
OAK & IRON

GLOSSARY

WITH QUICK REFERENCE SHEET
AND ADDITIONAL NOTES

V1.02

Oak & Iron is written by Mike Tuñez and published by Firelock Games

Glossary compiled, and additional notes provided by Paul Kingtiger

INTRODUCTION

The **Oak & Iron** rule book is formatted to guide players through their first few games, allowing them to quickly start fighting naval battles. However, this layout is less useful for experienced players trying to look up a rule.

This document is my attempt to provide a resource for players who already know how to play **Oak & Iron** and need a game reference. It includes a full glossary of the core box as well as revised sections on fleet battles, creating a squadron and setting up a game. Finally, a brand new 2-page reference sheet contains information on turn order, available actions, and tables, with the most common items grouped on a single side.

Paul Kingtiger 2022

Comments and feedback can be sent via the **Oak & Iron** facebook group.

<https://www.facebook.com/groups/OakandIron>

Or by leaving a comment on my website.

<https://kingtiger.co.uk/oak-iron-glossary/>

TABLE OF CONTENTS

Glossary.....	3
Creating a squadron.....	25
Fleet battles.....	26
Starting a game	27
Quick Reference sheet.....	29

HOW TO USE THE GLOSSARY

The glossary contains an alphabetical list of rules, concepts, upgrades, and components based on the [Oak & Iron rulebook](#) with additional content from the ship expansion boxes. The document has been designed to be easy to read, and printer friendly.

PRINT VS DIGITAL VERSION

This is the A4 version of the glossary and is optimized for printing on that format, however the recommended way to use the glossary is digitally on a tablet, where you can make the best use of the hyperlinks to quickly find what you are looking for.

External links to other websites are written using the full URL, for example:

<https://www.firelockgames.com/>

Of course, hyperlinks won't work on a printed copy, so I have included page numbers to aid navigation.

CHANGES TO THE RULE BOOK TEXT

I have kept the text as close to the official rule book as possible, but in some cases I have changed the text to improve readability. Any errors are my own.

Captain's note: I have added notes throughout the glossary with additional information, examples, and suggestions. These are contained within captain's notes text boxes.

FAQ AND UPDATES

Where **Mike Tuñez** has provided rules updates on the **Oak & Iron** facebook group, or via the official FAQ I have included them in the relevant section.

Any new rules or changes since the original 1.0 version of the rules are **highlighted in blue**. I have added the version number, so you know which update the new rule is from.

FEEDBACK AND SPELLING

As much as possible I have used US English. However, I am from the UK so there may be mistakes. If you find any mistakes or spelling errors, please let me know and I will do my best to correct them.

AGNOWLEGEMENT

My inspiration for this glossary comes from **Gloomhaven Jaws of the Lion**, which includes 2 rule books, a how to play tutorial, and separate alphabetical glossary.

I would also like to thank Neil Thomas for helping me compile a list of common new-player mistakes, over the course of many excellent games.

Finally, I would like to thank **Mike** and everyone at **Firelock games** for creating a fantastic game. They have packed a great deal of theme into a light set of rules, making a fun game, accessible to new and experienced wargamers alike.

The Oak & Iron Glossary is published with the kind permission of **Firelock games**.

GLOSSARY

ADDITIONAL CREW (UPGRADE)

Ships with this upgrade become shaken when they receive 10 points of fatigue instead of the standard 7. Use the orange section on the ship card to record the additional fatigue.

Ships with this upgrade also add 1 dice to close combat attacks.



ADDITIONAL CREW ACTION (ATTACK PHASE)

During the attack phase, an activated ship may make an additional crew action instead of an attack provided there isn't an enemy ship within pistol shot.^{1.02}

ADDITIONAL GUNS (UPGRADE)

Ships with this upgrade increase their broadside value by 1. This modifier is applied in the order:

Subtract → Add → Multiply → Divide

ADJUST SPEED (SEAMANSHIP ACTION)

A ship that is not aground, anchored, entangled, or in the wind's eye may increase or decrease its speed rating by 1 until the end of the current movement phase.

Seamanship actions require a successful skill test to complete, fatigue and other modifiers apply. Skill value and fortune points can be used to re-roll dice.

Subtract (min.1) → Add → Multiply → Divide

ADMIRAL

Each Squadron is commanded by an admiral aboard the flagship. Each squadron must have exactly 1 admiral, selected when creating the squadron.

ADMIRAL CARD

Each admiral is represented by an admiral card, as shown below. This card is assigned to a ship which becomes the squadron flagship.

The game includes named historical admirals, these are limited by nationality. There are also generic admirals which can be used in any squadron.



- a** Points cost
- b** Nationality
- c** Admiral name
- d** Admiral value
- e** Admiral special rules

ADMIRAL SPECIAL RULES


Some admiral cards include special rules. These provide advantages to the entire squadron, or flagship.

Designer's notes: When specific rules on cards contradict general rules expressed in the rulebook, follow the rule on the card.

ADMIRAL VALUE

Represents an admiral's skill and experience. The value effects a squadron's initiative card deck size and is used to break some ties.

