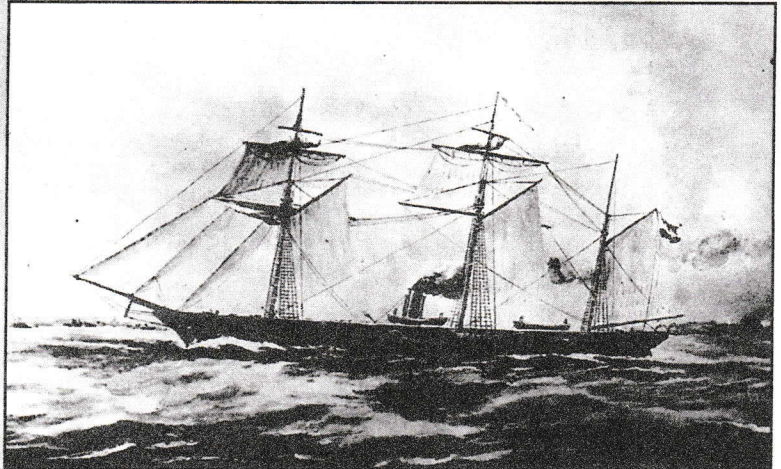
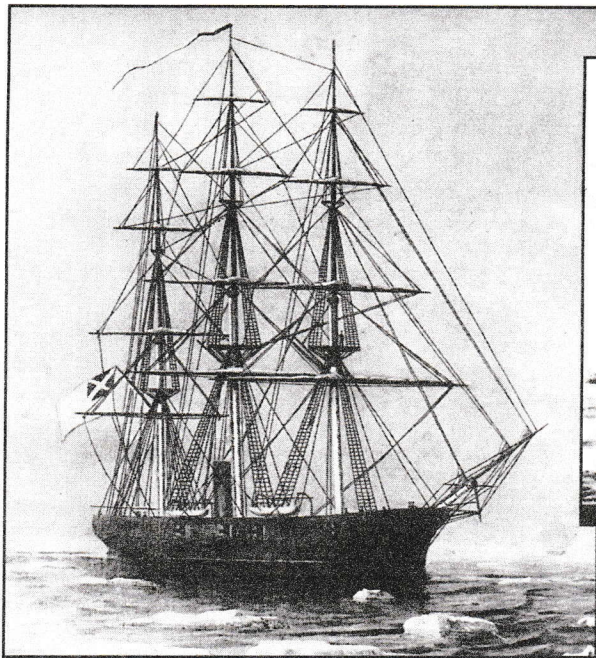


SEA DEVILS



Period painting of the CSS Alabama & CSS Shenandoah.

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1.0 INTRODUCTION

Sea Devils is a two player game that simulates the Confederacy's attempts to destroy the U.S. merchant marine during the American Civil War. The Confederacy hoped to force the Federal government to weaken the blockade of the southern states by diverting U.S. Navy ships to pursue the commerce raiders. In **Sea Devils**, the Confederate player controls the Confederate commerce raiders. The Federal player controls the Federal warships that attempted to catch and sink the Confederate commerce raiders. The Confederate player's objective is to disrupt U.S. commerce by forcing the U.S. merchant marine from the seas. The Federal player's objective is to prevent this by sinking the Confederate commerce raiders.

2.0 GAME EQUIPMENT

The game consists of a map, 100 counters, rules and a combined Confederate Activity Record and Federal Warship Availability Record. A six sided die is also needed to play the game.

2.1 The Map

The map is a depiction of the world's oceans using a modified Robinson Projection. The oceans have been divided into Movement Areas to regulate the movement of ships.

2.11 Each Movement Area has a unique identification code, a letter followed by a number. The letter identifies the Movement Area type.

D indicates a deep water Movement Area

C indicates a Coastal Movement Area

Each Movement Area also has a second number separated from the Movement Area ID by a slash (/). This number is the U.S. merchant marine shipping density of the Movement Area.

2.12 Some Movement Areas also contain special ports that can be used by the Confederate player to build, repair and coal ships. These ports are identified under the Movement Area ID/ U.S. Merchant shipping density. These take the form of a country name or abbreviation as follows:

England, France, Spain, Peru and Chile are self explanatory

CSA- Confederate States of America ports (Confederate ports)

USA- United States of America ports (Federal Ports)

COL- Colombian ports

BRA- Brazilian ports

ARG- Argentinean ports

VEN- Venezuelan ports

E- English colonial port

F- French colonial port

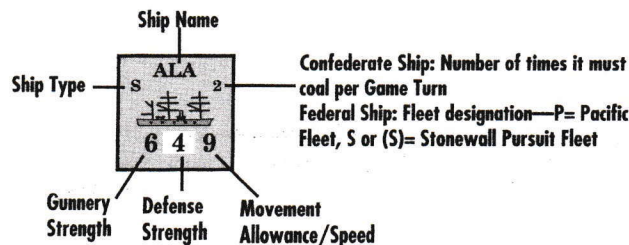
S- Spanish colonial port

H- Dutch colonial port

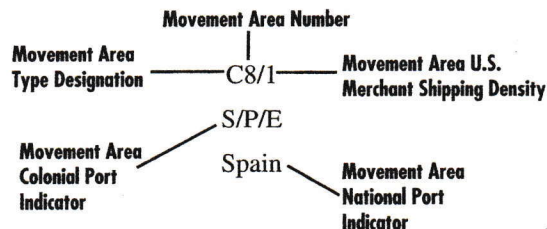
P- Portuguese colonial port

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2.2 The Counters



Movement Area Information Key



Sample Markers



and, if the ship is Confederate, the number of times it must coal each Game Turn. In the case of a few Federal ships, the counter shows its fleet designation [P for Pacific Fleet or S for Stonewall Pursuit Fleet].

2.23 The 13 game markers are used to record the current levels on the various tracks on the map. The Game Turn marker indicates the current Game Turn on the Game Turn Record Track. The three Confederate Prestige Level markers indicate the current Confederate Prestige Level on the Track of the same name. The four U.S. merchant marine Point markers indicate the current level of the U.S. merchant marine on the Track of the same name. The five Warship Level markers indicate the current number of Deployment Points for each warship type on the Federal Warship Deployment Track.

The four In Port markers (abbreviated E, H, P, and S) are provided as a player aid to identify the port a ship occupies in an area with ports of more than one nationality.

2.24 The two Uncomm markers are used to identify Confederate ships that have not yet been commissioned.

2.25 The five Whaling counters are deployed on the map to represent the concentrations of U.S. Whaling ships present in the world's oceans. The Whaling counters are placed in the Movement Areas containing a black "W" on a white background as called for in the scenario startup notes.

2.3 The Rules

2.31 The rules are organized by topic to assist you in looking up specific sections. Familiarize yourself with the organization of the rules, and read them through once before playing the game.

2.32 The record sheet is used to regulate the activity of the ships in the two fleets.

2.33 The Confederate Activity Record is used to record the activity that the Confederate ships will engage in during the Confederate Activity Phase of each Game Turn.

