

A Gate of Hell and All or Nothing

Combined Addenda as of Mar. 15, 2019

A Gate of Hell

The Rules:

Section 3.3 End Phase, third bullet (correction): Union naval units in a navigable river area adjacent to a land area occupied by Confederate ground units must also return to Port Royal or Cape Hatteras (this brings the wording of this rule into compliance with 7.2.7).

Rule 4.2.1, second bullet (correction): The reference to Section 7.6 should instead be to 9.6.

Module 6.0 (omission): The header itself for this Module, i.e., "6.0 Stacking", failed to print. There was no other text associated with it.

Rule 6.2.1 (correction): Up to 2 (not 5) naval units and 1 ground unit may occupy the Area.

Module 7.0 Movement (clarification): Map areas without a designation cannot be entered or crossed except per the first bullet of 8.2.6.

Rule 7.2.2 River Movement (correction): Ignore the word "only" at the start of the second line (per Section 7.3 Union ground units using amphibious movement can move along navigable rivers).

Section 7.3 Amphibious Movement (clarification): Union units must end amphibious movement in a ground area or be returned to Port Royal or Cape Hatteras. The Union player cannot leave them "out there" at sea.

Module 8.0 Bombardment Attack Example (correction): The Nahant's CF should be 1 (not 0). The rest of the example, including the combat DR result is correct.

Rules 8.1.3 and 8.1.4 (correction): Each player rolls 2d6 in an Assault as per the Assault combat example in the rulebook.

Module 11.0 (correction): The third sentence should, of course say, "The Confederate player always sets up first followed by the *Union* player."

Rule 11.3.2 (correction): Evans Brigade is comprised of 4 units (not 5).

The PAC:

MSP Allocation/Costs Table (correction): Operations Section, 4th Bullet, the reference should be to Section 7.3 (and not Rule 5.3.3).

Sequence of Play (correction): In the second line of the regular font text the second "of" should be "or".

All or Nothing

"Nothing at All" so far.