AGROUND

A ship that is aground has struck the bottom and become stuck. The aground status is also used to indicate critical damage to a ship's rigging or other status where the ship is unable to move. A ship with an aground token  and may not move or turn until the token is removed.

Removing an aground token is a crew action see below.


- ◆ Make a repair crew action.
- ◆ Do not remove a point of damage.
- ◆ Take a skill test, if successful the aground token is removed, otherwise the token remains.



Aground token

Captain's note: Ships with an aground token maintain their sail setting.

ANCHORED (SAIL SETTING)

At this setting, the ship is carrying no sail and cannot move or turn. A ship on this sail setting takes an anchored token .

Changing sail setting is a crew action.

An anchored ship can change to minimal sails.



Anchored token

ATTACK PHASE

During the attack phase players take turns to activate a single ship (the player with initiative goes first). Each ship may choose 1 (and only 1) of the following 3 attacks, or make an additional crew action if there is not an enemy ship within pistol shot.

- ◆ Broadside (See p. 5)
- ◆ Partial fire (See p. 16)
- ◆ Close combat (See p. 7)
- ◆ Additional crew action^{1.02} (See p. 3)

Once the ship has finished its activation the wake marker is removed and the other player activates a ship. Once all ships have been activated players start the end phase.

BATTLE SAILS (SAIL SETTING)

This is the default sail setting. The speed values found on a ship's card assume a ship is at battle sails.

Captain's note: Tokens are not used to show battle sails as this is the default and most common sail setting.

Changing sail setting is a crew action.

Ships at battle sails may change to full sails, or minimal sails.

BOARDING (CREW ACTION)

To complete a boarding crew action, you must:

- ◆ Be within yard arm distance of target ship
- ◆ Make a successful skill test

A ship may attempt to board an opposing ship within yard arm distance.

To attempt to board, roll a skill test. If passed, move the ship taking the action directly toward the target ship until their bases touch. A ship may move directly sideways, forward, or backward when making this move.

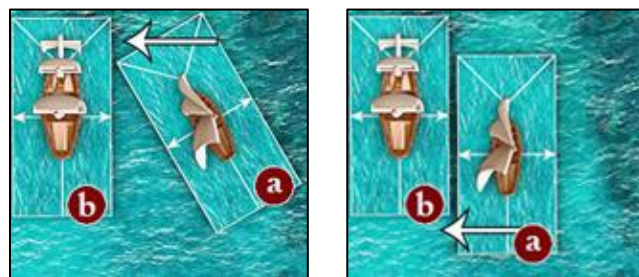
Once touching, pivot the active ship in-place until the closest edges of each ship are in edge-to-edge. If neither edge of the target is closer, the active ship may choose which edge to contact.

The ships are now entangled. If the boarding ship is not able to place its edge flush against the target ship's nearest edge for any reason, the action is not possible.

Ship **a** is attempting to board ship **b**. The ships are within yard arm distance and the player makes a successful skill test.



Ship **a** moves directly towards ship **b** until they contact. Finally ship **a** rotates at the point of contact to edge-to-edge contact with ship **b** using the shortest angle.

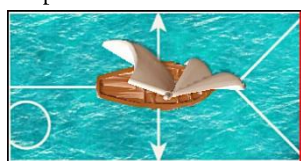


The ships are now entangled and may conduct close combat attacks in the attack phase.

Captain's notes: The 1.01 rulebook uses the terms "Boarding" and "Grappling" to refer to the same crew action. I use Boarding in the glossary as this is the most often used in the 1.01 rule book.

BOW EDGE

A ship's bow is the front edge of its base.



BROADSIDE (ATTACK PHASE)

A ship may fire 1 or both broadsides as a single activation provided all the following are true:

- ♦ The target ship base is at least partially within the broadside path of the firing ship.
- ♦ Target ship is within cannon shot.
- ♦ Attacking ship has line of sight to the target.
- ♦ The broadside firing does not have a reload marker.

ROLL BROADSIDE DICE

Roll a number of dice equal to the ship's broadside value, reduced by 1 dice for each point of fatigue on the firing ship (to a minimum of the ship's crew value), apply any additional modifiers in the order below.

Subtract (min. crew value) → Add → Multiply → Divide

The number of hits varies by range.

- ♦ Cannon shot, ☠, and 🚢 score hits.
- ♦ Musket shot, ☠, 🚢, and 🔫 score hits.
- ♦ Pistol shot, ☠, 🚢, 🔫, and 🏹 score hits.

Skill value can be used to reroll 1 or more dice.

FORTUNE POINTS

You may spend a fortune point to repeat all the steps above, including skill value rerolls, you must use the new result.

APPLY FATIGUE

If at least 1 hit is achieved the target takes 1 point of fatigue (subject to upgrades and special rules)

APPLY DAMAGE

Divide the number of hits by the target's fortitude (round down) this is the amount of damage the target takes.

Example: A ship with fortitude 2 it will take 1 point of damage for every 2 hits.

CHECK FOR CRITICAL HITS

Any dice results of ☠ may cause critical damage. Reroll those dice and check the critical hit table.

ASSIGN RELOAD MARKERS

Add a reload marker to each broadside that has fired.