2.34 The Federal Warship Availability Record is used to record the use of each Federal ship's availability. The East Coast Emergency Search Ship Deployment Table also appears on this record. This table is used to determine the characteristics of Federal ships that appear as the result of a successful East Coast Emergency Search.

3.0 SEQUENCE OF PLAY

THE GAME TURN

1. Reinforcement and Ship Placement Phase

A. Game Turn Advance Segment

Advance the Game Turn marker one space on the Game Turn Record Track. Adjust

2.13 Some of the Movement Area have arrows in them. This indicates that they are adjacent to Movement Areas on the opposite map edge. These adjacent Movement Areas are shown below the home Movement Area's ID with arrows pointing from them.

2.14 The following tables also appear on the map:

- **Blockade Table:** Used to resolve blockade running attempts into and out of Confederate ports by Confederate ships.

- **Escape Table:** Used to escape combat with enemy ships that have spotted friendly ships.

- **Combat Results Table:** Used to resolve combat between ships.

- **Raid Table:** Used to resolve Confederate raids on U.S. merchant shipping.

- **Search Table:** Used to resolve Federal searches for Confederate ships.

- **Federal Warship Deployment Table:** Used to determine how many of each type of ship the Federal player may use each Game Turn.

2.16 The following Tracks also appear on the map:

- **Confederate Prestige Level Track:** Used to record the current Confederate Prestige Level and the consequent availability of the various neutral ports on the map for use by the Confederate player.

- **Game Turn Record Track:** Used to record the Game Turn and consequent arrival of reinforcements.

- **U.S. Merchant Marine Track:** Used to record the current U.S. merchant marine Level (the approximate size, in tonnage, of the U.S. flag merchant marine).

- **Federal Warship Deployment Track:** Used to record the current number of Deployment Points of each ship type available to the Federal player.

2.17 The following Pool Areas appear on the map:

- **The Available Pool:** The area used to hold Federal ships that are available for use but not employed on the map in the current Game Turn.

- **The Unavailable Pool:** The area used to hold Federal ships that are out of the game and unavailable for use, except under emergency conditions.

2.2 The Counters

2.21 The ship counters represent the 58 Federal steam ships (blue counters) and 13 Confederate ships (gray counters) that actually took part in the campaign. Also included are four of the Confederate ships that were seized by the builders' governments before they were completed.

2.22 Each ship counter has its name and ship type:

F	Frigate
SF	side wheel Frigate
S	Sloop
SS	side wheel Sloop
GB	Gunboat
SGB	side wheel Gunboat
IC	Ironclad

The two Confederate Auxiliaries were small sailing craft. Printed on the units are gunnery strength, defense strength, movement allowance (Movement allowance is also the ship's speed for escape attempts),

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the Confederate Prestige Level as called for on the Game Turn Record Track.

B. Confederate Ship Placement Segment

The Confederate player deploys any ships received as reinforcements this Game Turn.

C. Federal Ship Placement Segment

The Federal player:

- Places ships with no Availability Points remaining in the Unavailable Pool. Removes all ships from the California Steamer Escort Box (CSE).

- Places any ships that are received as reinforcements this Game Turn in the Available Pool.

- Determines the number of Deployment Points received this Game Turn and adds them to the Federal Warship Deployment Track.

- Selects and deploys the ships to be used this Game Turn, expending Deployment and Availability Points.

- Declares which of his ships will blockade Confederate ships that start the Game Turn in C2, C5, C7 and C8 (see 6.3). Confederate reinforcements that arrive during the current Game Turn cannot be blockaded in this manner.

2. Confederate Activity Record Phase

The Confederate player records movement, raids and runs of blockades that will exist at the beginning of the Confederate Activity Phase for each Confederate ship on the Confederate Activity Record.

3. Federal Movement Phase

The Federal player moves any of his ships that are deployed on the map. The Federal player can place ships in the CSE box if CSE availability points remain.

4. Confederate Activity Phase

The Confederate player conducts the activity that was recorded on the Confederate Activity Record for each of his ships. Each time a Confederate ship enters a Movement Area occupied by a Federal ship(s) the Federal player may search for it. If the Confederate ship is spotted, it can attempt to escape, accept blockade or accept combat with the spotting Federal ship. If combat is accepted, the Federal ship may attempt to escape from the Confederate ship. Otherwise combat occurs.

4.0 MOVEMENT

Federal ships are moved during the Federal Movement Phase. Confederate ships are moved during the Confederate Activity Phase. The movement of Confederate ships can be interrupted by Federal searches and consequent blockades, escape attempts, and combat.

4.1 How to Move Ships

4.11 During the Movement or Activity Phase, the Phasing player may move all, some, or none of his ships. Each ship may be moved as many, or as few, Movement Areas as the Phasing player desires, as long as the ship's Movement Allowance is not exceeded in a single Movement or Activity Phase. Unused Movement Points may neither be accumulated from phase to phase nor transferred from ship to ship.

4.12 Each ship moves individually, tracing the path of its movement through adjacent Movement Areas across the map (ships can't move diagonally). Ships may be moved in any order; however, one ship's movement (and any resulting searches, escape attempts and combat) must be completed before another ship's movement is begun. When a given ship has completed its movement, the Phasing player must announce it to his opponent and that ship may not move again during that Game Turn.

4.13 Movement is calculated in terms of Movement Points. A Confederate ship expends one Movement Point from its Movement

Allowance each time it enters a Movement Area, each time it runs a Federal Blockade (either at a Confederate or neutral port), each time it attempts to escape from a Federal ship, each time it raids a Movement Area, and to be commissioned. See rule 8.22 and 8.23 for the movement costs to repair ships, rule 11.31 for the movement costs to refit ships, and rule 4.4 for the movement costs to enter Confederate and neutral ports. Only one MP is required to run a neutral port blockade regardless of the number of blockading ships. A Federal ship expends one Movement Point each time it enters a Movement Area.

4.14 Movement by a ship is continuous. Stopping to raid, run a blockade, attempt to escape from an enemy ship, or engage in combat does not prohibit a ship from continuing to move after any of these events as long as it has not exceeded its Movement Allowance.

4.2 Movement Inhibitions & Prohibitions

4.21 A ship may enter, move through or leave Movement Areas occupied by other friendly or enemy ships at no extra cost in Movement Points. However, when a Confederate ship enters a Movement Area occupied by a Federal ship, the Federal player may search for the Confederate ship.

4.22 A ship may never move off of the map. However, a ship may move from the west edge of the map to the east edge of the map and vice versa. Certain Movement Areas on the west and east map edges are considered to be adjacent to each other. These map edge Movement Areas are designated by having arrows in them. The adjacent Movement Areas that can be moved into from each map edge Movement Area are shown below the map edge Movement Area's ID with arrows pointing from them. For example a ship could move from Movement Area C39 to Movement Area C86 or Movement Area D76, or from Movement Area D76 to Movement Area C39, or Movement Area C86 to Movement Area A39.

