Gunboats cannot be targeted by enemy Battery, but also means that they may not fire on the Battery in any battle round during which they are shielded.

The Union player is doing this because Gunboats are very vulnerable, and also because as long as he has at least one Gunboat in this stack he may make use of the *DAVID DIXON PORTER & HIS LITTLE MORTAR BOATS* card.

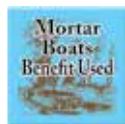




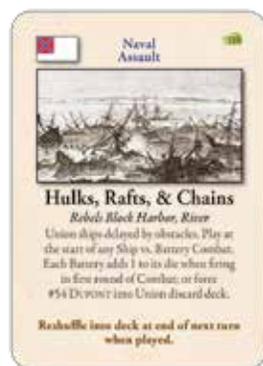
The Confederate player, facing a sizeable armada, decides to shelter his lone Gunboat behind the Battery, as shown at left. This means the Gunboat will not fight, but also will not be a target in the opening round—and could thus retreat back to aid New Orleans if its companion Battery is destroyed.

Sheltered/Protected Gunboat

Since the Confederate Gunboat did not Sortie, the Union begins with the DAVID DIXON PORTER card, which must be played before combat. The card allows the roll of two dice: for each 6 rolled one Battery is destroyed. He rolls two dice, neither one of which is a 6. Although both shots miss, the DAVID DIXON PORTER card remains face-up on the table.



The “Mortar Boats Benefit Used” marker is placed atop the PORTER card, but as it may be used only once per battle, this card can play no further part in the action.

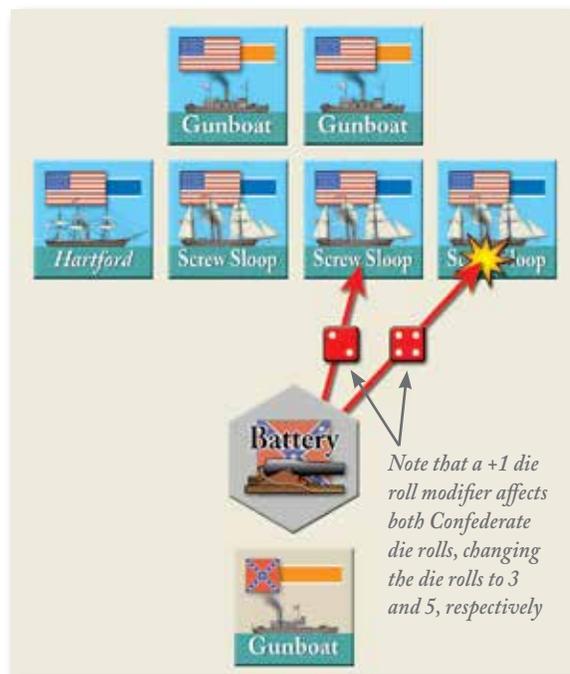


Combat now commences: the Union player declines the opportunity to play any card(s). This decision is followed by the Confederate player who elects to use his HULKS, RAFTS & CHAINS card (#110), allowing him a “+1” to the die roll for his Battery during the first round of combat.

Now the Union fleet engages the lone Battery. Fire is simultaneous.

The Union player has four Sloops. Each Sloop rolls two dice. Their only target is the single Battery. To destroy a Battery, at least one 6 is required. The Union rolls eight dice (two per each of the four Sloops), but fails to score a single 6. You can imagine the Union player’s response to more bad dice rolling!

The Battery “fires” two dice (see following illustration). The Confederate player may use both dice against a single ship (which he would need should he try to sink the *Hartford*, which ignores one hit per battle), or fire at two different ships. He chooses to roll against two separate Sloops—and intentionally does *not* select the *USS Hartford*. A roll of a 5 or 6 is required to sink a Sloop. The HULKS, RAFTS & CHAINS card (#110) gives the Battery a “+1” on its rolls in the first round. He rolls a 2 and a 4. The “+1” bonus makes these into a 3 and a 5, respectively. The 3 is a miss; the 5 sinks a Sloop.



Stay or Run?

The Union player could elect to withdraw and end the combat. He does not. (After all, this is Admiral Farragut, the man who two years later would utter the famous phrase “damn the torpedoes, full speed ahead!”—for which, by the way, there is a card, Union card #1. But alas, as that card is still in the deck, its bonus is not available for this fight.)

In round two, the Confederacy again elects to shelter the Gunboat. The Union also elects to keep its Gunboats shielded. (Both players are trying to save resources for the “real” fight to come, New Orleans... presuming the Union can surmount this pesky Fort space guarding that Port City’s approach.)

There are now three Union Sloops, one of them the *USS Hartford*. They each roll two dice; a 6 is rolled and the Battery is destroyed.

The Battery returns fire (simultaneously). The Confederate again chooses to fire at two Sloops, neither of them the *Hartford*. He fails to score the 5 or 6 needed to sink either.

With the Battery destroyed, the Confederate player elects to retreat his Gunboat to New Orleans.

Assaulting the Fort

With the departure of the Rebel Gunboat, the way is now open for the Union to attack the Fort space itself via Amphibious Assault. *Rebel Raiders’* resolution of land combat (or Assaults) is conducted in an abstract manner without pieces to represent military units. Cards and die rolling determine an Assault’s result.

In 1862 the Union rolls two dice in an Assault. The FROM SEA TO SHINING SEA card, however, gives the Union a bonus die in certain Amphibious Assaults, for a total of three dice.

