

# IRON and FIRE

NAVAL BATTLES of the 1879 PACIFIC WAR

## RULES of PLAY

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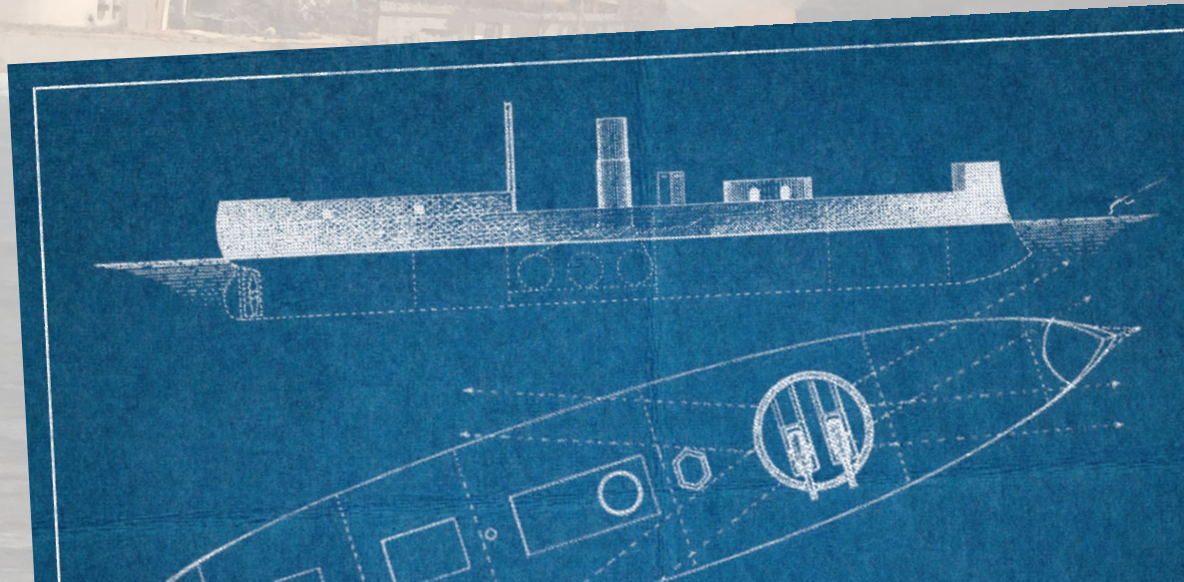
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## READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

**3.1.4** This example is the number of the fourth Case of the first Section of the third Module of the rules.

## LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com), phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Sea Monsters!* discussion folders at [www.consimworld.com](http://www.consimworld.com).

## 1.0 INTRODUCTION



*Iron and Fire* is a moderate-level complexity game covering the battles fought by the Peruvian Ironclad *Huascar* during the 1879 War of the Pacific against Chile.

## 2.0 GAME COMPONENTS AND TERMS

Each copy of *Iron and Fire* includes the following:

- Three 8.5" x 11" hex maps
- One sheet of 120 counters
- This set of rules

Players will also need one standard deck of playing cards (including two Joker cards), one six-sided die (d6), and one 10-sided die (d10) to play the game. Also needed for play is a mug, envelope, or some other opaque container from which the Mine markers will be drawn.

## 2.1 Game Terms and Abbreviations

1d6: Roll one six-sided die

2d6: Roll two six-sided dice and add both results together to get a total

1d10: Roll one ten-sided die (0 is read as 10, not zero)

Activation: Movement, Firing, or Repair action by a unit

BIC: Broadside Ironclad

CBIC: Central Battery Ironclad

CD: The drawing of one card from the deck

CF: Combat Factor. A unit's CF can be reduced to 0, or even below through applicable combat die roll modifiers, but it can always attack (of course with diminishing chances of success)

Crippled: A ship that sustained a number of hits that reduces its MP to 0 and its CF to **less than 0**.

FoW: Fortunes of War (Advanced Rule)

Hit: Each hit is one point of damage.

LB: Land Artillery Battery

MF: Movement Factor

MP: Movement Point

PF: Protection Factor

SSC: Screw Steam Corvette

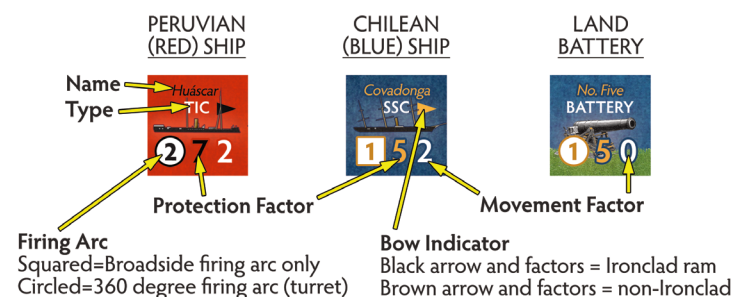
TIC: Turreted Ironclad

Unit: Ship or land battery

## 2.2 Game Scale

Each turn represents 30 minutes of time. Each unit represents one warship or one battery of 10 to 12 guns.

