
4
OAK
&
IRON

ONLINE
CAMPAIGN



INTRODUCTION

Oak & Iron campaigns allow for narrative and new competitive elements with opponents around the world. During a campaign, squadron's compositions and abilities can change from game to game as ships gain reputations, skills, and permanent damage. Ships will develop a character of their own and two ships of the same type may end up feeling quite different by the end. The aim of an *Oak & Iron* campaign is to become the strongest force and assert control of the area serving as the theatre of war!

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NEW TERMS FOR THIS SECTION

CONTROL POINTS Control points represent the dominance a squadron can exert in the theatre of war and surrounding Ports. Control points are awarded at the end of each game and are used to purchase new ships, upgrades, and Ports.

EXPERIENCE (XP) Experience Points (XP) represent a ship's crew becoming more refined and skilled at combat. At the end of each game, ships are rewarded XP based on their achievements in battle. The XP is recorded on the squadron roster and may be used to purchase upgrades, skills, or a reputation. (pg. 06).

PORTS A key factor in every nation's plan to dominate an area was which ports to hold. During campaigns, player's will be able to control up to 3 ports. These ports (pg. 07)

can award you with Control Points or special boons and will be recorded on your Squadron Roster.

WITHDRAWING SHIPS From Turn 5 onwards, any ship can voluntarily sail off the table edge. A ship that sails off the edge after turn 5 is removed from the game and considered to have finished the game with the amount of fatigue and damage it had at the point it left the table. A ship which withdraws in such a manner is considered to be out of action when calculating strike points.

NEW CARDS Damage and Reputation Cards are new card types needed to play a campaign game of *Oak & Iron*. We have included these at the back of this document. We encourage player to print these out for their games.

STARTING A CAMPAIGN

CHOOSE FACTION

Each player needs to choose a Faction which they will play as for the duration of the campaign. Faction choice order is determined by the player group. Players encouraged to take an unselected faction or the faction with the fewest players.

TEAMS

Players are then organised into teams by squadron nationality under the command of an assigned Grand Admiral. It is the responsibility of the Grand Admirals to keep track of their team's Control Points.

The team with the most Control Points at the end of the campaign is the winner.

SELECT SQUADRONS

Once players have selected their Faction it is time to select a squadron.

Players have the following restrictions for creating their initial squadron:

- » Initial squadron can be up to 75 points
- » May only select ships which come in the core set (Sloop, Brigantine, Corvette, Petite Frigate, Fluyt, and Light Galleon) but can have as many of each ship as points allow
- » Each squadron **MUST** include an admiral
- » A squadron **CANNOT** contain more than one of a named character
- » Ships may take upgrades on their ship card but may **NOT** take any skill upgrades
- » No more than **THREE** of the same upgrade cards may be purchased for a squadron

All limitations and discounts granted by Faction cards are applicable during squadron selection.

All ship selections should be recorded on a squadron roster sheet and each ship given a name. A well-named ship is important for tracking its career. It is hard to imagine that any sailor would feel as much pride being the crew of Corvette #2 as they would being the crew of The Terror.

GAMBITS

Each player begins the campaign with 3 Gambits. These can be used during the bidding process (pg. 04) to add a **+2** bonus to a player's bidding value.

STARTING PORT

Each player begins the campaign with a Home Port (pg. 07), record this on their Squadron Roster.

SEASONS

Each campaign turn is organised into 4 season phases, which are Spring, Summer, Autumn and Winter.

SPRING, SUMMER & AUTUMN PHASES

The Spring, Summer, and Autumn phases is when tensions are high and battles take place.

These phases all follow this sequence:

1. Generate Control Points
2. Issue challenges
3. Play games
4. Award Control Points
5. Award XP
6. Recover and record damage and fatigue of ships
7. Update squadron rosters

GENERATE CONTROL POINTS

Players each add up the number of Control Points generated from the various Ports under their control. These control points are added to their squadron roster and count towards determining the order of initiative for issuing challenges.

ISSUE CHALLENGES

Challenges are issued in order to arrange games between the participants of the campaign. For the online campaign, challenges will be assigned randomly.

In the event of an uneven number of players, the remaining player without a game can issue a challenge to a player who is available to play a second game in this campaign turn. For the duration of this second game the player will play the part of the 'ringer'. As the ringer, their squadron does not accrue any damage, fatigue or experience on their squadron roster after the game. Nor may they

capture or have any ships captured. The challenging player's squadron accrues damage, fatigue and XP as normal.