The Confederacy always receives two dice in defense. In land combat, the highest single die rolled by each side is compared; the higher die wins, but the Confederacy wins ties. Rolling

doubles or triples adds one (+1) or two (+2), respectively, to the highest die.

The Union player elects to employ Union Tactics (11.63). This allows him to sacrifice dice to gain bonuses. For each die sacrificed, he gains a “+1” to the high die roll (maximum of three, but this kind of bonus won’t be available to the Union until later during the war; i.e., in 1864).

He decides to sacrifice one of his three dice. The Union player will thus roll two dice, but will add one (+1) to the higher. He rolls a pair of 5s. The highest die is a 5, to which he adds one (+1) for rolling a pair and another one (+1) for the die sacrificed in Union Tactics. His high die is thus a 7.

The Confederate player rolls two dice: a 3 and a 6. The Union 7 is greater than the Confederate 6. The Confederacy loses the battle, and the Union places a square Union Fort Control marker on the Jackson & St. Philip Fort space. Since the Union won the battle by a difference of one ($7 - 6 = 1$) the Confederate VP total is reduced by one. As the scenario starts with the Confederate VP marker set at 30, it is now reduced to 29.

On to New Orleans

As the Union fleet is victorious, it may continue moving, and as the Union still has unused Cannon (attack) pawns, the Union may attack again. The second Amphibious Assault marker of the turn is placed on the map to designate the next attack. Farragut’s armada (comprised of the three surviving Sloops, as well as Porter and his two Gunboats) moves into the New Orleans space. This is the third MP for the fleet since beginning its move from the West Gulf. Porter’s Gunboats, however, have only used 2 MPs as they began the turn in the New Orleans Blockade Station.

The Union player decides to pull out all the stops. He plays the *USS BROOKLYN* and *USS MISSISSIPPI* cards (#13 and #23). Each affects one of his Sloops. His third Sloop is still the *Hartford*. The Sloop markers labelled *Brooklyn* and *Mississippi* are substituted for the two generic Sloop pieces. They will each ignore the first hit they receive in the upcoming battle. The *USS Brooklyn* has a die roll *chance* (on a subsequent die roll of 5 or 6) to ignore each hit it receives. The Union player first announces that he will use the DAVID DIXON PORTER card again, as he is allowed to do so once per battle. He elects to shield the Gunboats for the first round.

The Union rolls his two dice for PORTER—and again fails to score the 6 needed to destroy a Battery. The Union player is now glaring threateningly at the game’s dice.



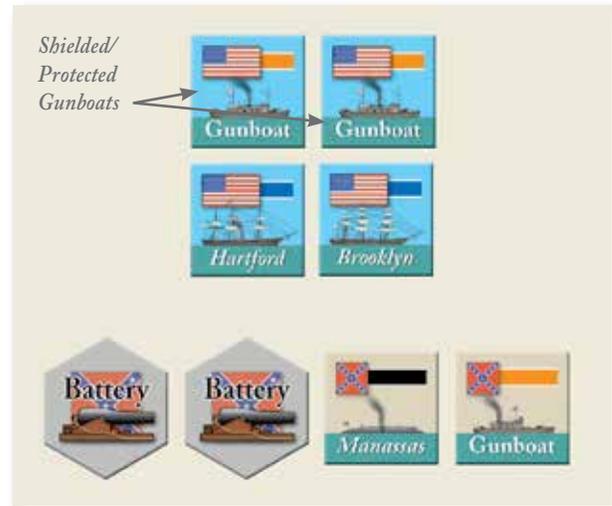
Total Available Union Naval Forces for the Battle of New Orleans

The Confederate player decides it is now time to play the *CSS MANASSAS* (card #71). This is an Ironclad Ram. The Confederacy receives the *Manassas* Ironclad from the counter mix to add to the battle. Its special ability to ram is resolved *immediately*.

The Confederate player chooses to ram the Screw Sloop *USS Mississippi*. Each side rolls one die. If the Confederate die is higher, the *Mississippi* will be sunk (this is not considered a “hit” which the *Mississippi* could void). The Confederate player rolls a 4, the Union a 3. The Sloop marked with the *USS MISSISSIPPI* card is indeed sunk; the *USS MISSISSIPPI* card is discarded.

The Confederate elects to fight a combined battle, where his ships and Batteries will fight together. He hopes that massed firepower (lots of dice) will have a greater chance of derailing this Union naval attack.

The fight now looks like this:



The Union has two Sloops; each may roll two dice. Ships, however, may not split their fire. He decides to use the *Hartford* to fire upon the Confederate Ironclad, and the *Brooklyn* to fire upon a Battery. He will need to score at least one six to destroy either. The Gunboats do not fire in this round, as they are shielded.