## 2.3 Unit Stats

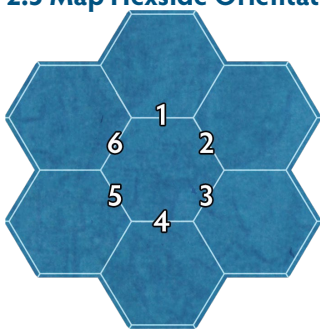




## 2.4 Ship Orientation



## 2.5 Map Hexside Orientation



## 3.0 SEQUENCE OF PLAY

A game turn consists of three phases: Preparation, Activations, and End. How many activations occur within the Activations Phase in a turn is up to the card draws from the card deck.

Each turn uses the following sequence of play:

### 3.1 Preparation Phase

At the beginning of a turn, one player shuffles the deck of cards.

### 3.2 Activations Phase (Module 4.0)

Players take turns drawing a card from the deck to determine which side activates (red suit = Peru, black suit = Chile) and how many units (ships and/or batteries) activate. Each activated unit performs **one and only one** of the following actions:

- Ship Movement or Ramming
- Firing
- Ship Boarding
- Attempt to repair ship damage
- Attempt to unground a ship

Players continue with Activation Phases (card draws) until the second Joker card gets drawn. Players then perform the End Phase (Module 11.0).

Note that under the Advanced Rule Fortunes of War (Section 13.1), a player who owns the Fortune of War counter can play the FoW counter on the **first** Joker and immediately end the Activations Phase.

### 3.3 End Phase

During the End Phase players determine the following:

- Determine if one side won the game.
- Roll for possible Critical Hits removal.
- Roll for ungrounding a ship (Section 5.3).
- Conduct Drift Movement (only ships with a 0 MP allowance - Section 5.4).
- If not the last turn of the game, advance the Game Turn Marker to the next space and start a new turn.

## 4.0 ACTIVATIONS

A card with a red suit activates Peruvian ships, while a card with a black suit activates Chilean units.

### 4.1 Card Draws and Activation

An odd-numbered card (Ace-3-5-7-9) provides **one** activation for 1 unit.

An even-numbered card (2-4-6-8-10) provides **one** activation for up to 2 units.

A face card (J, Q, K) provides **one** activation for up to 3 units.

Note that some scenarios only have one ship per side. Thus, multiple activations from one card cannot be used.

Unused activations cannot be saved for future use—use it or lose it.

Note that a ship or land artillery battery usually activates only once per Activation Phase, but under the Advanced Rule Fortune of War (Section 13.1), playing the FoW counter allows one unit to immediately take a second activation.

The drawing of the first Joker results in a 2d6 roll on the Random Event (Module 15.0). The drawing of the second Joker ends the Activation Phase. Proceed to the End Phase (Module 11.0). In the unlikely event the second Joker gets drawn and a player has yet to perform an activation, roll 2d6 for the number of card draws before the turn ends.

Under the Advanced Rule Fortunes of War (Section 13.1), a player possessing the FoW counter may play the counter on the first Joker and end the Activations Phase.

### 4.2 Activation Actions

Each activated unit performs **one and only one** of the following actions:

- Movement (ships only, Module 5.0) and possible Ramming (ships only, Section 6.2)
- Firing (Section 6.1)
- Boarding (Section 6.3)
- Attempt to repair damage (Module 8.0)
- Attempt to unground a ship (Section 5.3)

Each activated unit completes its activation before the next unit (friendly or enemy) activates.

## 5.0 MOVEMENT



A land battery never moves. Once emplaced, it remains in its hex throughout the game.

A ship has a number of movement points (MP) equal to its Movement Factor (MF). It may move some, none, or all of its MPs during a movement activation. MPs are never saved from activation to activation. MPs are never borrowed or lent to other units. A ship never moves onto a land hex.

A ship's MF may be reduced if the ship takes damage, with a loss of 1 MF (when hits are equal to or greater than half its PF rounded up, Section 7.1) or a loss of 2 MF (when hits are greater than its PF, Section 7.1).

A ship expends 1 MP to:

- Enter a hex in front of the bow
- Turn one hexside to port (left)
- Turn one hexside to starboard (right)
- Conduct a Ram attack (Section 6.2) if bow pointing at adjacent enemy ship

Note that a ship never moves and fires on one activation. It either moves **or** fires, unless using the Advanced Rule Fortunes of War (Section 13.1).

### 5.1 Shoals and Shallow Water

Each ship that enters shoals or shallow water checks for possible grounding. A ship in any depth of water attempting to ram a ship in shallow water checks for grounding before the ram attempt.

Roll 1d10 and add the following cumulative die modifiers:

- +1 if ship uses 2 MP this activation
- +1 for every 2 hits on the ship (no modifier for only 1 hit)
- +1 per Critical Hit marker (any type)
- +1 if low visibility (Advanced Rule, Section 13.3) is in effect

### 5.2 Grounding

If the modified die roll is **less than** a ship's Protection Factor, the ship does not ground and may continue moving.

If the modified die roll is **equal to or greater than** a ship's Protection Factor, the ship ceases movement in that hex and is grounded. Place a "Grounded" marker on the ship.

If the modified die roll is **equal to or greater than** twice a ship's Protection Factor, the ship ceases movement in that hex, is grounded, and suffers 1 hit. Place a "Grounded" marker on the ship and 1 Hit marker (or increase an existing Hit marker by 1). It is possible that this hit may cause the ship to sink and be eliminated from the game.

### 5.3 Ungrounding

Ungrounding attempts may be made as an activation or once during the End Phase.