PLAY GAMES

Scenario selection during a campaign is different to a regular game of *Oak & Iron*. Scenarios are determined by a bidding process. Both players secretly note how many Control Points they wish to spend on selecting the scenario. These bids are revealed simultaneously, and the number of control points wagered is deducted from both player's Control Point total. The player who bids the fewest control points now has the option to spend a Gambit to add +2 to their bid. Then the other player may decide to spend a campaign Gambit to increase their investment. The player with the winning investment may then select which scenario is played. This player will also automatically be the attacker in the scenario. Deployment zones and terrain features are determined as normal.

In the event of a tie, the squadron with the fewer total Control Points goes first. If this does not resolve the tie, each player rolls 5 dice and the player with the most skull results goes first.

All games in the campaign have a 50-point limit. Players will each select ships from their squadron roster, including upgrades, costing up to those 50 points. Any upgrades that were purchased with Control Points or XP do not count towards the cost of the ship. If either player has insufficient ships to reach the points value, reduce the size of the engagement to a value which both players can achieve. If a player has sufficient points worth of ships in their squadron roster but they are unable to meet normal squadron composition requirements (e.g. Too many or too few ships) then they may still play the game with what ships they have available but will add a strike point at the end of each turn for that game.

MISSED GAMES

If players are unable to play a game in the allotted time for a season, their fleet gains 1 XP which may be allocated to any ship in their roster. This represents ships patrolling but not engaging with the enemy. Players may spend CP (up to a maximum of 3) to gain additional XP for their fleet. No more than 1 XP may be awarded to any ship in this manner during a season.

AWARD CONTROL POINTS

After each game, Squadrons gain Control Points equal to the number of strike points which they inflicted on their opponent on the last turn of the game.

CALCULATE AND AWARD XP FOR SHIPS

Each ship can gain XP as a result of how it performed during the game. XP can be gained in the following ways:

- » Finishing the game without being crippled or put out of action = 1XP
- » Being part of the victorious side = 1XP
- » Capturing an enemy ship = 1XP
- » Crippling an enemy ship = 1XP

RECORD DAMAGE AND FATIGUE OF SHIPS

Record how much Damage and Fatigue each ship has at the end of the game on the squadron roster. Ships that participated in the game may then recover up to 1 hull point and up to 2 fatigue. Ships on each squadron that did not take part of the game recover 2 hull points and 3 fatigue. The amount of Damage and Fatigue a ship has on its squadron roster is how much they begin each game with.

UPDATE SQUADRON ROSTERS

Remove any ships or Ports that have been captured or destroyed. Captured ships are not added to the new owner roster until the

Winter phase. Captured Ports are added to the new roster now. Players may also take this time to swap admirals between ships.

WINTER PHASE

The Winter phase is a time of recovery and consolidation for squadrons. Ships in the squadron will recover all Damage and Fatigue in the Winter season.

The Winter phase follows this sequence:

1. Recommission captured ships
2. Repair damaged ships
3. Retire ships
4. Purchase new ships and ship upgrades
5. Upgrade Admiral
6. Purchase skill and crew upgrades
7. Purchase Ports
8. Transfer Ships

RECOMMISSION CAPTURED SHIPS

When a ship is captured, it can be transferred to the capturing player's squadron roster during the winter phase. The captured ship's Crew Upgrades and Upgrade cards are discarded, and pre-existing XP, Damage, and Fatigue are removed. The captured ship retains ship card upgrades and hinderances.

Alternatively, a ship may be prized. A prized ship is removed from the campaign and the player which captured the ship receives half of the ship's total points value (rounding down) as Control Points.

REPAIR DAMAGED SHIPS

During this step, a Damage card is flipped for each ship which has remaining hull damage marked on its card. If the amount of remaining damage on the ship's card is equal to or greater than the value on the damage card, the ship gains the hindrance listed on the card.

Ships then reduce all remaining hull damage on their card to zero.

NOTE

Ships with the 'stout' quality are considered to have 3 less hull damage than is marked on their card for this step. If the hindrance is 'irreparable' the ship is removed from the squadron roster.

A lasting hindrance is most often caused by a lack of resources, with enough materials most ships could be made seaworthy again. To reflect this, players have the opportunity to discard any hindrances their ships have received during this phase. Players must roll a die for each hindrance on each ship of their squadron. On a result of **A** or **X**, the hindrance is discarded. Before rolling for each hindrance a player can add more dice to the roll by spending control points. A player may spend **1 control point** for **1 extra die**, **3 control points** for **2 extra dice** or **6 control points** for **3 extra dice**.

RETIRE SHIPS

There are two ways in which a ship may be retired. If a ship is retired voluntarily, perhaps because it has too many hindrances to be combat effective, a player may remove the ship from their roster and receive back half the value of the ship's cost (rounding down) in Control Points.

If a ship is retired involuntarily as a result of drawing a special damage card, the ship is no longer considered seaworthy and is removed from the squadron roster with no refunded points. In either case of a ship being retired Crew Upgrade and Captain Cards may be transferred to another eligible ship in the squadron. Skill Upgrades are non-transferable.