REMOVE WAKE MARKER

After completing the attack, remove the wake marker from the active ship to show that it has been activated in the attack phase.

EXAMPLE BROADSIDE ATTACK



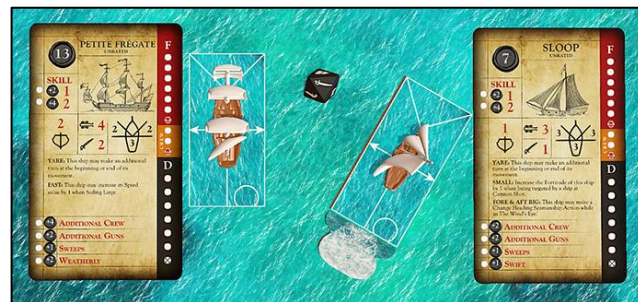
The sloop (right) is attacking the petite frigate (left).

Measuring the range, the target is within pistol shot and broadside path, and the sloop has line of site to the target.

The sloop rolls 3 dice; ☠, 🔫, and 🏹. This causes 2 hits and 1 potential critical.

At least 1 hit has been made so the target takes 1 point of fatigue.

The frigate has fortitude 2, so 2 hits cause 1 point of damage.



Rerolling the ☠ and the result is a 🔫. Checking the critical hit table, this is an additional point of fatigue.

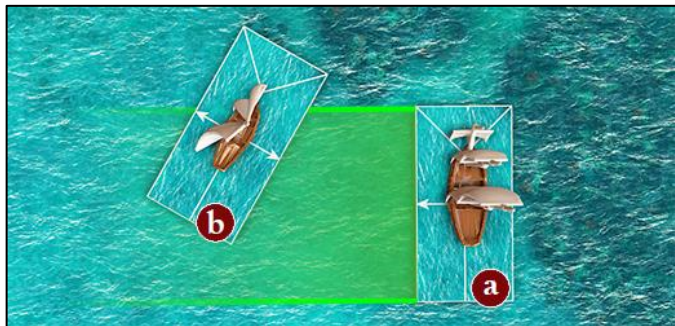


Finally, we remove the wake marker to show the ship has been activated and add a reload marker to the side that fired the broadside.

The opponent adds 1 point of damage and 2 points of fatigue to the frigate ship card.

BROADSIDE PATH

The area into which a ship may make broadside attacks. To determine the broadside path, extend the bow and stern edge out to form 2 parallel lines to either side of the ship. If any part of the target's base falls within those 2 lines, the ship is within the broadside path.



Ship **a** is firing at ship **b**. The broadside arc is highlighted green. At least part of ship **b**'s base is in the broadside arc so ship **a** can make a broadside attack.

BROADSIDE VALUE



Represents the number and size of guns carried on a ship. The broadside value is shown on the ship card.

When making a broadside attack you roll the number of dice shown by the broadside value applying any modifiers.

Subtract (min. crew value) → Add → Multiply → Divide

CANNON SHOT (RANGE RULER)

Cannon shot is the longest range at which ships can attack each other. To hit at cannon shot you must roll ☠ and 🚢. With ☠ being potential critical hits.



Cannon shot is marked with a 🚢 on the range ruler.

CAPTAIN (UPGRADE CARD)

Each ship (except the flagship) may have a single captain upgrade card, purchased when creating your squadron. This card has a points cost and provides a special rule benefit (or penalty).

Captain's note: Every ship has a captain and officers, but they do not provide any additional benefit (or penalty) to the ship. The upgrade cards are used to represent exceptionally good (or bad) captains, officers, and ship equipment.

CAPTURED

A ship that is captured has been overtaken by an opposing squadron. The ship takes a captured token with the opposing faction's insignia. Captured ships follow the same restrictions as out of action ships.

Count a captured ship as an active ship for the squadron that captured it when calculating strike points.

When checking for withdrawal a squadron includes any ships it has captured in the total number of active ships.

A ship may be re-captured by having a ship from its original squadron become entangled with it. Once entangled, remove the captured token. Re-captured ships remain shaken but will otherwise operate normally.



Dutch capture token

You can capture ships during the end phase.

CAPTURE OR DESTROY SHAKEN SHIPS (END PHASE)

You may capture or destroy an enemy ship if the following conditions are met:

- ◆ You are entangled with the target.
- ◆ The target is shaken or out of action.
- ◆ You are not shaken or out of action.

Captured ships are marked with a capture token.

A ship destroying a shaken enemy ship must make an immediate free cut free action. The destroyed ship is out of action (add a crippled token to the existing shaken token).^{1.02}

If the capturing ship cannot make a cut free action remove the destroyed ship from the battlefield (it still counts as out of action when calculating strike points).^{1.02}

In the event that 2 entangled ships are shaken, the 2 ships are moved apart yard-arm distance, or as much as possible.^{1.01}

CHALLENGE TEST

A challenge test is an opposed skill test. Both players make a skill test using their flagship's special rules and fatigue, then compare results.

Subtract (min.1) → Add → Multiply → Divide

The player who rolls the most 🏴‍☠️ and 🚢 wins the challenge test. **If there is a tie, the flagship with the highest skill value is the winner.**

If both flagships have the same skill value, continue rolling until there is a winner.