Special Note: *Had the Union elected not to shield the Gunboats, the Confederate ships would most likely have sortied—this prevents the mortar boat card from being used until after a round of ship to ship combat is declared for which there is no Gunboat shielding. To use the mortar boat card, moreover, at least one Gunboat must survive—the Confederates would most likely have targeted the Gunboats, and if both were sunk, the DAVID DIXON PORTER card would become useless and placed in the Discard pile.*

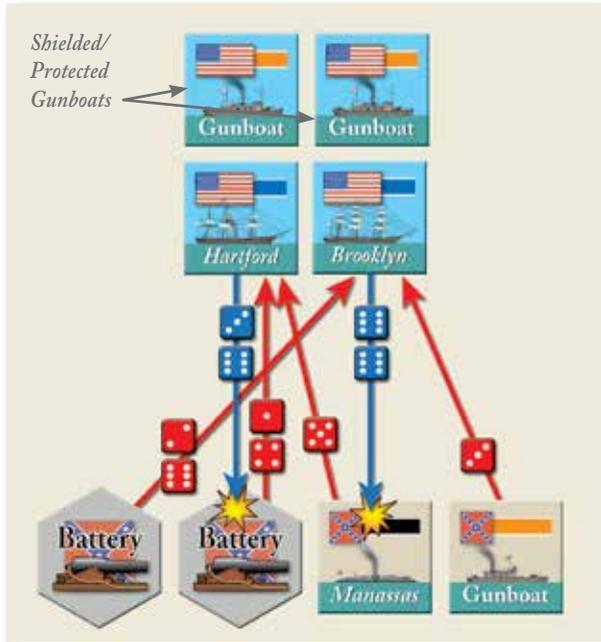
The Union player rolls. *Hartford* rolls a 3 and a 6; *Brooklyn* a pair of 6s (“boxcars”!). The Ironclad *Manassas* is sunk (the second 6 is superfluous). The Battery is destroyed. The Union player heaves a sigh of relief and proclaims his dice “heroic”.

Fire is simultaneous, however, so the Confederates may respond. The Reb warships, which could fire at one or both of the Union Gunboats since shielding only prevents the Batteries from targeting Porter’s Gunboats, choose to assist against the more dangerous Steam Sloops.

The Confederate player elects to use one Battery and the Ironclad *Manassas* against the *Hartford*, and the other Battery and the Gunboat against the *Brooklyn*. The Batteries each roll two dice, the Ironclad and Gunboat roll one die each. This gives

the Confederates three dice against each target, needing 5 or 6 to sink a Sloop.

The three dice against the *Hartford* are a 1, 4 and 5. The 1 and 4 miss. The 5 is a hit, and would normally sink a Sloop. With the *USS HARTFORD* card, however, that Sloop may ignore one hit per battle. The *HARTFORD* card is flipped over to show that this ability has been used. The *Hartford* piece is set aside and a generic Sloop substituted for it. If Farragut survives this battle with a single remaining Sloop, this card may be used again for a different engagement.



The three dice against *Brooklyn* are a 2, 3 and 6. Again, a 6 would normally sink a Sloop, but the *USS BROOKLYN* card allows this Sloop a chance to stay in the fight. On a die roll of 5 or 6 the *Brooklyn* ignores the hit and keeps fighting; any other result it must retreat. However, the die for the *Brooklyn* is a 4: a generic Sloop piece is substituted for the *Brooklyn*, that Sloop retreats and is moved back to the space from which it entered the fight (the Jackson and St. Philip Fort space). A red "Move Complete" chip is placed on the Sloop to indicate it may no longer move this turn. The *USS BROOKLYN* card is placed in the Discard Pile.

Round Two

The Confederacy has a Battery and a Gunboat remaining. The Union has a single Sloop and two Gunboats. The Union could elect to retreat, an action that would allow the Northern ships to fight another day, but at the possible cost of forfeiting victory point(s) (the difference between two dice). However, this is Farragut the Union player reminds himself, who is now truly in the spirit of the game, and emboldened by his seeming turn of luck with the dice, he decides to stay and fight.

The Union player cannot use Porter again in the same battle, and puts both Gunboats into the firing line. Each will roll one die. The surviving Sloop will have two dice.

The Confederate player could decide to pull the Gunboat back behind the Battery. Gunboats are easy to sink (a roll of 4, 5 or

6 does it), and as long as even a single warship remains alive, the Union cannot Assault the Port. The Confederate, however, is feeling feisty and lucky. He leaves the Gunboat to fight alongside the Battery.

The coming Battle round now looks like this:



The Union player fires: He allocates one of his Gunboats against the Confederate Gunboat, and the other Gunboat and the Sloop (that has been substituted for the *Hartford*) on the Battery. That is three dice (two for the Sloop, one for the Gunboat) against the Battery. He rolls a 1, 4 and a 5. The Battery survives ("arghh!" exclaims the Union player). The other Gunboat rolls a single die: it rolls a 4, sinking its target (a die roll of 4, 5 or 6 would have sunk the Confederate Gunboat).

The Confederate responds. His Gunboat will fire at one Union Gunboat. The Battery will split its fire: one die at the Sloop, and one die at the second Gunboat.

The Confederate Gunboat rolls a 4, sinking the Union Gunboat. The Battery rolls one die at the other Gunboat, also rolling a 4, sinking it. The Battery rolls its other die at the now-unnamed Union Sloop (the *USS HARTFORD* card has been withdrawn), rolling a 2... a miss (it needed a 5 or 6).

The Confederate Gunboat is removed, as are the two Union Gunboats, and with both Gunboats sunk, DAVID DIXON PORTER, card #2, is placed into the Union discard deck... a serious blow to the Union's future Mississippi River ambitions. The sole surviving Union Sloop and the Confederate's Battery survive.

Decisions, Decisions

The Union player now has a painful decision to make and ponders his options. He has a single Sloop versus a Battery... he has two dice, needing a 6 to hit a Battery, while the Battery has two dice, needing either a 5 or 6 to hit the Sloop.