To unground a ship, roll 1d10 and add the following cumulative die modifiers:

- +1 for every 2 hits sustained by the ship (no modifier for only 1 hit)
- +1 per Critical Hit of any type
- +1 if ship is Crippled (Module 12.0)

If the modified die roll is **less than** a ship's Protection Factor, the ship ungrounds, clears the underwater obstruction, and is eligible to move on a future activation.

If the modified die roll is **equal to or greater than** a ship's Protection Factor, the ship remains grounded and cannot move.

If the modified die roll is **equal to or greater than** twice a ship's Protection Factor, the ship remains grounded, cannot move and receives a hit. Place a 1 Hit marker (or increase an existing Hit marker by 1) on the ship. It is possible that this hit may cause the ship to sink and be eliminated from the game.

### 5.4 Drift Movement

In the End Phase, ships with their MFs reduced to 0 will drift (move) one hex in the direction of the current (determined by scenario) without any facing change. A ship never drifts into a hex occupied by another ship and will instead remain in its hex.

Any ship that drifts off of the map is eliminated from play.

Any ship that drifts into shallow water immediately suffers Grounding (Case 4.3.2). There is no die roll; grounding is automatic.

Any ship that drifts into a land or town hex immediately suffers two hits and suffers Grounding (Case 4.3.2). There is no die roll; the hits and grounding are automatic.

Grounded ships do not drift.

Any ship that drifts onto a Mine suffers a Mine attack.

### 5.5 Prohibited Movement

Ships never enter a land hex and never move into a hex occupied by another ship (no stacking). A ship never drifts into a hex occupied by another ship and will instead remain in its hex.

A ship with a Boarding Combat (Section 6.3) marker atop it cannot move, fire, or ram.

## 6.0 ATTACKS

Ships and land batteries may attack using Firing. Ships may also attack using Ramming or Boarding.

### 6.1 Firing

All ships and land batteries require an activation to fire. Firing is not simultaneous; whichever ship or land battery has been activated fires and any damage that may result is placed on the enemy unit.

It is possible, via a run of card draws from the activation deck, that one side will get multiple activations in a row, and thus have the opportunity to fire multiple times before a target ship can respond. Thus, the target ship may indeed take a number of hits, including possible critical hits or even sinking, before being able to return fire.

Note that ships with a Combat Factor (CF) of 0 (zero) and even negative numbers (representing disruption of gun crews as well as unavailable guns) can still fire as long as a possibility exists to roll, add modifiers, and cause a hit (Case 6.1.2).

**6.1.1 Firing Range and Line of Sight** All ships and land batteries possess a range of 4 hexes, not counting the firing unit, but counting the target unit. Do not skip hexes when considering range.

All firing ships and land batteries must have an unobstructed line of sight to the intended target. Trace this line of sight from the center of the firing unit's hex to the target hex. Any unit, enemy or friendly, in a hex along this line of sight, even if this line of sight clips the smallest part of an occupied hex or is atop a hexside line of an occupied hex, will block fire to an intended target.

### 6.1.2 Firing

Roll 1d10 and add the following die modifiers:

- + or - firer's CF
- +1 if range is 1 hex (target adjacent)
- 1 if range is 2 hexes
- 2 if range is 3 or 4 hexes
- +1 if target ship has a MF of 0 (do not apply for grounded ships)
- +2 if target ship is grounded
- +1 if fire enters through an SSC's bow or stern hexrow (suffering raking fire)
- 1 if ship with broadsides fires out of a bow or stern hex
- 1 for reduced visibility (Section 13.3)
- +1 if Fortunes of War is used (+2 if this is the first use of FoW by the owning player in the game)

### 6.1.3 General Firing Results

If the modified die roll is **less than** a target unit's Protection Factor, no effect.

If the modified die roll is **equal to or greater than** a target unit's Protection Factor, the unit suffers 1 hit.

If the modified die roll is **equal to or greater than** twice a target unit's Protection Factor, the unit suffers 2 hits **and** the firer rolls 1d6 for a possible Critical Hit. On a roll of 5 or 6, the target suffers a Critical Hit (Module 10.0).

### 6.1.4 Ironclad Ship and Land Battery Firing Results

Ironclads and land batteries had extra protection and might not suffer damage even if the firer would normally hit.

#### • Ironclad:

If the raw, unmodified d10 roll was even, the ship ignores all hits. If the raw, unmodified d10 roll was odd, the ship suffers hits as per Case 6.1.3.

#### • Land Battery:

If the firer's range was 3 or 4 hexes and the raw, unmodified d10 roll was **even**, the land battery ignores all hits.

If the firer's range was 3 or 4 hexes and the raw, unmodified d10 roll was **odd**, the land battery suffers hits as per Case 6.1.3.

If the firer's range was 1 or 2 hexes, the land battery suffers hits as per Case 6.1.3 (regardless of the raw die roll).

Optional rules for firing results include ironclad save vs. damage (Section 16.1) and land battery save vs. damage (Section 16.2).

### 6.1.5 Firing Prohibitions

A ship with a Boarding Combat marker atop it cannot move, fire, or ram.

### 6.2 Ramming

Ships may opt to conduct a ramming attack as part of a Movement Activation. The ship must have its bow pointed at the target ship, must be adjacent to the target ship, and must expend 1 MP for the ramming attack.

The ramming ship never enters the target's hex.

If attempting to ram a ship in shallow water, check for grounding before any ram attempts (Section 5.1).