CHANGE HEADING (SEAMANSHIP ACTION)

If the active ship is not anchored, aground, entangled, or in the wind's eye it may make an additional turn using the speed 1 tool before the move action.



Seamanship actions require a successful skill test to complete, fatigue and other modifiers apply. Skill value and fortune points can be used to re-roll dice.

Subtract (min.1) → Add → Multiply → Divide

CHANGE SAIL SETTING (CREW ACTION)

The ship may change its sail setting by 1 level (up or down). A ship will continue to use the current sail setting until this action is taken again or another game effect, such as rigging damage, causes it to change.

- ♦ Full sails (See p. 12)
- ♦ Battle sails (See p. 4)
- ♦ Minimal sail (See p. 14)
- ♦ Anchored (See p. 4)

CHECK FOR SINKING SHIPS (END PHASE)

Roll 1 dice for each out of action ship. If a 🏴‍☠️ or 🚢 is rolled, the ship sinks and is removed from the battlefield.

A ship that sinks is still considered to be out of action.^{1,01}

CHECK FOR WITHDRAWAL (END PHASE)

Each player counts the number of active ships they have in their squadron, these include:

- ♦ Ships that **are not** aground.
- ♦ Ships that **are not** out of action (including captured, destroyed, or sunk)
- ♦ Add any ship ships that have been captured from the enemy.

Compare this with the number of strike points.

If the player has more strike points than active ships, then that player has lost the battle.

If both players have earned more strike points than their ship total, the player with the least amount of strike points is the winner. If there is a tie, continue playing.

END OF TURN 10

During the end phase of turn 10. Whichever player has fewer strike points is the winner.

If there is a tie at the end of turn 10, the defender claims a minor victory.

CLOSE COMBAT (ATTACK PHASE)

Close combat attacks may be taken between entangled ships or a landing party placed on a ship.

To make a close combat attack, the base number of dice is three^{1,01} plus the ship's crew value. Reduce this number by the ship's current fatigue level and then apply any other modifiers as normal.^{1,01}

CV +3 → Subtract (min.1) → Add → Multiply → Divide

Boarding from the bow or stern

Each dice result of 🏴‍☠️ causes 1 point of fatigue.

All other close combat attacks

Each dice result of 🏴‍☠️, 🗡️, 🏹 causes 1 point of fatigue.

LANDING PARTY CLOSE COMBAT

A landing party may make a close combat attack as its parent ship attack action. The target landing party must be within musket shot.

Dice and fatigue follow the same rules above.



Captain's note: The attacking ship's edge effects which dice results cause hits, it does not matter which edge of the defender's ship is being attacked.

COLLISION



A ship making contact with another ship, islands, landmasses, or rocks during its movement, causes a collision. The active ship immediately ends its movement in contact with the object.

COLLISION WITH TERRAIN

If colliding with islands, rocks, or landmasses:

- ◆ The ship takes 1 point of damage.
- ◆ Receives an aground token .
- ◆ Changes its sail setting to anchored .

COLLISION WITH ANOTHER SHIP

- ◆ The active ship rolls a number of dice equal to its current speed rating.
- ◆ 1 or more  causes the moving ship to take 1 damage.
- ◆ If 1 or more  is rolled, the ships become entangled and should be moved as if the active ship preformed a boarding crew action.
- ◆ If the ships did not become entangled, the ship that was struck is moved yard arm distance directly away from the ship that hit it. If the struck ship is aground, anchored, entangled, or unable to move the full distance the active ship is moved yard arm distance directly away instead.

Designer's notes: Although a popular concept in games in fiction, ships of this era did not typically ram each other. The bow and stern ends of these ships would have been their weakest points, with their sides being their strongest points. So attempting to slam your delicate bow into the strong side of a ship is generally a bad idea!

CONDITIONS (SCENARIO CARD)

Condition cards are drafted during game setup. They provide special rules and other advantages.



CREW ACTIONS

After a ship completes its move action, it may take a single crew action from the list below. If a rule or game effect prevents a ship from moving, it may still take a crew action.

- ◆ Reload (See p. 18)
- ◆ Rally (See p. 18)
- ◆ Repair (See p. 18)
- ◆ Change sail setting (See p. 7)
- ◆ Boarding (See p. 4)
- ◆ Row (See p. 19)
- ◆ Transfer flag (See p. 23)
- ◆ Landing party (See p. 14)

Designer's notes: free actions: some cards and special rules allow you to take “free” actions or attacks. These are actions or attacks that can be taken out of turn and in addition to normal actions or attacks.


CREW VALUE

The crew value appears on each ship card and is used to determine:



- ◆ Number of dice rolled for close combat attacks.
- ◆ Number of dice rolled for partial fire attacks.
- ◆ Minimum number of dice rolled for broadside attacks.

CRIPPLED

A ship becomes crippled and takes a crippled token  when it has taken 7 points of damage (10 points if it has taken the stout upgrade).



A crippled ship no longer takes damage points. Instead, for every point of damage the ship would have taken, a point of fatigue is taken instead.

A crippled ship's speed rating is limited to a maximum of 2 and cannot take the repair crew action, otherwise it can act normally.