The Union could continue the Naval Combat. If the Sloop destroys the Battery, that would make the following Amphibious Assault landing easier (one less defending die). If the Battery destroys Farragut's single remaining Sloop, however, that will end the naval battle with the *USS HARTFORD* card being removed from play via discard. The way the dice have been falling, the Union player decides this is a risk not worth taking. He chooses to discontinue the Naval Combat (per 10.25).

As there are no Confederate warships remaining, the Amphibious Assault must now be conducted, although this means the landing will go in against the Battery.

The Porter commander, no longer needed with the demise of his two Gunboats, is returned to his Command Box for possible future use next turn.

In Go the Landing Parties....

The Union player has his normal two dice for an 1862 Amphibious Assault, plus a third due to the FROM SEA TO SHINING SEA card's bonus. He will sacrifice a die for Union Tactics, giving him two dice with a "+1" bonus.

The Confederacy always has two dice on defense. Each Battery, up to a maximum of three in a space, adds a die. As there is but one Battery remaining, the Confederate receives a die for it. The Confederate player will therefore roll three dice, and as Confederate, wins any tie.

The Union rolls a pair of 3s. His high die is thus a 3, plus one for rolling doubles, plus another for the Union Tactics—a total of 5.

The Confederacy rolls three dice—all 2s. His best die is a 2, adding two for rolling triples—giving him a total of 4 (it is now the Confederate player's turn to stare at the fickle dice with gritted teeth). New Orleans falls to the Union, and a Union Control marker is placed upon the Port space.

The Union player has won by a difference of one ($5 - 4 = 1$). This costs the South another VP. Move the VP marker down from 29 to 28.

The loss of a City (as opposed to a mere Fort) costs the South additional VPs. The Union rolls a die, reducing the Southern VP total by the number on that die. The Union rolls a 3, thus costing the South three more VPs. The VP marker is moved down from 28 to 25. The "Confederate Cities and Ports Lost" track marker is placed atop its "1" box.

The Union player still has Farragut with one Sloop remaining in New Orleans. The Farragut "fleet" has expended 3 MPs so far. As Sloops have 6 MPs, Farragut and the Sloop could continue moving... and they do so, back out to Fort space Jackson and St. Philip, on to the New Orleans Blockade Station and then out into the West Gulf (where that Sloop could intercept Confederate Blockade Runners seeking to enter the West Gulf and land their VP Cargo in Galveston). A red "Move Complete" chit is placed atop the Sloop.

Although costly, the Union campaign on the southern reaches of the Mississippi River is off to a good start.

"D-Day" at Norfolk

The Union player has many pieces on the map which could be moved, but he elects to continue resolving the two Cannon pawn Assaults remaining to him. This is a typical convention many *Rebel Raiders* playtesters used as knowledge of a turn's Assault results could influence their further moves upon the map.

The Union player sets his sights on Norfolk. The Norfolk Blockade Station already contains a formidable Northern Naval Force of two Sloops, one Gunboat, and an Ironclad. Not wishing to again confront the die rolling fates with anything less than a maximum effort, one Union Sloop and the one Gunboat in the Navy Yards move to the Norfolk Blockade Station, pick up the four Northern pieces already there, and—with expenditure of a Cannon pawn—move to Assault Norfolk for 3 MPs.



Naval Battle is joined and the Union must first declare any cards to be played. This gives some pause to consider strategy employing the turn's final and fourth Cannon pawn, for the Confederate player—by not previously playing card #100, BATTLE FLAGS NORTH—has added options the North was not initially counting upon.

After the situation at Norfolk is resolved, the Union could:

- Assault Norfolk again should the Assault fail.
- Attack New Berne, as permitted by the scenario rules, allowing a 4th Amphibious Assault for the April 1862 Union Turn.
- Move north of newly-captured New Orleans to attack the Baton Rouge Fort (although there's little Northern naval strength left to reach that space after the grievous losses sustained during this turn's campaign to seize New Orleans).
- Use Foote's force to Assault the Island No. 10 Fort and open a river path to Memphis.
- Launch a River Assault from Forts Henry & Donelson to conquer Chattanooga.
- Assault Nashville from Louisville and open up Memphis to landward attack (rendering any Confederate warships there useless) and—if Memphis falls to the North—Island No. 10 would follow by "withering on the vine" for lack of supply.

The last two options, Chattanooga and Nashville, were only made possible by the Confederate player *not* playing card #100, BATTLE FLAGS NORTH. Furthermore, reasons the Union player, any space captured which the Confederates have no (red) Land LOCs to Counterattack over is safe (*unless* the Rebels subsequently get card #103, UPRISING!, which would permit a Counterattack on Union-held New Orleans or the Union-controlled Fort Henry and Donelson space).

Presuming the Assault on Norfolk goes well, the Union's next and final Assault of the turn will be Nashville. Lacking any Battery to enhance its defense, it is too good an opportunity to pass up—and besides, the GRANT TAKES COMMAND card is still available if needed.

This means the North can pull out all the stops in assuring the naval battle of Norfolk goes his way. Three cards are played to enhance the Union fleet's power: card #15, USS CARONDELET

(which makes the Union Ironclad unsinkable), card #18, *USS TYLER* (which converts a Union Gunboat into an Ironclad), and card #38, *USS QUEEN OF THE WEST* (which converts the second Union Gunboat into a ram capable of sinking a Confederate warship before the first round of battle).

The appropriately-named pieces are placed upon the map and their generic counterparts set aside.