#### 6.2.1 Ramming Attack

The attacking ship rolls 1d10 and adds the following die modifiers:

- +1 if the ramming ship has a black bow indicator
- +0 if the ramming ship has a brown bow indicator
- +2 if the target ship has a MF of 0
- 1 if attacking through the target ship's stern hex
- 2 if attacking through the target ship's bow hex
- +1 if using Fortunes of War (+2 if this is the first use by the ramming player during the game)

#### 6.2.2 Ramming Results

If the modified die roll is **less than** the target's Protection Factor, the **ramming** ship takes 1 hit.

If the modified die roll is **equal to or greater than** a target's Protection Factor, the target ship suffers 1 hit.

If the modified die roll is **equal to or greater than** twice a target's Protection Factor, the target unit suffers 2 hits and suffers a Critical Hit (Module 10.0).

**Also:** If the modified die roll is **less than** the **rammer's** Protection Factor, the **ramming** ship takes 1 hit. It is possible that the modified die roll is less than the target's Protection Factor and the rammer's target's Protection Factor, thus causing two hits total to the ramming ship.

#### 6.2.3 Ramming Prohibitions

A ship with a Boarding Combat marker atop it cannot move, fire, or ram.

### 6.3 Boarding Combats



Boarding may be attempted against an adjacent enemy ship. If two friendly ships are adjacent to an enemy ship, both friendly ships may board (requires two activations, one for each ship), but they do not combine their strengths. A ship activation (place a Boarding Action counter atop the targeted ship to indicate a possible Boarding Combat) must be completed before the next activation begins. It is possible that the first Boarding Combat succeeds, freeing up the second ship to perform a different action.

To attempt a Boarding Combat, the attacker rolls 1d10:

If the die roll is **less than or equal to** the target's Protection Factor, the Boarding Combat occurs. Place a Boarding Combat marker on both ships.

If the die roll is **greater than** the target's Protection Factor, the Boarding Combat does not occur.

To resolve Boarding Combat, **both players roll 1d6** and add the following modifiers:

- + Protection Factor of their ship, including negative numbers if applicable
- 2 if their ship has Crew Hit
- 1 if their ship is on Fire (Critical Hit)

Compare the modified results:

**Tie Result: Inconclusive.** If both players' totals are equal and both unmodified die rolls are odd numbers, both ships take 1 hit. If both players' totals are equal and both unmodified die rolls are even numbers, or one is even and one is odd, no effect. Either player may declare the action over; remove the Boarding Combat markers.

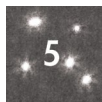
**Higher by 1: Success.** The ship with the higher total wins the Boarding Combat. Place one hit on the losing ship. The winner determines whether to continue the Boarding Combat or not on the next activation. If not, remove the Boarding Combat markers. If so, leave the Boarding Combat markers atop the ships.

**Higher by 2 or more: Capture.** The ship with the higher total wins the Boarding Combat and captures the enemy ship. Place 1 hit on the captured ship (which can be enough hits to sink it) and remove the Boarding Combat markers from both ships. The boarding party (well, now they're a prize crew) spends the rest of the game herding prisoners and surveying the damage to the now-captured ship.

The captured ship never fires, rams, or starts Boarding Combats. It can be the target of an enemy Boarding Combat. To move, a captured ship requires two consecutive friendly activations (i.e. two cards).

Note that one or more enemy activations may occur in between the first and second friendly activations, but the two friendly activations needed to move the ship must be consecutive. If, after playing the first activation on a captured ship, you use the next friendly activation on another ship, the first activation on the captured ship is cancelled and you must start over with two consecutive friendly activations if you wish to move the captured ship.

## 7.0 DAMAGE EFFECTS



Add or subtract Hit markers to record the number of hits on units. Hit markers can be used like change; for example, three 1-Hit markers can be exchanged for one 3-Hit marker.

Units suffer the following effects as it accumulates hits:

## 7.1 Ship Damage Effects

- When a ship takes a total of 2 Hits, its CF drops by 2. It may still fire even if its CF is 0 (zero) or less (negative number) as long as a possibility exists to roll, add modifiers, and cause a hit (Case 6.1.2).
- When a ship takes a total of 4 Hits, its CF drops by another 1. It may still fire even if its CF is 0 (zero) or negative as long as a possibility exists to roll, add modifiers, and cause a hit (Case 6.1.2).
- When a ship takes a number of Hits **equal to or greater than half** its PF (round up), the ship's MPs are reduced to 1 MP.
- When a ship takes a number of Hits **equal to** its PF, the ship's MPs are reduced to 0 MP. It will use Drift movement during the End Phase.
- When the number of hits is **greater than** the PF, the ship is sunk and eliminated from the game.

## 7.2 Land Battery Damage Effects

A land battery surrenders (remove it from the game) when it accumulates 3 hits.

## 8.0 REPAIRING DAMAGE

A ship may use an activation to remove hits from a ship. Roll 1d10.

If the roll is **equal to or less than** the PF, remove one hit.

If the roll is **greater than** the PF, no effect (i.e. wasted activation).

Critical Hit repair die rolls only occur in the End Phase. See the specific Critical Hit (Module 10.0).

## 9.0 MINES



If a ship enters a hex with a Mine counter, flip over the Mine counter. If the counter says, "None," no mines exist in the hex. If the ship has an MP remaining, continue the movement.

