

Hammerin' Iron Battle Sheet

Game set up	
1	Arrive at venue with fleet and game aids.
2	Set up table and shoreline.
3	Non hexcloth games. Agree which end belongs to which player.
4	Display navy and fort. No secrets.
5	Declare how many D6 you will roll to determine attacker defender.
6	Roll D6 for attacker/defender. Record difference in 5,6 achieved.
7	Attacker roll D6 to determine which single ship is his late arrival.
8	Defender rolls D6 to determine a single ship to be lost from his navy. Re-roll allowed.
9	Defender's on table ships are chosen by referring to the "nature of scenario" table.
10	Defender deploys islands and sandbars.
11	Attacker rolls D6. Places this many D6 on sandbars and islands as wished.
12	Attacker rolls D6=how many scenery movement attempts. 4,5,6= movement of piece is allowed.
13	Defender deploys objective 1 (depot). Position in hex 5 from attacker's edge. Roll D6 1,2 no change, 3,4 move 1 hex, 5,6 move 2 hex. (D6 x5 inches) from attacker's edge
14	Defender deploys objective 2 (transport ships). Position in hex 5 from defender's edge. Roll D6 1,2 no change, 3,4 move 1 hex, 5,6 move 2 hex. (D6 x5 inches) from defender's edge
15	Defender deploys fort. 2D6 hexes ((D6-1) x10") from defender's edge. Re-roll allowed
16	Defender deploys ships. 2D6 hexes ((D6-1) x10") from defender's edge. No re-roll allowed
17	Attacker deploys ships.
18	Allocate asset D6. Carry out asset rolls.
19	Begin turn 1.

Determining defender/attacker	
Basic number of D6	14
+3D6	If Union
+2D6	per monitor or ironclad (max 3)
-2D6	Using large fort
+/- 3D6	if player wishes
	Total

Asset			
Apply 18D6. Between 0 and 6D6 per asset.			
Asset	D6	Y/N	Detail
Mines			Confederate player only. Defending player only. Owner can place a line of mines can be positioned across the river from the shore to an island or island to island. Any straight row of hexes except parallel to table length. Perpendicular to table edge, or up to 45° from perpendicular. Maximum length 12 3/4 hexes. 5,6 union ship detonates 6=confederate ship detonates 9D6 effect
Fire rafts			Owner can deploy two fire rafts. Allot to ships now. 6D6 against any ship hit.
Exceptional gunnery			Owner can chose a ship to have excellent gunnery. The chosen ship is allowed opportunity firing on 4,5,6 for the whole game.
Mist/night fall			There can only be one owner of mist and one owner of nightfall. If both players are owners (irrespective of how many scores of 6 they achieved) then roll a D6 each, higher score counts as the owner. Owner's ships can move on 3,4,5,6 scored per hex until failure. Opponent's ships move on 4,5,6 scored per hex until failure. Turning is rolled for in the same way as movement. Only short range firing allowed for both sides. Mist clears if either player rolls 4,5,6 at turn start. Optional roll. Nightfall starts if the winning player scores 5,6 from battle clock at 5 or higher.
Army support			Owner may place 3 light guns (12pdrs) anywhere on the shoreline but not within 2 hexes (8") of fort or objectives. The guns must be placed together. Battery is worth 2 hit points per gun. Battery may shoot every turn. Battery may not move.
Submarine			Owner will roll a 4,5,6 to make submarine come into play. 6D6 effect
Panic			Owner will force an enemy ship or fort not to carry out any firing for that turn. Thus includes opportunity firing. To deploy this asset a 3,4,5,6 must be rolled in the event section of the turn. Owner decides which ship or fort to apply the panic to.
Torpedo boat			Owner will need to roll 4,5,6 to bring torpedo boat into play. Torpedo boat has 5 hit points. One torpedo boat allowed. Deploy on the broadside of an enemy ship. Owner chooses. 6D6 effect.
Mishap			Something horrible has happened. Carry out immediately. Owner rolls D6+1. Target rolls D6. Highest scorer chooses a ship from the target's navy to suffer the mishap. Roll D6 1,2= ship hit by big tree. D6-1 damage (minimum 0). 3,4= Major mechanical breakdown. Boiler broken until 4,5,6 rolled. No movement allowed. 5,6=Ship is leaking. Treat as a fire, except damage due to leak, not fire.

Nature of scenario		
Difference	Defender's ships	Who chooses
1-2	2 ships on	Defender chooses 1. Attacker chooses 1.
3-5	1 ship on	Defender chooses 1.
6+	2 ships on	Attacker chooses 2.

Scenario points			
Union		Confederate	