The *Queen of the West* targets the Confederate Ironclad defending Norfolk. The Union player rolls a 3 vs. the Confederate 2, which the Confederate player stares at for a moment in utter disbelief. The Rebel Ironclad is forced to retreat and is eliminated since there is no space to retreat to from Norfolk.

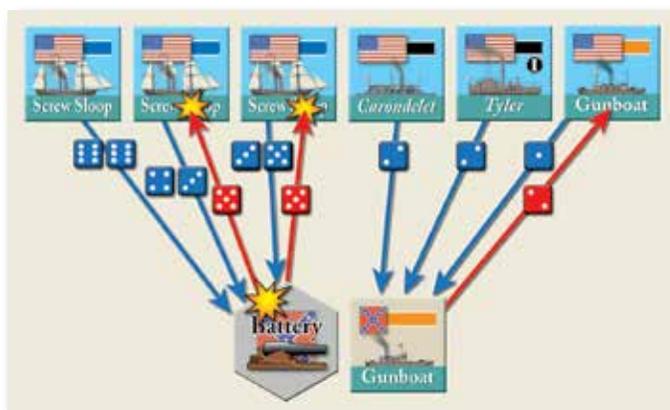
The Confederate player then chooses tactics, which under the circumstances may as well be a glorious combined defense with what strength he has facing the Union naval juggernaut. Here's the situation before any dice are rolled:



Preparation for the battle of Norfolk

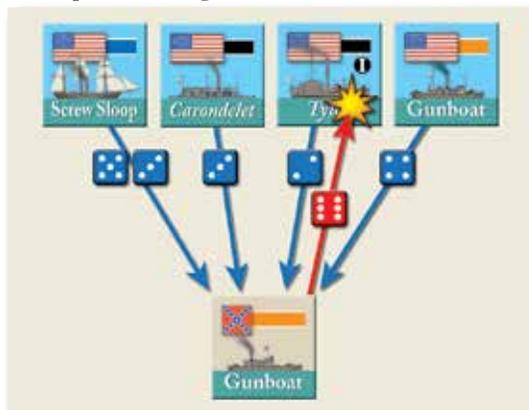
The Confederates allocate the Battery's two dice to fire at one Union Sloop each and the Rebel Gunboat—in hopeful vengeance against the *Queen of the West*—will fire its one die against that Union Gunboat. The Confederate Battery rolls a remarkable 5 and a 5 and sinks *both* Sloops, while the Rebel Gunboat rolls a 2 for a miss.

The Union then responds with the three Sloops firing at the Battery and the three remaining warships (with three dice) at the Confederate Gunboat. The Sloops six dice are: 6, 6, 4, 3, 3, 5—which destroys the Battery. The shots at the Gunboat are 2, 2, 1... all misses!



This precipitates a second round of Naval Combat. The gutsy little Rebel Gunboat now faces a weakened Union fleet alone. It tries its luck by firing on the *Tyler* with a die result of 6 (making a 1 out of 6 chance)... sinking that special Ironclad Gunboat. The five Union dice are 5, 3, 3, 2, 4: eliminating the

Confederate Gunboat and opening Norfolk up for Amphibious Assault. The *USS CARONDELET*, *USS TYLER*, and *USS QUEEN OF THE WEST* cards are placed face-up atop the Union Discard Deck. The *CARONDELET* and *TYLER* named pieces are removed from the map and their generic ones substituted.



As the North already used both FROM SEA TO SHINING SEA “card enhanced” +1 Amphibious Assault Cannon pawns for the New Orleans campaign, this is a normal two-dice 1862 Union attack versus two Confederate defending dice. The Union player elects not to use Union Tactics and rolls a 5 and a 6 for a high attack roll of 6. The Confederate player rolls a 3 and a 4—and loses Norfolk.

Besides the 2 VP penalty for a defeat in the Assault (Union high die of 6 less the Confederate's roll of 4), the Union rolls a 1 for capturing Norfolk and the Confederate VP Track marker is adjusted to 22 VPs with the “Confederate Cities and Ports Lost” marker placed atop the “2” space.

The Union Fleet, now composed of a Sloop, an Ironclad, and one Gunboat (50% losses!) is placed in the Norfolk Blockade Station, with a “Move Complete” red chip placed atop the stack. The Confederate player has a Counterattack Cannon pawn available for his upcoming August 1862 Turn and it seems best to have some ships to blockade Norfolk should the South be so fortunate as to regain that Port.

The Battle of Nashville

The Union player declares his fourth and final April 1862 Assault from the Forts Henry & Donelson space to Nashville. Had the South any Battery or warship piece in Nashville, the Union could have moved all or a portion of Foote's river fleet out of Cairo to support the Assault with 2 MPs expended. However, there's no need for that as Nashville is on its own with only a basic two-dice Assault defense.

The Union player—knowing the GRANT TAKES COMMAND card's reroll is available—chooses to roll but a single die with +1 for Union Tactics. A 4+1 becomes a high Union Assault die of 5.

The Confederate player rolls a 4, 2 and grimaces at his continued poor dice rolling luck.