SPEND CONTROL POINTS

Control points may be spent to buy ships and upgrade cards at their normal cost. Record ships and upgrades purchased during this round as purchased with Control Points.

Control points may be used to reduce the purchase cost of upgrades that any ship started the campaign with. Pay the points cost of the upgrade with CP then the upgrade will no longer count towards army total for games.

NOTE

A ship may only have one Reputation at any time. If a second reputation is purchased for a ship, it replaces the first reputation. If a reputation has the keyword "Unique" only one ship in the squadron may have this reputation and may not be purchased a second time while another ship has it.

SPEND EXPERIENCE POINTS

XP may be spent in the following ways. Record ships and upgrades purchased during this round as purchased with XP.

- » Upgrade Crew Skill = 3XP per Skill point
- » Upgrade Admiral = Pay the difference between old and new admiral, then discard the old admiral card.
- » Purchase a non-Unique Captain Upgrade = XP cost equals Pts cost
- » Purchase a Crew Specialist Upgrade = XP cost equals Pts cost
- » Purchase a Reputation = Listed on Reputation Card

XP spent during the winter phase is from the ships total XP on the roster and record the upgrade on the ship card.

PURCHASE PORTS

Spend Control Points to purchase Ports. Once a Port has been purchased, record the Port type on the player's Squadron Roster. A player can control a maximum of 2 Ports and their Home Port (3 total). Additional Ports acquired must place a Port on their squadron list.

TRANSFER SHIPS (TEAM CAMPAIGNS ONLY)

A player may receive a ship from a teammate's roster for the cost of 3CP. This ship, along with all of its upgrades, is removed from the giving player's ship roster and added to the receiving player's roster sheet. Admirals cannot be transferred between players; the giving player can now move any admiral to another ship in their fleet. The points value of the ship remains unchanged with regards to game point limits.

ADDITIONAL INFO

PORTS

HOME PORT

Cost: n/a
Control Points: 5
Boon: none

COASTAL BATTERY

Cost: 4
Control Points: 2
Boon: none

TRADE PORT

Cost: 5
Control Points: 1
Boon: Connections- While this boon is in play, a single nationality-specific signal card may be selected from another Nationality at the beginning of a game.

SPECIAL SCENARIOS

Any one of these conditions can be added to any normal **Oak & Iron** scenario as long as the control point requirement has been met:

ATTACK SUPPLY LINE

Requires 3 control points difference

-If defender loses, all ships in defender's roster gain 1 fatigue during the update squadron rosters step.

CAPTURE PORT

Requires 7 control points difference

-If defender loses, the attacker may capture 1 of the defender's Ports. Home Ports cannot be captured. If the attacker has 3 Ports already, the new Port must replace one of their current ones.

BLOCKADE PORT

Requires 5 control points difference

-Choose one of the defender's Ports. If defender loses, that player does not receive the benefit of that port for the next season.

ATTACK HOME PORT

Requires 15 control points difference

-If attacker wins, attacker receives a bonus 20 control points.

PIRATE HUNTING

Requires 5 control points difference

-Defender's ships must start at anchor or minimal sail.

-At the end of the game, attacker gains a control point for every 10pts worth of enemy ships they cripple, sink, or capture.

5

Irreparable

This ship is involuntarily retired.

3

*Battered
Gundecks*

This ship rolls one less dice when making a broadside attack at cannon range.

3

*Battered
Gundecks*

This ship rolls one less dice when making a broadside attack at cannon range.

3

*Battered
Gundecks*

This ship rolls one less dice when making a broadside attack at cannon range.

4

*Superstitious
Crew*

This ship gains 1 point of fatigue after failing a seamanship test, this effect may not take the ship to 7 points of fatigue.

3

Rigging Issues

This ship rolls one less dice when making a sailing test.

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4
*Superstitious
Crew*

This ship gains 1 point of fatigue after failing a seamanship test, this effect may not take the ship to 7 points of fatigue.

4
*Superstitious
Crew*

This ship gains 1 point of fatigue after failing a seamanship test, this effect may not take the ship to 7 points of fatigue.

2
Difficult Repairs

This ship starts next season with 1 more damage, then discard this hindrance.

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OAK & IRON - REPUTATION CARDS

2
XP

Fearsome crew

Roll an additional dice during boarding actions

3
XP

Tireless Crew

When making attacks or skill tests, treat this crew as having one less fatigue

3
XP

Precise Gunners

May reroll a single dice when checking for critical damage

2
XP

Impregnable hull

This ship ignores the first point of damage it receives in a game

2
XP

Excellent Sailors

Add an additional dice to skill tests