If the counter has a number (including "zero"), resolve a mine attack. Roll 2d6 and add the result to the number on the Mine counter.

If the total is **less than** the PF, no effect.

If the total is **equal to** the PF and an **even** number, the ship receives 2 hits.

If the total is **equal to** the PF and an **odd** number, the ship receives 3 hits.

If the total is **greater than** the PF, the ship immediately sinks.

If the Mine attack inflicts any hits, remove the Mine counter from the map. If the ship has any MPs left, it may continue moving.

*Designer's Note: Many of the mines in the shallow water hexes adjacent to land hexes with a land battery actually represent small boats armed with spar torpedoes and powered by oars. One can only speculate as to the courage, and casualties sustained, of those crewing these small boats.*



## 10.0 CRITICAL HITS

When ships suffer a Critical Hit, roll 1d6, place the appropriate Critical Hit marker (if any) on the ship, and carry out the effects (which may last several turns).



**1: False Alarm:** No effect.

**2: Bridge Hit:** On all activations for a movement action, roll 1d6:

Even result: Remove Critical Hit. Ship moves normally

Odd result: Ship cannot move. Activation is spent without effect.

Repair: **In End Phase**, roll 1d6.

Even result: Bridge hit repaired.

Odd result: Bridge hit not repaired.

**3 or 4: Fire:** -1 die modifier to Boarding Combat (not approach).

Repair: **In End Phase**, roll 1d6.

1,2,3: Fire extinguished. Remove marker.

4: Fire remains. Ship suffers 1 Hit.

5: Fire remains. Ship suffers 2 Hits.

6: Fire reaches powder magazine! Ship blows up. Remove from game.

**5: Propulsion Hit:** Reduce ship's MF by 1. Note that if this causes ship to have MF of 0 (zero), ship will drift.

Repair: **In End Phase**, roll 1d6.

Even result: Fixed. Remove Propulsion hit.

Odd result: Still damaged. Retain Propulsion hit.

**6: Steering Hit:** If turning during movement, roll 1d6:

Even result: Makes turn.

Odd result: Fails to make turn. MP is used without effect and ship remains facing in same direction. The activation is spent without effect.

Repair: **In End Phase**, roll 1d6.

Even result: Fixed. Remove Steering hit.

Odd result: Still damaged. Retain Steering hit.

In the End Phase, rolling for possible repair of all Critical Hits is mandatory. You **must** roll for repair, even if the result may eliminate the ship from play.

## 11.0 END PHASE

The End Phase usually begins with the drawing of the second Joker. In the unlikely event the second Joker gets drawn and a player has yet to perform an activation, roll 2d6 for the number of card draws before the turn ends.

If playing with the Advanced Rule Fortunes of War (Section 13.1), note that players may never use Fortunes of War to avoid the Joker card draws.

Also note that if using FoW, the End Phase may begin on the draw of the first Joker and the player with FoW plays the FoW. Otherwise, the drawing of the first Joker results in a Random Event roll (Module 15.0).

### 11.1 End Phase Actions

During the End Phase players do the following:

- Determine if one side won the game by accomplishing scenario objectives (Module 14.0).
- If a ship contains Critical Hits (Module 10.0), roll to repair or for additional results.
- Roll for Ungrounding a ship (Section 5.3)
- Conduct Drift Movement (only ships with a 0 MF - Section 5.4)
- If not the last turn of the game, advance the Game Turn Marker to the next space and start a new turn with activations (Section 3.1).

## 12.0 VICTORY POINTS and WINNING THE GAME



Each scenario uses specific conditions for each player to achieve victory. However, if neither player achieves their victory condition by the end of the scenario's last turn, the victor is determined by the number of Victory Points (VP) each player earns.

VP are scored as follows:

- Each Ironclad ship sunk, captured, or grounded: VPs equal to 3 x PF.
- Each other ship sunk, captured, or grounded: VPs equal to 2 x PF.
- Any Crippled Ship: VP equal to PF. Crippled is defined as a ship that sustained a number of hits that reduces its MP to 0 and its CF to **less than 0** (negative number).
- 5 VP per land battery that surrendered (Peruvian player only).



The player with the most VPs at the end of the game is declared the winner. A tie results in a Peruvian Victory.

## 13.0 ADVANCED RULES

The following optional rules add more detail and uncertainty to the battles of this period. Use some, none, or all of them.

### 13.1 Fortunes of War



To capture the additional chaos and uncertainty of battle, players trade the Fortunes of War (FoW) counter back and forth, gaining advantages whenever they possess it. Each player may use FoW only **once per turn**.



Unless otherwise noted, the Peruvian player starts with the FoW counter. The FoW does not have to be played, but the option to play it resides with the holder. The holder may play it at any time.

When played, the player chooses *one* of the following:

- Gain +2 on player's first use for Firing, Ramming, or Mine attack (+1 if previously used).
- Pick one unit and gain a second activation for that unit.
- Gain +1 activation to an activation card (for example, four activations instead of three on a face card draw).
- Immediately re-roll any die roll.
- Ignore a just-drawn, **non-Joker** activation card and draw another card.
- If the card draw was the first Joker, end the Activations Phase, do not roll for a Random Event, and go to the End Phase of the turn.

After being played and all effects occur, the opposing player gains the FoW counter.