Crippled token

CRITICAL DAMAGE


When attacking with a broadside or partial attack 's rolled may cause additional, critical damage. Reroll all  dice and check the results below.


HULL CRITICAL HITS

A single  causes 1 additional point of damage.

2 or more  causes a magazine explosion or other catastrophic hit. The target immediately becomes crippled. If the ship was already crippled then it becomes out of action.


RIGGING CRITICAL HITS

A single  causes additional damage to the rigging, the target immediately drops 1 sail setting to a minimum of anchored.



2 or more  causes the target to take an aground token to represent a lost mast or other severe rigging damage.












CREW CRITICAL HITS

A single  causes 1 additional point of fatigue.

2 or more  results in the helm being hit. The target ship must make an immediate full turn using the speed 2 tool. The attacking player decides which direction the ship turns.

If this causes a collision resolve as normal.

If the ship has an admiral or captain card, roll a single dice. A  or  removes the card from the game. The admiral should be replaced with an **untested admiral** card.

	1 additional Damage
 , 	Ship is crippled
	Reduce sail setting by 1 level
 , 	Ship takes aground token
	1 additional fatigue
 , 	Make full turn using speed 2 tool (attacker chooses direction).
If a Captain or admiral is onboard roll additional dice. On a result of a  or  remove the captain or admiral card.	

CUT FREE (SEAMANSHIP ACTION)

An entangled ship may make a cut free action. The ship moves yard arm distance directly away from any ships it was entangled with.

If this ship cannot move yard arm distance directly away, it cannot cut free and remains entangled.

After a ship is cut free, it retains its current sail setting, but its speed rating is limited to 1 for this turn.

A ship that successfully cuts free may choose not to move during this activation.^{1.01}

Seamanship actions require a successful skill test to complete, fatigue and other modifiers apply.

Skill value and fortune points can be used to re-roll dice.


Subtract (min.1) → Add → Multiply → Divide

A ship that has successfully cuts free may not take crew actions during the movement phase.

It may make an additional crew action instead of an attack, during the attack phase if there is not an enemy ship within pistol shot.^{1.02}

DAMAGE

Represents the effects of attacks to the structure of the ship caused by combat and collisions.

Once a ship receives 7 points of damage it becomes crippled .

Damage is recorded on the ship card using the track shown. Once crippled any additional damage is taken as fatigue.



Ships with the stout upgrade can take a maximum of 10 points of damage before becoming crippled, using the additional space provided on the ship card.

DEPLOYMENTS (SCENARIO CARD)

Deployment cards are used during game set-up, they control the deployment area for each squadron.

The area the ships can deploy is marked with an X, in the example below the squadron could deploy of the left of the battlefield.



DESTROYED

A destroyed ship is removed from the battlefield and counts as out of action when checking for withdrawal.

DETERMINE SPEED RATING (MOVEMENT PHASE)

To determine the speed rating for a ship, take the following steps:

- ◆ Check the point of sail.
- ◆ Find the speed rating for the on the ship card.
- ◆ Make any modifiers due to sail setting.
- ◆ Make any modifiers with the adjust speed seamanship action.
- ◆ Make any further modifiers due to events, upgrades and special rules.

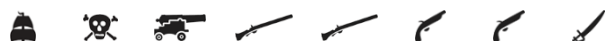
The above modifiers follow the standard order:

Subtract → Add → Multiply → Divide

The minimum speed is 0 and the maximum is 5

DICE

Oak & Iron uses custom 8-sided dice containing the following symbols.



DIRECTLY AWAY

If a ship must move directly away from another ship (or object), it moves the declared distance in whichever direction it can go furthest without pivoting or touching another object.

DUTCH (NATIONALITY)



In the middle of the 17th century the Dutch are experiencing a golden age. Unfortunately, the many wars they fight against England and other European powers for control of the sea trade takes a heavy toll and by the beginning of the 18th century, the Netherlands are in decline.

Despite this, Dutch sailors are among the best in the world. They are hardened by years of naval warfare and show superb tactical flexibility, adapting to enemy tactics and often beating them at their own game.

Dutch squadrons have the following special rules.

- ◆ Expert borders
- ◆ Shallow draft
- ◆ Skilled sailors

DOWNWIND

A turn or move described as being downwind indicates that it will cause the ship's bow to move away from the weather edge.

END PHASE

During this final phase, players count their current strike points and check to see if the game continues. Take the following steps to complete the phase:

- ◆ Capture or destroy ships. (See p. 6)
- ◆ Check for withdrawal. (See p. 7)
- ◆ Check for sinking ships. (See p. 7)
- ◆ Replace lost admirals. (See p. 18)
- ◆ Return initiative cards. (See p. 19)

Once these 5 steps are complete, the turn ends. If neither player has achieved victory, a new turn begins.

ENGLISH (NATIONALITY)



By the early 18th century, England has risen out of the turmoil of the previous centuries' civil war and begun its journey to become the greatest of the European empires. The strategy that will eventually get them there focuses on sea power. In the middle of the 17th century, the English are often credited with revolutionizing naval warfare by introducing the line of battle. With a strong emphasis on duty, English sailors rival even the Dutch in ability. They build some of the largest, most powerful ships of the day.