4.3 Confederate Activity Recording

The activity of each Confederate ship in the Confederate Activity Phase of a Game Turn must be scripted during the Confederate Activity Record Phase. The following activity must be recorded for each Confederate ship: movement, raiding, blockade running (for blockades that exist at the beginning of the Record Phase), entering or leaving ports, commissioning, repair, and refit. Coaling does not need to be recorded as it is assumed to be occurring automatically. Escape attempts cannot be recorded during the Confederate Activity Record Phase because they cannot be predicted. They may be recorded as they occur. All activity recorded during the Confederate Activity Record Phase must be conducted, regardless of the consequences to the Confederate ship. The only exception to this is activity associated with successful searches by Federal ships (escape attempts, entering port to accept blockade and combat) during the Confederate Activity Phase.

4.31 The Confederate player records in order on the Confederate Activity Record, the activities each ship will engage in using the symbols in Table 4.3.

4.32 It is possible that Confederate ships may not complete their recorded movement due to the expenditure of movement points in escaping Federal ships. Confederate ships can always attempt to escape from Federal ships, even if it would cause them to exceed their Movement Allowances. However, if they do exceed their Movement Allowances, then their movement would end and the remaining movement orders would be cancelled (but they could attempt to escape again, if necessary).

4.33 Confederate ships abort their remaining recorded activity if they accept blockade in a neutral port. Accepting blockade would immediately end that Confederate ship's activity for the Game Turn.

4.34 A Confederate ship must abort any raid recorded for a Movement

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Area if it attempts to escape from a Federal ship in the Movement Area. This affects the Movement Area in which the escape attempt was conducted in only; the ship may resume its raiding in the next Movement Area into which it moves. The movement point designated for the raid is instead expended to conduct an escape attempt.

4.4 Ports

Confederate ships can enter ports to be repaired, refit, be commissioned, or escape successful Federal searches as well as coal (it is not necessary to actually enter neutral ports to coal or commission, just to be in a Movement Area with an eligible neutral port). Federal ships have no need to enter ports in the game, and so they may never enter ports. Ports are entered and left without cost in Movement Points (however, it would cost one Movement Point if a blockade had to be run. See rule 7.0.). Confederate ships leaving a port are considered to be entering the Movement Area that contains the port for purposes of being searched for by Federal ships (see rule 6.1). Ships in port in a given Movement Area are signified by placing them on the coastline of the Movement Area. Each Confederate ship in port occupies a different port, for neutral port blockade purposes, regardless of the number of Confederate Ships in port in a single Movement Area.

4.41 Confederate ships can be repaired, refit, commissioned and coaled in Confederate ports (the ports in C14 and C15). Due to the land war, the Confederate player loses the use of the Confederate port in Movement Area C15 at the very beginning of Game Turn 14 (4/64) and the Confederate port in Movement Area C14 at the very beginning of Game Turn 16 (2/65).

4.42 Confederate ships in any coastal Movement Area except C9 (U.S. East Coast) and C54 (U.S. West Coast) can avoid combat with Federal ships that have successfully spotted them by entering a port in that Movement Area and accepting blockade from the Federal ship. Ports can always be entered by Confederate ships for blockade purposes regardless of the Confederate Prestige Level (see Section 9.0).

4.43 Confederate ships use neutral ports for repair, refit, commissioning, and coaling per the current Confederate Prestige Level - see rule 9.3. (See rule 4.4 for the movement cost and the need to actually enter a neutral or Confederate port to use it for a given game action and rule 4.3 for the recording requirements to use neutral or Confederate ports).

4.5 Squadrons

Squadrons are groups of ships created to search and conduct combat as a single entity. Each squadron counts as one ship for all game purposes, including searches.

4.51 Squadrons engage in combat using a single gunnery strength equal to the total gunnery strength of all of its ships added together. Enemy ships engaged in combat against friendly squadrons designate one ship of the enemy player's choice for damage during each gunnery segment.

4.52 Squadrons are formed by stacking ships that occupy the same Movement Area. Each stack in a Movement Area represents a single squadron. Federal squadrons are formed at the end of the Federal Movement Phase. Confederate squadrons can be formed anytime during the Confederate Activity Phase, in the unlikely event that the Confederate player should desire to form squadrons.

5.0 RAIDING

Commissioned Confederate ships can conduct raids in each Movement Area they enter during the Activity Phase. Each Movement Area raided costs one Movement Point. A Movement Area can be raided only once per Game Turn by each Confederate ship or squadron. Confederate raid attempts in a given Movement Area are resolved after Federal search attempts and consequent activity. Confederate

raids cannot be conducted in a Movement Area by a ship that attempted to escape from a Federal ship, in that Movement Area, in the current Game Turn.

5.11 To raid a Movement Area, the Confederate player rolls a die and cross indexes the die roll with the U.S. Merchant Shipping Density Level of the raided Movement Area on the Raid Table. The result is the number of U.S. merchant marine Points that the Federal player loses. The Federal player deducts the U.S. merchant marine Points lost from the U.S. merchant marine Track.

5.2 U.S. Merchant Marine Points

Each U.S. merchant marine Point represents 1908 tons of U.S. merchant shipping. The destruction of one U.S. merchant marine Point by the Confederate player represents the destruction or capture of 250 tons of U.S. merchant shipping and the sale of 1658 tons of U.S. merchant shipping to foreign owners due to increased insurance rates.

5.21 Players keep track of the current U.S. merchant marine Level on the U.S. merchant marine Track. As the Confederate player obtains results on the Raid Table, an equal number of U.S. merchant marine Points are subtracted from the U.S. merchant marine Track, adjusting the location of the U.S. merchant marine Point markers to reflect the new amount.

5.3 Whaling Counters

Whaling counters represent concentrations of whaling ships. These counters are turned face down, randomly mixed and deployed by the U.S. player at the start of the game, one per Movement Area as called for in the scenario startup notes.

5.31 The first time a Confederate Sloop class ship raids in an Movement Area containing a Whaling counter, the counter is flipped over to reveal the number printed on it. This number is the U.S. merchant shipping density used for that raid. The counter is removed after the first raid and subsequent raids are conducted in that Movement Area using the areas printed shipping density.

5.4 Confederate Raid Restrictions

5.41 Confederate Gunboats (screw and side wheel) and Auxiliaries can raid only in coastal Movement Areas. (See rule 11.53 for an exception to this rule for the Georgia). Confederate Sloops can raid in any Movement Area. Confederate Ironclads may not raid at all.

5.42 The *Nashville*, *Tallahassee*, *Chickamauga*, *Florida* Auxiliary and *Alabama* Auxiliary can raid only one Movement Area each Game Turn.

5.43 The two Auxiliaries can raid any coastal Movement Area that has a U.S. merchant shipping density of one or above. However their raids are resolved using a shipping density of one. Exception: raids in Movement Area C9 are resolved normally.

5.44 Confederate coaling requirements can also restrict the raiding activities of Confederate ships (See rule 11.52).

5.45 These raid restrictions (rules 5.41 to 5.44) apply only to raiding. Confederate ship movement is not restricted in any way by these rules.