### 13.2 Chilean Honor

If the Peruvian player holds the FoW counter, all Chilean ships with a **black** (not brown) bow indicator must attempt to conduct one ram attack against the closest Peruvian ironclad regardless of the advisability of such an attack. If the Peruvian Ironclad is not in range, the Chilean ships must continue to move at best rate to try and ram.

Until the Chilean ship or ships conduct a Ramming attack, their ships with a **black** bow indicator suffer a -2 die modifier for firing and Boarding Combats.

This requirement ends after a Ramming attack is resolved, successful or not, the Peruvian player does not hold the FoW counter, or all Peruvian ironclads are sunk or grounded.

### 13.3 Visibility

Smoke from the dozens of cannons, as well as the heat and humidity, caused problems with visibility for both sides as the battle raged.

On turns 4 through 6, all firing attacks at greater than 1 hex (adjacent) range roll 1d6:

Even result: No effect.

Odd result: Apply -1 die modifier to firer.

On turns 7 through the last turn, all firing attacks at greater than 1 hex (adjacent) range suffer a -1 die modifier to firer.

## 14.0 RANDOM EVENT TABLE

When the first Joker gets drawn, roll 2d6 on the Random Event Table. Note that if the first Joker gets drawn and Advanced Rule: Fortunes of War (Section 13.1) is in use, the player holding the FoW chit may choose to end the turn instead of rolling a Random Event.

**2-3: Fickle Luck.** The "Fortunes of War" switches to the opponent. Ignore if FoW (Section 13.1) is not being used.

**4: Order Confusion.** All Peruvian ships have 1 less MP for the next activation. Ships with temporary 0 MP will drift (Section 5.4).

**5: Save the Captain!** The next time a Chilean ship sustains a hit, the Chilean player rolls 1d6. If the roll is a 6, the ship is immediately marked with a Bridge Critical Hit (Module 10.0).

**6: Lucky Shot.** Next fire attack by the Peruvian player has a +1 modifier.

**7: No Event**

**8: Lucky Shot.** Next fire attack by the Chilean player has a +1 modifier.

**9: Save the Admiral!** Whenever the *Huáscar* or *Independencia* next sustains a hit, the Peruvian player rolls 1d6. If the roll is a 6, the ship is immediately marked with a Bridge Critical Hit (Module 10.0).

**10: Confusing Signal.** All Chilean ships have 1 less MP for the next activation. Ships with temporary 0 MP will drift (see 5.4).

**11-12: Fickle Luck.** The "Fortunes of War" switches to the opponent. Ignore if FoW (Section 13.1) is not being used.

## 15.0 SCENARIOS

In all scenarios, the Chilean player sets up first followed by the Peruvian player. Any ships that move off of the map are out of play for the rest of the scenario.

Note that each map contains scenario names and rules section number.

The map also contains a numbered hexside compass. Each scenario will detail which directions to use for north or current or other aspect of the scenario.

### 15.1 Fortunes of War

If using the Advanced Rule Fortunes of War (Section 13.1), the Peruvian player starts with the FoW counter in all of the scenarios.





## 15.2 SCENARIO 1: First Blood: Iquique, May 21, 1879



This scenario covers the first battle of the war between the Peruvian ironclad *Huáscar* and the Chilean Steam Screw Corvette *Esmeralda*.

Note: When drawing cards for activations, since each player only controls one ship, you're looking for either a black card (Chilean *Esmeralda*) or red card (Peruvian *Huáscar*). Remember that each ship is allowed only **one** activation per drawn card. Thus, drawing a face card (one activation for up to three ships) means only **one** activation; the other two cannot be used and are ignored.

### 15.2.1 Set Up

Use the all-sea hex map (look for scenario name). North points to direction 6, the edge of the map with the hexes numbered 1101 and 1201. The Current points in direction 2.

Mines (Module 9.0): The Chilean player rolls 1d6+2 and sets up that many Mine counters (randomly drawn) face down, one to a hex, in any hexes within 10 hexes of the east edge of the map.

Set up the *Esmeralda* six hexes from the north edge of the map with its bow facing south.

Set up the *Huáscar* four hexes from the south edge of the map with its bow facing north.

### 15.2.2: Special Rule: Bad Boilers

Bad Boilers: The *Esmeralda*'s boilers were in horrible shape at the start of the war and could barely make three knots. Mark the *Esmeralda* with a Propulsion Critical Hit (Module 10.0, reduces MP by 1) marker which cannot be repaired.

### 15.2.3: Special Variant Rule: Boilers Fixed

Assume the *Esmeralda*'s boilers were refitted before the start of the war and the ship moves at full MPs at the start of the scenario.

### 15.2.4: Winning the Scenario

If one ship is sunk or surrenders, the survivor is the winner.

If the *Esmeralda* exits the map via the south map edge, the Chilean player wins. If the *Esmeralda* exits the map from any other map edge the Peruvian player wins.

## 15.3 SCENARIO 2: Race to Ignominy: May 21, 1879



While the *Huáscar* dealt with the *Esmeralda*, the Peruvian *Independencia* set off after the fleeing Chilean Steam Screw Corvette *Covadonga*. Remember that each ship is allowed only **one** activation per drawn card.

### 15.3.1 Set Up

Select map that includes shoal hexes along with land hexes.

North points to the edge of the map with the hexes numbered 1101 and 1201, direction 6. The Current points in direction 2.