English squadrons have the following special rules.

- ◆ Expert gun crew
- ◆ Skilled sailors

ENTANGLED

A ship that is entangled is stuck to another ship and will not move during the movement phase as long as they remain entangled. **Entangled ships may not take crew actions and may only take the cut free seamanship action.** Opposing ships entangled together may make close combat attacks against each other.

EVENT CARD

If both players play an initiative card with the same printed^{1.01} initiative value, immediately draw a card from the event card deck.

Follow the instructions on the event card before continuing with the turn and leave the event card face up for the duration of the listed effect.

Once the effect of the card has completed, it is placed in a discard pile and not returned to the event card deck.



FAST (SPECIAL RULE)


A ship with the fast special rule **may** increase its speed by 1 when sailing large.

FATIGUE

Represents the condition of the ship's crew, equipment, and weaponry. Factors such as casualties, morale, and physical exhaustion cause fatigue.

For every point of fatigue, a ship has, it reduces the number of dice rolled for any skill test or attack by 1 (to a minimum of 1). Following the standard order for modifiers.

Subtract → Add → Multiply → Divide

Once a ship receives 7 points of fatigue it becomes shaken . Fatigue is recorded on the ship card using the track shown. Once shaken any additional fatigue is ignored.

Ships with the additional crew upgrade do not become shaken until they have received 10 points of fatigue.




FLAGSHIP

Each squadron must have a flagship. The flagship is identified by having an admiral card assigned to it.

FOG BANK (TERRAIN AND WEATHER)

Ships shooting into or through a fog bank treat the distance to their target as 1 range farther (e.g., 2 ships at pistol shot from each other are treated as if they were at musket shot instead).

If this would cause the distance to be greater than cannon shot, the distance is still treated as Cannon Shot, but only  results count as successful hits.

- ◆ Pistol shot    required to hit.
- ◆ Musket shot   required to hit.
- ◆ Cannon shot  required to hit.

FORE & AFT RIG (SPECIAL RULE)

Ships with this special rule may make a change heading seamanship action while in the wind's eye.

FORTITUDE



A ship's fortitude represents the toughness of the ship and how well it can absorb damage. The fortitude value is shown on the ship card.

When attacking a ship divide the number of hits received by the fortitude value (round down) to calculate the damage taken.

A ship with fortitude 2 will take the following damage.

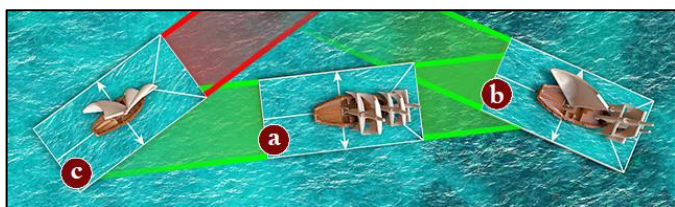
- ◆ 1 Hit - No damage
- ◆ 2 Hits - 1 damage
- ◆ 3 Hits - 1 damage
- ◆ 4 Hits - 2 damage
- ◆ 5 Hits - 2 damage
- ◆ 6 Hits - 3 damage and so on...

FORMATION

Sailing in “line ahead” formation was the decisive tactic of the day. Squadrons in **Oak & Iron** receive a bonus for sailing in formation. To qualify as being in formation ships must meet the following:

- ◆ Must be within musket shot of at least 1 other ship in the squadron, and must be able to draw an unobstructed perpendicular line from anywhere on its bow or stern edge that enters the opposite edge of the ship immediately ahead or behind it. That ship must also be able to draw an unobstructed perpendicular line back.
- ◆ 1 of the ships in formation and must be the squadron’s flagship.
- ◆ Each ship can form a formation with 1 ship in front and 1 behind.

Every ship that is in formation may add 1 dice to broadside and partial fire attacks.




Flagship **a** is in formation with ship **b** as it is able trace a line from the bow edge to **b**’s stern edge, and ship **b** is able to trace a line from its stern edge into **a**’s bow edge.

Ship **c** is not in formation as it cannot trace a line from its bow edge into **a**’s stern edge.

Note, all ships are within musket shot of their neighbors.

FORTUNE POINTS

Each player starts a game of **Oak & Iron** with 3 fortune point tokens  and may gain more during play. Fortune points can be used to re-roll any skill test or attack roll.

When re-rolling dice with a fortune point, all dice must be re-rolled (including any dice that produced the desired results). A dice roll can only be re-rolled with fortune points once. Re-rolls given by ship skill value or other special rules may be used again after spending a fortune point.



Fortune point token.

Captain’s Note: Some cards provide alternative ways to use fortune points. You may also gain or lose fortune points due to events and other card effects.

FREE ACTION

Some initiative cards, special rules, and upgrades grant free actions. These actions may be performed in addition to any normal actions taken. For example, if a ship may make a broadside attack as a free crew action, this is in addition to any crew action it would normally take.