Nashville falls. Besides the 1VP Confederate penalty for losing the battle, the Union player rolls another die for a 1 VP penalty for City capture (“Argh! Again!?”) bemoans the North... although considering his luck thus far rolling dice, if a one die roll result must be rolled it is far better to get it with the City

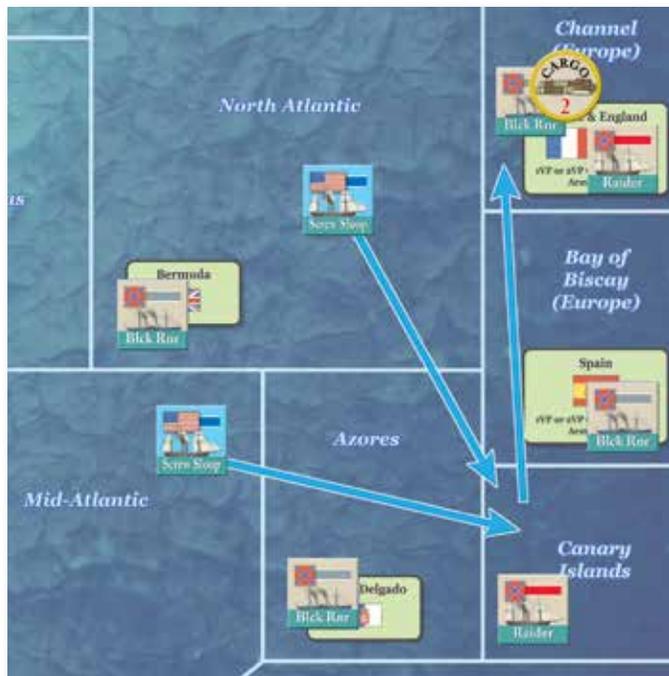
capture VP penalty than with the battle itself). Heck, Grant's high battle die re-roll was not even needed!

The "Confederate Cities & Ports Lost" Track marker is placed atop the "3" box (for New Orleans, Norfolk, and now Nashville) and the VP Track marker set at 20 VPs.

Raider Hunting

The Union player now turns attention to the seas and a potential menace posed by the Canary Islands High Sea Zone's Confederate Raider. The Mid-Atlantic Zone Sloop moves to the Raider's location (2 MPs) and launches a search for another 2 MPs. The Search Roll is a 1... no reason for the Confederate player to bother with an evasion die roll since, with a +3 Speed Bonus, there's no way for the Raider to be caught.

The Union Sloop expends its remaining 2 MPs to move to the Channel, places a red "Move Complete" chip atop it, and awaits the Raider in the France & England Neutral Port to dare putting to sea.



The North Atlantic Zone Union Sloop moves to Canary Islands (2 MPs) to try its luck in finding the Raider, and expends the extra MP needed for a +1 to the Speed Roll: 2 MPs for the basic search with 2 MPs more for the speed enhancement (6 MPs expended). The Union player rolls a 5 + 1 for a 6 Speed Roll. The Confederate Raider rolls a 6 + 3 = 9 Speed Roll and once



The Confederate ram Arkansas running the Union fleet at Vicksburg.

again avoids combat. A red "Move Complete" chip is placed atop the Union Sloop.

"Tidying Up the Blockade"

The Union player makes the following moves, each concluding with a red "Move Complete" chip being placed atop the moving ship(s):

- The Navy Yards Sloop moves 6 MPs to join Farragut in the West Gulf.
- The Charleston and then Savannah Gunboats move 3 MPs each to form a Key West Blockade Station stack.
- The two Gunboats in the New Berne Blockade Station split up and at 3 MPs each; one moves to the St. Augustine Blockade Station and the other to Savannah's Blockade Station.

The remaining Union ships stay in their April 1862 at-start positions. All red "Move Complete" chips are removed from the map.

Union Card Phase

The turn's furious actions have seen the Union card hand reduced to two cards: EADS' IRONCLADS and *USS IROQUOIS*. Three new cards are selected from the North's Draw Deck. They are cards:

- #1, DAMN THE TORPEDOES... FULL STEAM AHEAD!
- #7, A LACK OF BRAINS
- #52, COALING STATION

The Union April 1862 Build Phase

The first thing the Union does is play card #35, EADS' IRONCLADS, which places one Ironclad piece each in the April, August, and December 1862 Turn Record Track's "Units Arriving Boxes" for those turns. The April Ironclad is placed in St. Louis. Card #35 then goes to the Union Discard Pile.



The two Northern "Free" Build Phase Gunboats are placed: one in Cairo (which gives Foote a full stack of ships—five Gunboats and one Ironclad), and the other in the Navy Yards.

The Union player has 6 Build Points. These are spent to do the following: two points for an Ironclad, two points for two Screw Sloops. All three ships are placed in the August 1862 Turn Record Track's "Units Arriving Box" atop the Ironclad from play of card #35. For the final two points the Union player "buys" a card from the Draw Pile and it is a good one indeed—card #48, SIEGE TRAIN!

The Northern player has five cards in his hand for the upcoming August 1862 Turn, and two Cannon pawns for Assaults.