Set up the *Covadonga* on a deep water hex up to four hexes in any direction from hex 1102 with its bow facing direction 3 towards the shoals.

Set up the *Independencia* up to three hexes away from hex 1312 with its bow facing direction 6 or 1.

### 15.3.2: Special Rule: Covadonga Raises Steam

The *Covadonga* may only move 1 MP until the crew fully raises steam. After set-up but before the first card is drawn, the Chilean player secretly rolls 1d6:

- 1-2: 1 Turn of 1 MP movement
- 3-4: 2 Turns of 1 MP movement
- 5-6: 3 Turns of 1 MP movement

Note these are turns (not activations). Also note that any damage result, including a Propulsion Critical Hit, that drops the MP by one means the *Covadonga* will be subject to drift. Once steam is raised, the *Covadonga* may move its fully entitled MPs.

### 15.3.3: Special Rule: Shoals

This rule replaces Grounding in Shallow Water (Sections 5.1 and 5.2).

Any ship moving into a shoal hex must roll 1d6 and add the following modifiers:

- +1: Ship is the *Independencia* (inept captain)
- +1: Ship moving two or more hexes
- +1: Ship currently has a Bridge Critical hit
- +1: Ship currently has a Rudder Critical hit
- +1: Ship currently has a Crew Critical hit

If the modified die roll is 5 or more, the ship runs aground and receives a number of hits equal to the modifiers applied. For example, if the *Independencia* grounds using its second MP, it would receive 2 hits: one for being the *Independencia* and the other for moving more than one hex.

It is possible to Ground and Unground (Section 5.3) a ship multiple times while traversing this area. It is also possible that Grounding multiple times causes enough hits to sink a ship. Note that Grounded ships do not drift.

### 15.3.4: Winning the Scenario

The Chilean player wins the game if the *Covadonga* exits the south edge of the map at hex 2813 or 2912 and is not Crippled, or if the *Independencia* is captured or sunk.

The Peruvian player wins the game if the *Covadonga* is captured or sunk.

Any other result is a draw.

### 15.4 SCENARIO 3: Near Miss Summer

Following the loss of the *Independencia*, the *Huáscar* began a series of hit-and-run raids against the Chileans that frustrated repeated invasion attempts and embarrassed the Chilean government.

As the Peruvian ships endeavored to cut the telegraph cable running from Antofagasta, Chilean ships tried to interfere.

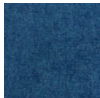
#### 15.4.1 Set Up

Use the map containing Antofagasta.

North points to the edge of the map with the hexes numbered 2813 and 2912, direction 3. The Current points direction 5.



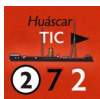
**Land Batteries (Sections 6.1 and 7.2):** The Chilean player rolls 1d6-1 for the number of land batteries available (from zero to 5). Place batteries on any land hex, maximum one battery per hex, either in an Antofagasta town hex or within four hexes of an Antofagasta town hex.



**Mines (Module 9.0):** The Chilean player rolls 1d6+2 and randomly draws that many mine counters (from 3 to 8) face down, one to a hex, in any hex within 6 hexes of an Antofagasta hex.



The Chilean player places the Central Battery Ironclad *Blanco Encalada* and the Steam Screw Corvette *Loa* three hexes from the north edge of the map, with bows pointing south (direction 6). Remember, no stacking.

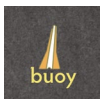


The Peruvian player sets up the *Huáscar* and the SSC *Unión* up to five hexes from hex 2004 or 2103 with the bows of the two ships facing north (direction 3).



**Cable:** Place the Underwater Cable Buoy marker in the same hex as one Peruvian ship.

#### 15.4.2: Special Rule: Cable Cutting



At the start of the game, whichever Peruvian ship is atop the Underwater Cable Buoy marker is remaining stationary and is engaged in trying to cut the cable. The ship does *not* drift.

If the ship spends the entire turn (not activation) atop the cable marker and without firing, ramming, or boarding, it may attempt to cut the cable in the End Phase. Roll 1d10: on a 5 or more, the crew cuts the cable. Die Modifiers: +1 per turn **after the first** that it spends atop the cable marker.

**Repairs:** Ships that are attempting to cut the cable may roll for repairs without disrupting cable cutting activity.

*Note: Historically it was the *Huáscar* that attempted to cut the cable.*

#### 15.4.3: Variant Rule: *Independencia* Survives

Assume the *Independencia* was not sunk at Iquique at the very start of hostilities (scenario 2), but only damaged. Roll 1d10: On an odd roll, the *Independencia* enters with 1 hit. On an even roll, the *Independencia* enters with two hits.

The *Independencia* enters on turn 1 on any edge hex from 2001 to 2901 or from 2901 to 2907.

#### 15.4.4: Winning the Scenario

The game lasts 10 turns. The player that sinks or captures the most ships is the winner. The Peruvian player can also win if the cable is cut and no Peruvian ships are captured or sunk. Any other result is a draw.

### 15.5 SCENARIO 4: Bold or Reckless? Attack on Antofagasta, late August 1879

Admiral Grau took increasing risks with the *Huáscar* as success followed success. The toll on ship and crew, however, mounted as the Peruvians pressed their luck against increasingly long odds.

#### 15.5.1 Set Up

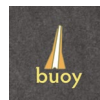
Use the map containing Antofagasta. North points to the edge of the map with the hexes numbered 2813 and 2912, direction 3. The Current points direction 5.