5.46 Uncommissioned Confederate ships cannot raid.

6.0 SEARCH AND ESCAPE

6.1 Normal Searches

When a Confederate ship enters a Movement Area occupied by one or more Federal ships during the Confederate Activity Phase, the Federal ships occupying the Movement Area may search for it (Note Searches may only be conducted in the Confederate Activity Phase, e.g. a search is not conducted when the Confederate places additional ships on the board). Only Confederate ships that have been spotted can be engaged in combat. Federal searches in a Movement Area are

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resolved prior to Confederate raids. There is no limit to the number of times a Federal ship can search. It can search for every Confederate ship that enters the Movement Area it occupies. It can search for a Confederate ship a second time if it moves into a Movement Area twice. It does not search for Confederate ships during the Confederate Ship Placement Phase. A successful search does not restrict a Federal ship's ability to conduct subsequent searches during a Game Turn.

6.11 To resolve a search attempt, the Federal player:

1. Totals the number of Federal ships in the Movement Area (counting each squadron as one ship).
2. Rolls a die.
3. Consults the Search Table, cross indexing the die roll to the number of searching ships in the Movement Area.
4. The result is that the Confederate ship is spotted by one of the Federal ships or it is not spotted.

6.12 A Confederate ship that is not spotted is not affected in any way. It may continue its movement and raiding until it moves into another area containing a Federal ship, where it can again be searched for.

6.13 A Confederate ship that is spotted has three options:

1. It can accept combat with the Federal ship that spotted it. If the spotting Federal ship wishes to avoid combat, it could try to escape from the spotted Confederate ship under the procedure outlined below, option 2.

2. It can attempt to escape from the spotting ship. If it successfully escapes (see rule 6.2), it can continue its movement and raiding as if it was never spotted, however it cannot raid in that area. If it is not successful in escaping, it must engage in combat with the ship that spotted it. If the spotting Federal ship wished to avoid combat as well, then both ships would automatically escape by mutual consent, with no reference to the Escape Table.

3. If it is in a coastal Movement Area (other than C9 or C54), it can enter a port and be blockaded by the spotting ship.

6.14 Only one searching Federal ship successfully spots a Confederate ship or squadron being searched for, regardless of the number of ships searching. If a search is successful and more than one Federal ship searched, determine the spotting ship randomly—roll a die for each ship, high roll is the spotting ship or squadron, reroll ties.

6.2 Escape

Escape attempts represent the attempt of one ship to avoid combat with enemy ships. This occurs as the result of a successful Federal search or a Confederate ship running a blockade (see 4.32 and 4.34).

6.21 To resolve an escape attempt, the player attempting to escape:

1. Calculates the speed differential between the opposing ships. To do so, he subtracts the speed of the enemy ship from the speed of the friendly ship. (If a squadron is involved in an escape attempt, use the speed of the slowest ship in the squadron as the squadron's speed.)
2. Rolls a die.
3. Cross indexes the die roll and the speed differential on the Escape Table to obtain the result of the escape attempt.

6.22 A ship that does not obtain an escape result on the Escape Table must engage in combat with the ship from which it attempted to escape.

6.23 A ship that obtains an escape result avoids combat with the enemy ship and continues its recorded activity, but may not raid in that area.

6.3 Searches in Europe

A Confederate ship that begins the Game Turn in European Movement Areas C2, C5, C7, or C8, or one of its ports, is automatically spotted and blockaded in a port by any Federal ship that enters the

Movement Area during the same Game Turn's Federal Movement Phase. But the Federal player must tell the Confederate player which ships are going to be moved into or out of blockading position in these Movement Areas before the Confederate player records his activity for the Game Turn. Confederate ships placed during the placement segment are not automatically spotted.

6.4 East Coast Emergency Search

Confederate ships entering Movement Area C9 automatically trigger an East Coast Emergency Search (ECES), in addition to any normal Federal searches. This represents the emergency mobilization of Federal ships in U.S. east coast ports undergoing routine maintenance to search for Confederate ships raiding in this politically sensitive area.

6.41 To resolve the ECES attempt: roll a die and consult the ECES column on the Search Table to determine if the Confederate ship is spotted.

6.42 If the ECES fails, then the Confederate ship continues its activity (subject to other search attempts that may be made for Federal ships in Movement Area C9 or in the CSE Box. See rule 6.1 and 11.11.).

6.43 If the ECES is successful, then a die is rolled again and the East Coast Emergency Search Ship Deployment Table is consulted to determine the strength of the Federal ship that spots the Confederate ship (there are no counters to represent these ships). The Confederate ship then has to either escape from or engage this Federal ship in combat.

6.44 The column of the East Coast Emergency Search Ship Deployment Table used depends on the type of Confederate ship entering Movement Area C9 and the number of times a Confederate ship of that type has previously entered Movement Area C9.

7.0 BLOCKADES

Blockades come in two forms: Confederate Port Blockades and Neutral Port Blockades. Only Confederate ships can be blockaded. It costs one Movement Point to run a blockade.

7.1 Confederate Port Blockades

Confederate ships entering and leaving Confederate ports (C14 and C15) must run the Federal blockade of the southern states. This blockade is not represented by counters.

7.11 When a Confederate ship enters or leaves a Confederate port; the Confederate player rolls a die, adjusts it for the year and direction of the run attempt and then consults the Blockade Table to obtain a result. If no number results, then the Confederate ship proceeds with its recorded movement. If a number does result, then the Confederate ship must engage in a single firing segment of combat with a hypothetical Federal ship possessing a gunnery strength equal to the number obtained on the Blockade Table. After that single firing segment of combat, the Confederate ship continues its recorded activity.

7.12 Federal ships (represented by the counters) cannot be used to augment blockades of Confederate ports. However, they may be used in Movement Areas C14 and C15 to search via the normal search rules (see rule 6.1) for Confederate ships entering the Movement Area either to enter or exit its port.

7.2 Neutral Port Blockade

Confederate ships can be blockaded in neutral ports by Federal ships. This results from Confederate ships that are spotted electing to be blockaded (option 3 of rule 6.13) or by Federal searches in Europe (See rule 6.3).

7.21 Confederate ships can leave a blockaded neutral port only by Running the Blockade. To run the blockade, the Confederate ship must escape from (see rule 6.2) or sink each blockading Federal ship.

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(Blockaded Confederate ships are, in effect, spotted by each blockading ship or squadron and must select option one or two of rule 6.13, since they forfeit option three by leaving port.) Confederate ships can escape from some blockading Federal ships and fight others. Each blockading ship must be escaped from or fought separately.

7.22 Once the blockading Federal ships have been escaped from or sunk in combat, the Confederate ship can be searched for by any Federal ships in the Movement Area that the blockaded port is in.

7.23 Federal ships in a Movement Area, other than C14 and C15, can be either blockading a single port in the Movement Area or searching at sea for Confederate ships that enter the Movement Area, but not both. Signify blockading ships by placing them next to the blockaded Confederate ship.