Movement Log of Blockade Runners, April 1862				
Blockade Runner Starting Location	Intercepted by & die/dice rolls	Blockade Runner Speed Roll	Blockade Runner Ending Location	Cargo (VP) Landed
Vera Cruz with one 1 VP Cargo pre-loaded	Incoming: 2 Sloops West Gulf: 6, 3 Outgoing: 5, 5	5+2=7: Incoming evasion success, then 1+2=3: Runner sunk	Blockade Runner eliminated (7 MPs)	1 VP
Mobile	Outgoing: 1 Sloop East Gulf: 3	<i>No need to Speed Roll</i>	South America (picks up one 1 VP Cargo in Havana)	None
Pensacola with one 1 VP Cargo pre-loaded; unloaded at move start	Outgoing: 1 Sloop East Gulf: 6	4+2=6: Evasion success; move continues	Africa with two 1 VP Cargo pieces loaded	1 VP
Havana	Incoming: 1 Sloop East Gulf: 6	2+2=4: Runner sunk with 1 Cargo aboard	Blockade Runner eliminated (4 MPs)	None
Brazil with 1 VP Cargo pre-loaded*	Incoming with two 1 VP 1 Sloop East Gulf: 6	5+2=7: Evasion success at 5 MPs	Mobile with Cargo unloaded (8 MPs)	2 VP
West Indies	None	None	South America Zone with two 1 VP Cargo (1 Cargo picked up in Brazil (7 MPs)	None
Nassau	Incoming: 2 Gunboats Key West: 5+1=6 Outgoing: 4+1=5	6+2=8: Incoming Evasion success; then 5+2=7: outgoing Evasion success	The Keys Coastal Zone (8 MPs)	1 VP
Africa with 1 VP Cargo already loaded*	Incoming: 1 Sloop South Atlantic: 3	<i>No need to Speed Roll</i>	Charleston (7 MPs)	2 VP
Savannah with one 2 VP Cargo pre-loaded	Outgoing: 1 Gunboat in Blockade Station: 2	<i>No need to Speed Roll</i> ; goes to Ponta Delgado	Picks up two 1 VP Cargo and ends move in Mid Atlantic (8 MPs)	2 VP
Charleston	Outgoing: 1 Sloop South Atlantic: 3	<i>No need to Speed Roll</i> ; goes to Ponta Delgado	Picks up two 1 VP Cargo and ends move in Mid Atlantic	None
Ponta Delgado*	Incoming: 1 Sloop Hatteras: 5	6+2=8: evasion success	Wilmington (7 MPs)	2 VP
Bermuda	None	None	Caribbean with 2 VP Cargo picked up in Spain (8 MPs)	None
Wilmington with 2 VP Cargo pre-loaded	Outgoing: 1 Sloop Hatteras: 5	4+2=6: Evasion success; goes to France & England	Picks up one 2 VP Cargo and ends move in North Atlantic (8 MPs)	2 VP
New Berne	Outgoing: 1 Sloop Hatteras: 2	<i>No need to Speed Roll</i> ; goes to France & England	Picks up one 2 VP Cargo and ends move in North Atlantic (8 MPs)	None
Spain	Incoming: 1 Sloop South Atlantic: 3	<i>No need to Speed Roll</i>	Charleston (7 MPs)	2 VP
France & England with 1 2 VP Cargo pre-loaded	Incoming: 1 Sloop Hatteras: 2	<i>No need to Speed Roll</i>	New Berne (6 MPs)	2 VP

* Blockade Runner for 1MP loads 1VP Cargo and a To THE DARK SHORES 1VP Cargo for 2 VP total.

The Confederate August 1862 Turn begins: Cargo & Blockade Running

The Southern player begins the turn by playing card #94, To THE DARK SHORES, and places three 1-value Cargo markers in the Neutral Ports of Brazil, Africa, as well as Ponta Delgado (with two 1 VP Cargo markers). All thirteen 1-Cargo markers are now on the map (...“but not for long,” thinks the Confederate player).

This placement triggers a series of Blockade Runner moves with Union attempts at interception. There are 16 Blockade

Runners to move—a rather large number for any *Rebel Raiders* game. Moving west to east, and placing a red “Move Complete” chip on each surviving Runner when its movement is done, the Confederate player resolves each piece’s movement.

Refer to above chart for information about each Blockade Runner’s move.

“Not a bad turn of blockade running,” muses the Confederate player once all have been moved. For the loss of but two Runners, 17 VPs of Cargo was successfully landed, and the Victory Point Track’s marker is now set at 37, and more Cargo is poised

to be landed next turn. The Union player is unhappy since—statistically at least—more Blockade Runners should have been caught... but this is war gaming and the dice can be fickle!

Confederate Raiders take action!

There are two Confederate Raiders on the map. The first, in France & England, has a Union Sloop awaiting it offshore. It moves into the Channel, triggering an interception attempt. The Union player rolls a 1, mutters under his breath, and the Raider moves on into the North Atlantic, with 4 MPs remain-

ing. It could roll one die with a +1 to the result, or two dice without modifier with a 4, 5, or 6 result gaining prey VPs. The Confederate player rolls two dice resulting in a 5 and 3 and the Victory Point Track marker moves to 38.

The second Raider is in the Canary Islands, sharing that High Sea Zone with a Union Sloop and therefore risking interception if it attempts to raid there. So, discretion being the better part of valor, as the old saying goes, the Raider departs for the Indian Ocean High Seas (could its ultimate target be the Whaling Grounds?).

That leaves the Raider with 4 MPs. The Confederate player again chooses to expend them for two raids. The dice rolls are 1 and 6, gaining another 2 VPs and a cumulative 40 VPs on the Track.

Counterattack at Nashville

The Confederate player is hoping he's saved the best of the Movement Phase for last and expends his Cannon pawn to declare a Counterattack from Memphis to Nashville over the connecting red Land LOC.

The Union player chooses to use "Union Tactics" for a +1 to his 1862 Assault defense die roll. He rolls a 2+1, for a high die result of three. With a smile, the Confederate player rolls his two Assault dice for a result of 5, 1... the Rebs win!