**Land Batteries (Sections 6.1 and 7.2):** The Chilean player rolls 1d6. On an even roll, 2 land batteries set up, one per hex, on any land hex. On an odd roll, 3 land batteries set up, one per hex, on any land hex.



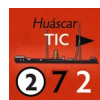
**Mines (Module 9.0):** The Chilean player rolls 1d6+2 and randomly draws that many mine counters (from 3 to 8) face down, and places them, one to a hex, in any hexes within 6 hexes of an Antofagasta hex.



**Cable:** Place the Underwater Cable Buoy marker in any non-land and non-shallow water hex at least seven hexes from an Antofagasta hex.



The Chilean player places the *Abtao* and *Magallanes* within two hexes of Antofagasta with the bows facing direction 3. Remember, no stacking.



The Peruvian player places the *Huáscar* three hexes from hex 2801 or 2901 with its facing in any direction.



#### 15.5.2 Special Rule: *Unión* Arrives

The Peruvian player secretly rolls 1d6 for the arrival turn of the *Unión*, which arrives on any hex 2901 to 2907 with its facing in any direction.

### 15.5.3: Special Rule: Cable Cutting

If a Peruvian ship wishes to cut the cable, it must remain stationary atop the Underwater Cable Buoy marker for a number of consecutive activations (not turns) equal to  $1d6+2$ . The ship does *not* drift. It automatically cuts the cable after spending the activations.

If the ship fires, rams, moves, or boards/is boarded, it does not spend an activation to perform cable cutting. It may later continue the process of cable cutting—do not re-roll—with the number of activations performed before the interruption counting against the original  $1d6+2$  total.

If or when the cable-cutting ship moves, it may only move 1 MP in its first movement activation. After that, it moves at full MP speed.

### 15.5.4: Special Rule: Bombardment

The Peruvian player can bombard the town by moving the *Huáscar* within range of any Antofagasta hex and performing a Firing activation to inflict bombardment points upon the town.

Roll 1d6 and add the following die modifiers:

- 1: *Huáscar* was fired upon by the *Abtao*.
- 1: *Huáscar* was fired upon by the *Magallanes*.
- 1: *Huáscar* fires on town at range 3 or 4

The modified result is the number of bombardment hits inflicted on the town. Bombardment hits are never repaired.

### 15.5.5: Winning the Scenario

The game lasts up to 10 turns.

If any Chilean ship exits the map, the Peruvian player wins immediately.

The Peruvian player wins by inflicting 12 bombardment hits on the town, sinking more ships than lost, and the *Huáscar* is not sunk.

The Chilean player wins by sinking or capturing the *Huáscar*, or, by sinking more ships than lost.

## 15.6 SCENARIO 5: End Game: October 8, 1879

The Peruvian ironclad's luck eventually ran out. Earlier, the Chilean military's high command was replaced, and its navy refitted and reorganized to deal with the *Huáscar* once and for all.

However, the Chilean ships, running low on coal, were due to return to port that day and could not engage in a lengthy sea chase.

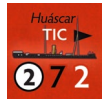
### 15.6.1 Set Up

Use the all-sea hex map.

North points to the edge of the map with the hexes numbered 1101 and 1201, direction 6. The Current points direction 2.



The Chilean player sets up *Almirante Cochrane*, *Loa*, and *O'Higgins* within 3 hexes of hexes 1712, 1813, 1912, 2013, or 2112, facing direction 2 or 3. The three ships must set up within two hexes of one another.



The Peruvian player sets up the *Huáscar* and *Unión* within 3 hexes of any hex 2901 to 2912 with the bows facing direction 1. The two ships must set up within two hexes of each another.

### 15.6.2 Special Rule: Chilean Inshore Squadron



The Chilean Inshore Squadron consists of ships *Blanco Encalada*, *Matías Cousiño* and *Covadonga*.

The Chilean player secretly rolls 1d6. If even, the Chilean Inshore Squadron enters the game on turn 2. If odd, the Chilean Inshore Squadron enters the game on turn 3.

All three Inshore Squadron ships enter within three hexes of hex 2801 or 2901 and within three hexes of one another.

### 15.6.3 Special Rule: Exiting the Playing Area

The Peruvian player may exit his ships off the north map edge at 1101 or 1201. Any that do are considered to have escaped.

### 15.6.4 Variant Rule: Independencia



Assume the *Independencia* was not sunk at Iquique at the very start of the war, but only damaged. The *Independencia* sets up at the start of the game within three hexes of the *Huáscar* and *Unión*. Roll 1d6. If even, the *Independencia* has two hits of damage. If odd, the *Independencia* has three hits of damage.

### 15.6.5 Winning the Game

The game has no turn limit.

The Chilean player wins if the *Huáscar* is sunk or captured. If the Variant Rule: *Independencia* is used (Case 15.6.4), the Chilean player wins if the *Huáscar* **and** *Independencia* are sunk or captured.

The Peruvian player wins if the *Huáscar* sinks two Chilean ships, exits via hexes 1101 or 1201, and is not crippled. If the Variant Rule: *Independencia* is used (Case 15.6.4), the Peruvian player wins if the *Huáscar* **and** *Independencia* sink three Chilean ships, both exit via hexes 1101 or 1201, and both are not crippled.

If all ironclads are sunk or captured, the game ends in a draw.