7.24 Once a Confederate ship is blockaded in a neutral port, Federal ships can be freely added to or removed from the blockade at the Federal player's option.

8.0 COMBAT

There is no distinct Combat Phase in this game. Combat is conducted during the Confederate Activity Phase. Combat occurs when Confederate ships that are spotted either elect to fight or fail to escape. Combat can also occur when Confederate ships run the Federal Blockade of Confederate ports.

8.11 Combat is conducted in a series of firing segments. To resolve a single firing segment, each player simultaneously:

1. Totals the gunnery strength of all of his ships engaged in the combat.
2. Rolls a die.
3. Cross indexes the die roll and gunnery strength on the Combat Result Table. The number on the Combat Result Table is the number of Damage Points the firing player applies to the enemy ship involved in the combat.

8.12 Firing segments are repeated until all of the ships on one side are sunk and the combat is complete.

8.13 A ship is sunk if it takes Damage Points that equal or exceed its defense strength.

8.14 Combat as a result of trying to run the blockade of Confederate ports is slightly different than normal combat. (See rule 7.11)

8.2 The Effects of Damage

8.21 The Movement Allowance of a ship (and speed for resolving escape attempts) is reduced by one point for each Damage Point a ship has incurred.

8.22 Damage to Confederate ships is repaired by spending one complete Game-Turn in a port that can repair Confederate ships (see rules 4.41 and 9.3). This removes all Damage Points from a Confederate ship. A Confederate ship may be both repaired and refit during the same Game Turn.

8.23 Federal ships that are damaged are removed from the map at the end of the Game Turn, automatically repaired, and placed in the available pool, if they have remaining Availability Points. If they do not have any Availability Points remaining, they are placed in the Unavailable Pool. This automatic repair removes all Damage Points from a Federal ship and does not cost an availability point.

9.0 THE CONFEDERATE PRESTIGE LEVEL

The Confederate Prestige Level (CPL) reflects the rest of the world's impression of the chances that the Confederacy will survive the Civil War, and hence their propensity to assist the Confederacy. Assistance takes the form of allowing the Confederates to buy, repair, or refit ships (only England and France are capable of these), and commission and coal (Movement Areas with neutral ports).

9.11 There is a separate CPL in England, a separate CPL in France and a separate CPL in the rest of the world. The CPL in England and France affects game activity in England (C2) and France (C5) only. All game activity in other Movement Areas of the map (including English and French colonial coal ports) are governed by the CPL in the world.

9.2 How to Adjust the Confederate Prestige Level

9.21 Automatic Adjustments:

The CPL is adjusted each Game Turn Advance Segment as called for each Game Turn on the Game Turn Record Track. The Confederate player adjusts all three CPLs by the W adjustment (the first number on the Game Turn Record Track) and then adjusts the CPL in England by the E adjustment (the second number on the Game Turn Record Track) and the CPL in France by the F adjustment (the third number on the Game Turn Record Track).

9.22 Confederate Action Adjustments

The CPL is adjusted immediately when the Confederate player conducts an action that would cause it to be adjusted. There are two types of Confederate action that cause a CPL adjustment:

1. When the U.S. merchant marine Level drops below 1165, the CPL in England drops one point. This occurs only once per game.
2. Each time a Confederate ship is repaired or refitted in a port in England (C2) or France (C5), one point is subtracted from the CPL in the country whose port is used to repair/refit the Confederate ship. This may occur any number of times during a game or even a single Game Turn.

9.3 Effects of the Confederate Prestige Level

9.31 Colonial coal ports cannot be used to satisfy Confederate coaling requirements if the CPL is less than the CPL level shown above the port on the Confederate Prestige Level Track.

9.32 If the CPL in England is less than -1, then no new Confederate ships may be received in England. Remove the *Alabama*, *Florida*, *Georgiana*, *Alexandra* and *Texas* from the Game Turn Record Track. If any of these ships have already been put into play, then they are not affected. The remaining Confederate ships to be received in England (*Georgia*, *Rappahannock* and *Shenandoah*) are unaffected by the CPL in England dropping below -1.

9.33 If the CPL in France is less than -1, then no new Confederate ships may be received in France. Remove the *Louisiana* and *Mississippi* from the Game Turn Record Track. If any of these ships have already been put into play, then they are not affected. The remaining Confederate ship to be received in France (the *Stonewall*) is unaffected by the CPL in France dropping below -1.

9.34 If the CPL is less than -19 in England, then no uncommissioned Confederate ships may leave England and no Confederate ships may be repaired, refit, or commissioned in England.

9.35 If the CPL is less than -6 in France, then no uncommissioned Confederate ships may leave France and no commissioned Confederate ships may be repaired, refit, or commissioned in France.

9.36 Confederate ships received in England (C2) can never be refit in England and Confederate ships received in France (C5) can never be refit in France.

9.37 Commissioned Confederate ships can always obtain coal in England and France, regardless of CPLs.

9.38 South America provides coaling ports; however, the availability of ports in these countries for use by the Confederate Player is determined country by country. All ports in the country are available to the Confederate Player to use, or none are. The availability of South American coal ports is determined the same as other coal ports on the Confederate Prestige Level Track. However, if a Federal ship spent

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the entire Federal Movement Phase in a Movement Area containing a coal port of Chile, Peru, or Columbia, then that country cannot provide coal to a Confederate ship that Game Turn. The Federal Player can place a Federal ship in a coal port Movement Area of all three countries, if the Federal Player desires.

That's the best way to keep Confederate ships out of the Eastern Pacific—it's gunboat diplomacy, but it worked!

10.0 REINFORCEMENTS

10.1 Federal Warship Removal

At the start of each Federal Ship Placement Segment, any Federal ships that have no Availability Points remaining on the Federal Warship Availability Record are removed from the map (including the California Steamer Escort Box - See rule 11.1) and placed in the Unavailable Pool (UP) for the rest of the game (Except per rule 10.11). Also at the start of each Federal Ship Placement Segment, Federal ships in the California Steamer Escort Box with availability remaining are placed in the Available Box.

10.11 Ships in the UP are unavailable for use, unless no other ship of that type is available and there are Deployment Points of that ship type on the Federal Warship Deployment Track. In this case, take Federal ships from the UP for use on the map, but return them to the UP at the start of the next Federal Ship Placement Segment. Do not take any ship out of the UP for use on the map unless it has not yet been taken from the UP for use or every other ship of its type has been taken out of the UP for use on the map an equal or greater number of times. (e.g., don't take a ship of a given type out of the UP a second time unless all other ships of that type in the UP have been used at least once on the map from the UP).

10.2 Federal Ship Reinforcements

During the Federal Ship Placement Segment, Federal ships that arrive as reinforcements are placed in the Available Pool (AP) for use in the current or in a later Game Turn. The names of Federal ships that arrive during a Game Turn are listed next to the Game Turn on the Game Turn Record Track.

10.3 Federal Warship Deployment

During each Federal Ship Placement Segment, determine the number of each type of ship that the Federal Player can deploy on the map during the current Game Turn.