FRENCH (NATIONALITY)




The French under Louis XIV, the famous Sun King, are the dominant European power of the last half of the 17th and early 18th century. The French navy is responsible for building some of the fastest, and most heavily armed warships of the day. French doctrine is mission oriented and often prefers disabling and out running its opponents as opposed to engaging them in open, decisive battle.

French squadrons have the following special rules.

- ◆ Expert boarders
- ◆ Fast ships
- ◆ Heavily armed

FULL SAILS (SAIL SETTING)

A ship on this sail setting takes a full sail token . While at full sails, ships increase their speed rating by 1 but **may not take the reload crew action**.



Full sail token

FULL TURN

If a rule calls for a ship to make a full turn, the ship must pivot all the way until its edge lays flat against the speed tool's angled edge.

HIGH FREEBOARD (SPECIAL RULE)

Broadside or partial fire attacks made against ships with high freeboard must score at least 2 hits to cause fatigue. Ships which are the target of a stern rake do not benefit from high freeboard.

INITIATIVE CARD

Each squadron player has a hand of initiative cards, chosen when creating the squadron. These represent tactics and signals created by the admiral before the battle. On each turn the player will select an initiative card to be played the following turn, requiring the player to predict the flow of battle and select the most useful card in advance.



- a** Nationality.
- b** Initiative value.
- c** Card name.
- d** Effect and special rules.

INITIATIVE VALUE

Each initiative card will have a value used to established which player will have initiative for the turn and so go first (highest value goes first).

EFFECTS AND SPECIAL RULES

Each initiative card contains special rules which will grant a benefit for the turn.

The more powerful initiative cards can only be used once per game, these cards are discarded during the end phase.

INITIATIVE PHASE

During this phase, players will reveal their initiative cards to determine which player has the initiative. Each player will also choose a new card for the following turn. Take the following steps to complete the initiative phase:

- ◆ Reveal initiative card (See p. 19)
- ◆ Select new initiative card
- ◆ Resolve initiative card effects (See p. 19)

SELECT NEW INITIATIVE CARD

Each player should secretly select the initiative card for the next turn from their initiative hand. This cannot be the card that was revealed this turn as it is currently in play.

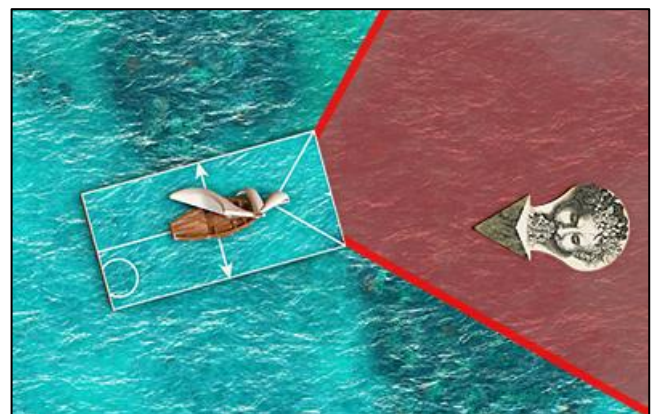
The selected card should be placed on the table, face down where all players can see it.

Captain's note: Keeping your fortune point on top of your face down initiative card is a great way to prevent it being lost.

IN THE WIND'S EYE (POINT OF SAIL)

This denotes a ship with its bow closer than 45° to the weather edge. If at the beginning of a ship's movement, its weather edge side mid-point is farther away from the weather edge than every point of your ship's bow, your ship is considered in the wind's eye.

To test this, find the ship's weather edge midpoint and the point of the bow that is farthest from the weather edge. If the midpoint measures equal to or closer than the farthest point of the bow, then the ship is not in the wind's eye. A ship at this point of sail cannot make any forward movement but may make a turn using the speed 1 tool.




ISLANDS AND LAND MASSES (TERRAIN AND WEATHER)

A ship may not move through this type of terrain, it also blocks line of sight. If a ship makes contact it causes a collision. A ship may take a landing party crew action to go ashore on an island or land mass.

LANDING PARTY (CREW ACTION)

A ship that is anchored and not shaken, and is within pistol shot of an island or landmass may send a landing party ashore.

To do so, place a landing party token  on the island or landmass within musket shot of the ship.

While ashore, the landing party may make close combat attacks against any other landing party token within musket shot using the crew value of the ship that deployed it (fatigue and other modifiers apply).

If a ship with a landing party token ashore ever becomes shaken or moves, the landing party token is immediately removed.



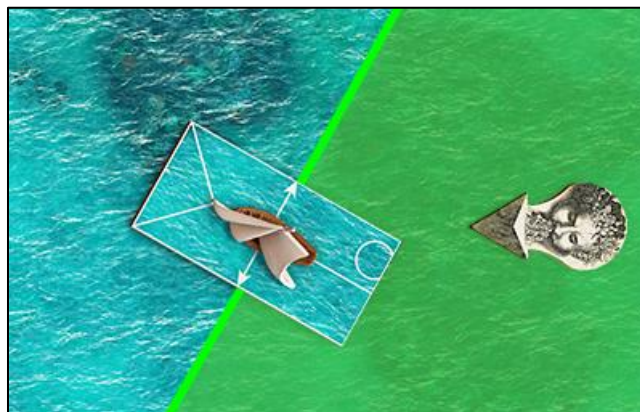
Landing party token



The sloop is anchored and within pistol shot of the island so it can form a landing party as a crew action. The landing party token can be placed anywhere within musket shot of the ship, which in this case is anywhere on the island.