But wait... card #8, GRANT TAKES COMMAND, has not been used for the August 1862 Turn. The Union player could force a re-roll of the South's high die (the 5) or he could re-roll his own shabby roll of 2. The Union player elects to reroll his own die and it is a 6+1 for a high Union Assault die roll of 7.

 Grant seizes victory from defeat and the Southern Counterattack on Nashville fails. The Assault die roll differential is two and the Confederates now have 38 VPs on the Track. The GRANT TAKES COMMAND card won't be available to potentially assist with either of the North's upcoming August 1862 Assaults, for it can be used only once per turn. Such sacrifice was well worth it, reasons the Union player (at least for now). The GRANT TAKES COMMAND card remains face up, but the Grant Benefit Used "reminder" counter is placed atop it so both players know its ability cannot be used until next turn (December 1862).

Final Move

With Nashville lost, a Confederate naval presence in Memphis seems superfluous since Memphis can now be attacked overland. The two Gunboats there move south to Vicksburg.

The Confederate Ports and Cities Lost marker remains at "3" to represent the Union's conquest of New Orleans, Nashville, and Norfolk. All red "Move Complete" chips are removed from the map.

Confederate Supply Phase

There is need to roll a single die for this. The Confederate player gets a six (a 6!!!). You, dear reader, can imagine the Reb player's response to that. The Confederate Victory Point Track's markers adjust to show 32 VPs accrued... not much different from what the Rebels began the game with.



The Confederate Card Phase

Last turn's actions depleted the South's hand to three cards, BATTLE FLAGS NORTH, STONEWALL JACKSON, and BOBBY LEE. To these three new cards are drawn:

#63, *CSS ALABAMA*

#73, *CSS HUNLEY*

#78, MALLORY'S MIRACLE

Card #88, P.G.T. BEAUREGARD, is reshuffled back into the deck for possible drawing during the December 1862 Turn.

The Confederate August 1862 Build Phase

The first thing the Confederate player does is bring on the *Alabama*. This special Confederate Raider is placed in the France & England Neutral Port. It is a "free" Raider and exempt from all costs and VP penalty.

Not so for the next Raider brought into play as the South uses its first of 5 Build Points. An unnamed Raider is placed in the Spain Neutral Port Box. The Reb VP tally is adjusted to 31.

For the remaining 4 Build Points the South places:

- one Blockade Runner in France & England,
- one Blockade Runner in Africa,
- one Gunboat in Memphis (it can retreat to Vicksburg if needed)
- and one more Gunboat in Vicksburg to join the two already there.

The Confederate player also receives a Battery for each of Atlanta and Richmond. One is placed in Richmond—which now has two Batteries plus Lee and Jackson available for a defense of 7 dice and Lee's re-roll ability. This should be adequate to defend against the Union's two August 1862 Assault dice should they venture forth from Norfolk. The second Battery is placed in Vicksburg.

The Confederates now choose to convert VPs into Special Build Points (14.32) to acquire more Build Points. A total of 15 VPs are so exchanged to bring on a Gunboat in Arkansas Post and to get another card, #73, *CSS GAINES*.

This means, reasons the Confederate player with some relief, that if Farragut (currently weakened by last turn's losses of Sloops and both Porter's Gunboats) does manage to get by the Baton Rouge Fort space, he'll confront a Battery, two Gunboats and two Ironclads (*Gaines* and the MALLORY'S MIRACLE Ironclad). The Confederate player is unaware the North possesses card #52, COALING STATION, which could upset that calculation of potential Union naval strength on the lower Mississippi River.

The VP Track now shows the Confederacy with 16 VPs.

This game of *Rebel Raiders* has just begun and many are the variables of dice and cards... the issue remains very much in doubt.

23. Card Text Compendium



23.1 USN (Cards 1-55)

1) Naval Assault: "Damn the Torpedoes... Full Speed Ahead!"

~ David G. Farragut

Play when one or more Union ships attack a space with at least one Battery. Confederate Batteries fire first, inflict hits and remove sunk Union ships. Union survivors then return fire with twice the normal dice (don't double card-provided dice). Combat then resumes as simultaneous, but when firing at a Battery for all remaining rounds of the battle, Union ships receive 2x normal dice. This Union bonus does not apply to firing on Confederate ships.

Discard when played.

2) Naval Assault: David Dixon Porter & His Little Mortar Boats

Place this card beside the Porter Box. Apply in Ship vs. Battery combat if Porter and at least one Gunboat is present (may be shielded). Before combat USN rolls two dice. For each 6 one Battery is destroyed and may not return fire. CSN may delay USN use of this card if Confederate ships (and only ships) sortie to engage Union ships. If CSN player changes tactics (10.12), Union may then apply Mortar Boats vs. Batteries (roll dice once only per battle).

Retain with Porter.

3) Naval Assault: "Yankee Guns" ~~1861-62~~

"The Yankee guns are of greatly improved range. Their guns larger and Ironclads far more formidable than at first."

~ Rose O'Neal, Confederate Spy

For the remainder of the game each Union Screw Sloop and Ironclad may reroll one miss during a single Round of combat during each battle. Which one round is Union choice before die roll(s).

Retain face-up. Reshuffle into the deck if #58 CORRUPTION is played on this card when it is face-up.

4) Land Assault Reroll: "We cross the ford, never to retreat again to this side"

~ William Tecumseh Sherman

Play after the dice are rolled in an Assault over a Blue River or Red Land Line. Union player may elect to re-roll any or all Union Assault dice for that combat. Does not apply in Amphibious Assault.

Discard when played.