10.31 To determine the number of each type of ship the Federal Player can deploy on the map during the Game-Turn, the Federal player:

1. Totals the number of Confederate ships (including repairing and refitting ships) currently on the map (counting each Confederate ship in Europe—C2, C5, C7 and C8—as one half) to get the number of Confederate ships in play (round this number down).

2. Rolls a die and cross indexes the die roll with the number of Confederate ships in play on the Federal Warship Deployment Table. The result is the number of Frigates/side wheel Frigates/Sloops/Gunboats/side wheel Gunboats Deployment Points that the Federal Player can add to the Federal Warship Deployment Track.

10.4 Federal Ship Selection for Deployment

After adjusting the Federal Warship Deployment Track during the Federal Ship Placement Segment, the Federal player selects a number of ships of each type equal to the number of Deployment Points shown on the Federal Warship Deployment Track for use on the map during the upcoming Federal Movement Phase and Confederate Activity Phase.

10.41 The ships selected for deployment must be on the map or in the AP. If there are not enough ships on the map and in the AP, then the Federal player may either leave the surplus Deployment Points on the

Federal Warship Deployment Track for future use or select ships of the appropriate type from the UP per rule 10.11.

10.42 When a Federal ship is selected for use, the Federal player crosses off one Availability Point for that ship on the Federal Warship Availability Record and reduces the Federal Warship Deployment Level for that type of warship by one point.

10.43 Federal ships selected for use during the Federal Ship Placement Segment are left in the Movement Area they occupied at the beginning of the Game Turn, if they began the Game Turn on the map, or are placed in Movement Area C9, if they come from the available pool.

10.44 Federal ships on the map that will not be used in the current Game Turn are placed in the AP.

10.5 Confederate Ship Reinforcements

During the Confederate Ship Placement Segment of the Reinforcement Phase, Confederate ships listed next to the current Game Turn on the Game Turn Record Track are placed on the map. The Movement Area of placement for Confederate ships received as reinforcements is shown on the Game Turn Record Track. Auxiliaries are always placed in the same Movement Area as their parent ship (Alabama for the Ala. Aux. and Florida for the Fla. Aux.) during the Confederate Ship Placement Segment.

10.51 Commissioning

Confederate ships that arrive as reinforcements in England (C2) or France (C5) are uncommissioned. Ships received as reinforcements in Confederate ports (C14 or C15) and the two auxiliaries are received fully commissioned. An uncommissioned ship has no gunnery strength, cannot fire during combat, and may not raid. A Confederate ship is commissioned by expending one Movement Point in a Confederate port or in a Movement Area containing a neutral port available for use by the Confederate player (see 9.3). However, the Confederate Player may commission only one ship per calendar year in a Movement Area containing a neutral port (that is once during 1862, once during 1863, once during 1864 and once during 1865). Signify a ship as commissioned by crossing off the uncomm designation for the ship on the Confederate Activity Record. Signify a ship as uncommissioned by placing an uncomm marker on it.

10.52 The Rappahannock

The *Rappahannock* must be repaired immediately when it arrives as a reinforcement. It must expend one MP to move to a port in France (it cannot be searched for by the Federal player) and spends the rest of Game Turn 9 undergoing repairs in France. This repair causes the CPL in France to decrease by one (per 9.22/2). It can then move normally on Game Turn 10, subject to the effects of the Confederate Prestige Level. (The ship was about to be seized by the English Government and had to flee the country; it was not seaworthy at the time, but the alternative was to lose the ship.)

11.0 SPECIAL RULES

11.1 California Steamer Escorts

Federal ships placed in the California Steamer Escort (CSE) Box are escorting merchant ships from Movement Area C9 to Movement Area C16 for the rest of the Game-Turn. Ships may be placed in the CSE Box from any Movement Area during the Federal Movement Phase.

11.11 These ships are available to search for any Confederate ships that move into Movement Areas C9, C14 or C16. Each ship in the CSE Box is considered to simultaneously occupy all three of these Movement Areas for purposes of searching and combat. There is no limit to the number of times the Federal ships in the CSE Box can be used in each of the Movement Areas for search and combat

11.12 The Federal Player is limited in the number of ships that can be

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placed in the CSE box each calendar year. The Federal Warship Availability Record shows the number of ships that can be placed in the CSE Box each year. Each time a Federal ship is placed in the CSE box, one point of the current year's CSE availability is crossed off. If there are no remaining CSE Availability Points for that year, then no Federal ships can be placed in the CSE box for the rest of the year.

11.2 Federal Movement Restrictions—The Pacific Fleet

The Federal Player does not expend Deployment or Availability Points for any ships of the Pacific Fleet (ships marked P) if they spend the entire Game Turn in the Pacific Ocean. The Pacific Ocean consists of the Movement Areas west of the west coast of North and South America and the western edge of Movement Area C43, and east of the western edge of the map.

11.21 The *Wyoming* is the only Pacific Fleet ship that can leave the Pacific, but it can do so only after a Confederate ship raids in the Pacific. The *Wyoming* requires the expenditure of Deployment and Availability Points when it spends any part of a Game Turn outside of the Pacific.

11.22 The two Pacific Fleet reinforcement ships (the *Wateree* and *Suwanee*) are placed in Movement Area C9 during the Federal ship Placement Segment of their Game Turn of arrival, they then move towards Movement Area C44 at half speed. These two ships do not ever cost Deployment or Availability Points, but must be moved into the Pacific Ocean as soon as possible (moving at half speed). Once in the Pacific Ocean they stay there the rest of the game as part of the Pacific Fleet under the same conditions as the Pacific Fleet ships that start the game in the Pacific.

11.23 Federal ships other than Pacific Fleet ships may enter and conduct operations in the Pacific, but it would cost Deployment and Availability Points to use non-Pacific Fleet Federal ships in the Pacific. Non-Pacific Fleet Federal ships operate in the Pacific Ocean the same way they do in the other oceans.

11.3 Refits

Each Confederate ship can spend only a certain number of Game Turns at sea, its refit period, before it has to be refit. A Game Turn spent entirely in port does not count against a ship's refit period. A ship that is not in port refitting by the end of the final Game Turn of its refit period is interned and removed from the game if it is in port, otherwise it is sunk. Once a ship is refit, it begins its refit period again. The refit periods for Confederate ships are shown in parentheses behind the name of the ship on The Confederate Activity Record.

11.31 To refit, a Confederate ship must spend one Game Turn in a port. Confederate ships may be refit in any Confederate port (C14 and C15) or a port in France (C5) or England (C2). (See rules 4.41, 9.34, 9.35, and 9.36 for restrictions on refits and port availability.) A Confederate ship may be refit and repaired in the same Game Turn.

11.32 The *Florida* is sunk the second time it is spotted by a Federal ship after it has completed its first refit. The *Florida's* Movement Allowance is reduced to 7 after its first refit (but its speed is still considered to be 10 for escape attempts).

11.4 Internment

Confederate ships that are in a port must leave port or eventually be interned and removed from the game.

11.41 Confederate ships can stay in a European port (C2, C5, C7 or C8) or Confederate port (C14 or C15) for four consecutive Game Turns before being interned. They can stay in all other ports for only two consecutive Game Turns before being interned.

11.42 If the port they are in can be used to refit, then one refit may be conducted while the ship is in port, extending the number of Game Turns the ship can remain in port to five Game Turns.

11.43 Confederate ships in ports lost to the land war (Movement Areas C14 and C15) are immediately interned.

11.5 Confederate Coaling Requirements

The Confederate ships that do not spend the entire Activity Phase in port need to coal a certain number of times each Activity Phase. (Of course, the Federal ships also had to coal, but coal was readily available to the U.S. Government and coal availability was usually not a problem for the U.S. Navy.) The number of times each Confederate ship has to coal each Activity Phase is shown on its counter. Coaling requirements for a Confederate ship that accepts blockade during a Game Turn are ignored during the Activity Phase of that Game Turn.

11.51 To coal, a Confederate ship must enter a Confederate port or enter a Movement Area containing a neutral port (see rules 4.41 and 9.3 for port availability, rule 4.3 for recording requirements to use ports, and rule 4.4 for movement point costs to use ports). A port can be used to satisfy the coaling requirement without entering and exiting the port for purposes of Federal searches. If there are more than one available coal ports in a Movement Area, then the Confederate ship can coal from each. Coaling does not cost any movement points.

11.52 A Confederate ship that does not enter Movement Areas containing the required number of available coal ports in a Game Turn cannot conduct any raids until it is refit; any raids conducted are invalidated. It may undergo refit immediately to regain the ability to raid and not wait for the expiration of its refit period. A ship refit to resume raiding starts its refit period anew.

11.53 In addition to regular coaling, the *Georgia* can coal once from a captured merchant ship. To do so the Confederate Player announces that the *Georgia* is using this capability at the beginning of the Confederate Activity Phase. The *Georgia* can then increase its Movement Allowance for that Confederate Activity Phase by six Movement Points. Coaling from a captured merchant ship also allows the *Georgia* to raid in deep sea movement areas the next Game Turn.

11.6 The Stonewall

11.61 The *Stonewall* moves during the Confederate Activity Record Phase, before the Federal Movement Phase. The *Stonewall* is automatically spotted by any Federal ships or squadrons that end the Federal Movement Phase in the same Movement Area as the *Stonewall* (this is the only way to spot the *Stonewall*) and combat is resolved at the start of the Confederate Activity Phase, before any other activity.

11.62 The Federal Player receives the Stonewall Pursuit Fleet (the seven ships marked S) as reinforcements during the Federal Ship Placement Segment of Game Turn 16. These ships do not require the expenditure of Availability or Deployment Points and can be used as the Federal Player sees fit.

11.7 Raphael Semmes

11.71 The Semmes leader counter begins the game on the *Sumter*. He remains on the *Sumter* until the ship has been sunk or interned, or until 11.72 has been activated.

11.72 The Confederate player can remove Semmes from the *Sumter* if the ship is in port. Place Semmes on the Turn Record Track as a reinforcement for the next turn. He can be placed on any Confederate ship that is in port, anywhere.

11.73 If Semmes' second ship is interned or sunk, remove him from the game.

11.74 The effect of Semmes is as follows. Once per turn the player can reroll a die involving the ship he commands. The game functions eligible for the reroll are the Raid, Escape, or Blockade tables (not Combat). The Confederate player must accept the reroll. Once used, the Semmes counter is flipped to show the option has been used for the turn.

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12.0 VICTORY POINTS

12.11 The Confederate Player receives one Victory Point (VP) for each U.S. merchant marine Point that he removes from the U.S. merchant marine Track. (The Confederate player receives no VP's for sinking Federal ships—the mission was to destroy commerce, not to sink warships. Contact with enemy warships was actually a threat to their mission and Semmes was severely criticized for risking and losing the *Alabama* against the *Kearsarge*.)

12.12 The Confederate Player receives 25 Victory Points if the *Stonewall* remains afloat in Movement Area C9, C14, or C15 at the end of the game. (Note to players: Commission the *Stonewall* in C5 as the 1865 coaling port commission. Raise the blockade of a small port still in Confederate hands or disrupt the East Coast. The *Stonewall* can't raid, but does move before Federal ships and can be spotted only at the end of the Federal Movement Phase.)

12.13 The Federal Player receives the following number of Victory Points for each Confederate ship of the type listed that the has been sunk:

Ironclad	150 VPs
Sloop	75 VPs
Gunboat	30 VPs
Auxiliary	15 VPs

Score the above number of points for warships regardless of whether they are screw or side wheel.

12.14 The Federal Player receives the following number of Victory Points for each Confederate ship of the type listed that the has been interned:

Ironclad	30 VPs
Sloop	15 VPs
Gunboat	6 VPs
Auxiliary	3 VPs

Score the above number of points for warships regardless of whether they are screw or side wheel.

12.15 The level of victory is determined by subtracting the number of VPs received by the Federal Player from the number of VPs received by the Confederate Player. The resulting number is compared to the VP levels in the victory condition section of the scenario being played.

12.16 No VP's are received for ships that do not enter play.

13.0 SCENARIOS

13.1 Campaign Game

13.11 Game Length: 16 Game Turns—GT 1 (3/61) TO GT 16 (2/65).

13.12 Initial Levels:

U.S. merchant marine Level: 1247

Federal Warship Deployment Levels: All at 0

Federal East Coast Emergency Search Levels: None previously activated

Confederate Prestige Levels: World at +1, England at +3, France at +3

13.13 Initial Deployment:

Federal	Location
Peng, Powh, K. Stat	C9
Wyom, Sara	C54
Narra	C48
Sagi	C66
Lanc	D68

In the Available Pool:

San J, Niag, Daco, Iroq, Mohic, Rich, Conn, DeSoto, J. Adg, R. Isl

Availability Consumed: 1 GT-Peng, Powh, K Stat

Confederate: Sum (with Semmes) C15 CSA port

13.14 Startup Notes

Start at the Confederate Activity Record Phase of Game Turn 1.

All Whaling counters are placed.

13.15 Victory Conditions:

Level of Victory	Number of Victory Points
Confederate Major Victory	501 and above
Confederate Minor Victory	351 to 500
Draw	300 to 350
Federal Minor Victory	150 to 299
Federal Major Victory	149 and below

13.2 Weak Beginning

13.21 Game Length: Four Game Turns—GT 1 (3/61) TO GT 4 (2/62).

13.22 Initial Levels:

U.S. merchant marine Level: 1247

Federal Warship Deployment Levels: All at 0

Federal East Coast Emergency Search Levels: None previously activated

Confederate Prestige Levels: World at +1, England at +3, France at +3

13.23 Initial Deployment:

Federal:	
Peng, Powh, K. Stat	C9
Wyom, Sara	C54
Narra	C48
Sagi	C66
Lanc	D68

In the Available Pool:

San J, Niag, Daco, Iroq, Mohic, Rich, Conn, DeSoto, J. Adg, R. Isl

Availability Consumed: 1 GT-Peng, Powh, K Stat

Confederate: Sum (with Semmes) C15 CSA port

13.24 Startup Notes

Start at the Confederate Activity Record Phase of Game Turn 1.

All Whaling counters are placed.

13.25 Victory Conditions:

Level of Victory	Number of Victory Points
Confederate Major Victory	60 and above
Confederate Minor Victory	31 to 59
Draw	20 to 30
Federal Minor Victory	1 to 19
Federal Major Victory	0 and below

13.3 The Greyhounds are Loose

13.31 Game Length: Three Game Turns—GT 5 (3/62) to GT 7 (1/63)

13.32 Initial Levels:

U.S. merchant marine Level: 1216

Federal Warship Deployment Levels: All at 0

Federal East Coast Emergency Search Levels: None previously activated

Confederate Prestige Levels: World at -3, England at 0, France at 0.

13.33 Initial Deployment:

Federal	Location
Tusc, Kear	C8
S. D. Cu.	C14
Lanc, Sara	C50
Narra	C52
Sagi	C66
Wyom	C54

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In the Available Pool:

San J, Niag, Powh, Daco, Iroq, Mohic, Wach, Oneid, Conn, DeSoto, J. Adg, Flor, S. O. Ge., Augu, Alab, Octo, Tiog, R. Isl, Chip, Merc, R. R. Cuy, Cayu

Availability Consumed: 3 GTs: S. D. Cu, Tusc; 2 GTs: Iroq, Kear, Powh, K. State (out), Q. City (out); 1 GT: Flam (out), Peng (out), Rich (out), Conn, J. Adj

Confederate: Sum C8 E port, Nash C14 CSA port, each has remained in port for one Game Turn, Semmes on Ala on the Turn Record track.

13.34 Startup Notes

Start with the Confederate Ship Placement Segment of Game Turn 5.

All Whaling counters are placed.

No Confederate ship has yet been commissioned in a coaling port during 1862.

13.35 Victory Conditions:

Level of Victory	Number of Victory Points
Confederate Major Victory	281 and above
Confederate Minor Victory	131 to 280
Draw	101 to 130
Federal Minor Victory	-99 to 100
Federal Major Victory	-100 and below

13.4 The Cresting Tide

13.41 Game Length: Five Game Turns—GT 8 (2/63) TO GT 12 (2/64)

13.42 Initial Levels:

U.S. merchant marine Level: 1117

Federal Warship Deployment Levels: All at 0

Federal East Coast Emergency Search Levels: One Sloop raid search previously activated

Confederate Prestige Levels: World at -1, England at -1, France at +7

13.43 Initial Deployment:

Federal	Location
Tusc, Kear, Chip	C8
Mohic, Daco	C10
Oneid, Alab	C12
Octo	C14
Conn	CSE
Wach, DeSoto, S. D. Cu, Tiog	C16
R. R. Cuy, Sono, R. Isl, Vand	C15
Narra, Sara	C50
Lanc, Sagi	C54
Wyom	C66

In the Available Pool:

Niag, Powh, Iroq, Jun, Sac, Merc, J. Adj, Flor, S. O. Ge, Augu, F. Jack
Availability Consumed: 6 GT: S. D. Cu, Tusc; 5 GT: Kear; 3 GT: R. R. Cuy, Daco; 2 GT: San J. (out), Chip, Iroq, Mohc, Wach, Powh, Conn, K. Stat (out), Octo, Q. City (out), Sono, Tiog, Vand; 1 GT: Cayu (out), Flam (out), Peng (out), Adir (out), Oneid, Rich (out), Alab, DeSoto, J. Adj, R. Isl, 1862 CSE, 1863 CSE

Confederate: Ala (with Semmes), Fla in C18, Ala at sea 3 GTs w/o refit, Fla at sea 2 GTs w/o refit, both ships commissioned

13.44 Startup Notes

Start with the Confederate Ship Placement Segment of Game Turn 8.

Whaling counters are placed only in C57, C60 and D58 only. Use one each of 1, 3 and 4.

Remove the Alexandra and the Texas from the Game Turn Record Track—they are not available for reinforcements.

No Confederate ship has yet been commissioned in a coaling port during 1863.

13.45 Victory Conditions:

Level of Victory	Number of Victory Points
Confederate Major Victory	350 and above
Confederate Minor Victory	151 to 349
Draw	100 to 150
Federal Minor Victory	-49 to 99
Federal Major Victory	-50 and below

13.5 Endgame

13.51 Game Length: Four Game Turns—GT 13 (3/64) TO GT 16 (2/65)

13.52 Initial Levels:

U.S. merchant marine Level: 940

Federal Warship Deployment Levels: All at 0

Federal East Coast Emergency Search Levels: Two Sloop raids and One Aux raid previously searched for.

Confederate Prestige Levels: World at -12, England at -16, France at -12

13.53 Initial Deployment:

Federal	Location
Niag	C2
Kear	C5
Sac	C8
Powh	C16
Nept, Gala	CSE
Wach	C40
Wyom	D7
Wate	C45
Lanc	C48
Narra, Sagi	C52
Sara	C54

In the Available Pool:

Iroq, Nere, Glau, Conn, Alab, S. O. Ge, Augu, Vand, Pont, J Adj, Sass, R. Isl, Tiog, Flor

Availability Consumed: 10 GT: Kear; 9 GT: S. D. Cu (out), 1863 CSE; 8 GT: Tusc (out); 7 GT: Mohic (out), Tiog; 6 GT: Vand; 5 GT: Wach, Powh, R. Isl; 4 GT: R. R. Cuy (out), Daco (out), Conn, Octo (out); 3 GT: Chip (out), Jun (out), Alab, Sono (out), 1864 CSE; 2 GT: San J. (out), Merc (out), Iroq, Oneid (out), Sac, Tico (out), DeSoto (out), K. Stat (out), Q. City (out); 1 GT: Niag, Cayu (out), Flam (out), Gala, Nept, Peng (out), Prot (out), Adir (out), Rich (out), Wyom, F. Jack (out), J. Adj, 1862 CSE

Confederate: Fla C13, at sea 2 GT since second refit (Fla's Aux is already used and sunk. Fla has been commissioned.)

Geo, Rapp C5 port (Geo. is commissioned and has already used its capability to coal from a captured merchant ship), the Rapp. is uncommissioned, both at sea no GTs since refit, both have remained in port one GT.

13.54 Startup Notes

Start with the Confederate Ship Placement Segment of Game Turn 13.

Whaling counters are placed only in C57, C60 and D58 only. Use one each of 1, 3 and 4.

Semmes is removed from the game.

No Confederate ship has yet been commissioned in a coaling port during 1864.

13.55 Victory Conditions:

Level of Victory	Number of Victory Points
Confederate Major Victory	250 and above
Confederate Minor Victory	81 to 249
Draw	60 to 80
Federal Minor Victory	-29 to 59
Federal Major Victory	-30 and below