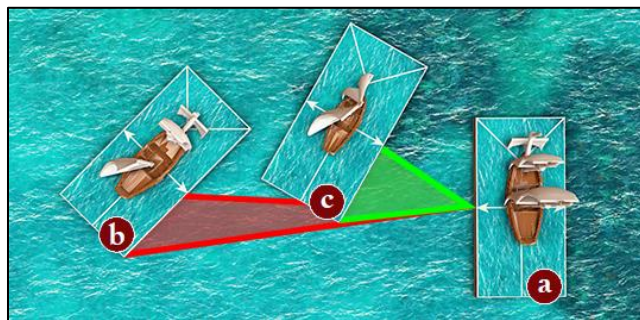
LARGE (POINT OF SAIL)

A ship is sailing large if its stern is closer to the battlefield's weather edge than its bow.




LINE OF SIGHT

To have line of sight a ship must be able to trace a line from an edge mid-point to the target edge mid-point and 1 corner.



Ship **a** can trace line of sight to ship **c**. However, ship **c** is blocking line of sight to ship **b** as **a** is unable to trace a line from its mid-point to **c**'s midpoint.

MINIMAL SAIL (SAIL SETTING)

The ship is using a reduced amount of sail. A ship on this sail setting takes a minimal sail token . While on this sail setting, ships reduce their speed rating by 1.



Minimal sail token

MODIFIERS

When determining the number of dice to roll apply modifiers in the following order:

Subtract - Add - Multiply - Divide

When subtracting, the minimum value is usually 1. The exceptions are broadside attacks which subtract to a minimum of the ship's crew value, and determining speed rating, where you subtract to a minimum value of 0.

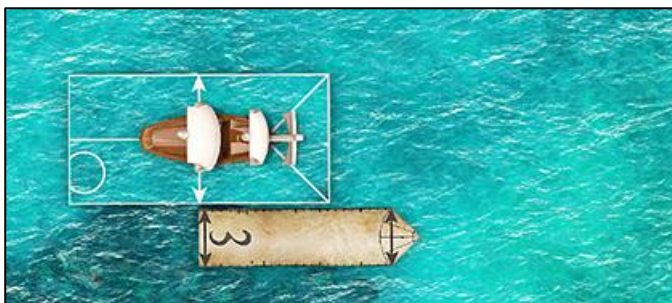
MOVE (MOVEMENT PHASE)

During the movement phase your ship must move its current speed. You may also turn using the current speed tool. This turn may happen before or after the move. Ships with the yare special rule may move before and after the move.

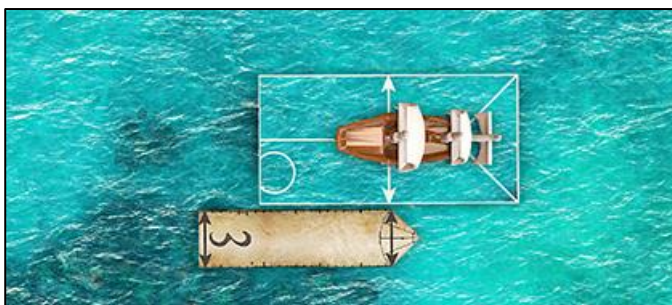
MOVE

To move a ship, select the speed tool that matches the ship's current speed rating. A ship may never move faster than speed 5 for any reason, they will use the speed 5 tool.

Place the speed tool against either side of the ship and line up the arrow on the back of the tool with the mid-point of the ship base.



Slide the ship forwards until the mid-point lines up with the arrow on the front of the tool.

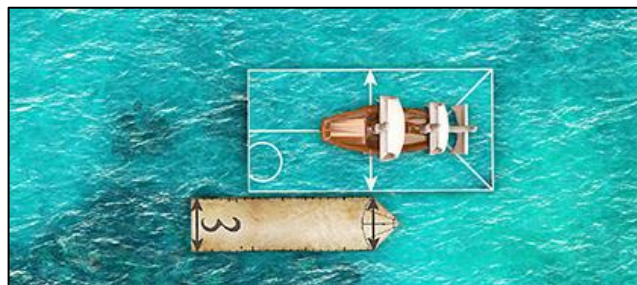


A ship must always move the full distance between the 2 arrows on the speed tool and must always move forward. The angle at the end of the ruler is only used for turning and is not counted for the move distance. Remember, a ship in the wind's eye cannot move at all but may still make a turn using the speed 1 tool.

TURN

During the movement action a ship may make a turn, either before or after moving.

Place the speed tool against the side mid-point then pivot the ship up-to the full amount allowed by the tool. Ensure the correct speed tool is used as they have different turn values.



The speed tool should always be placed on the left of the ship when turning left and the right of the ship when turning right (placed on the inside of the turn).



Captain's note: Partial turns are allowed; you do not have to turn the full angle allowed by the tool.

However, you do have to move the full distance for the current speed. This may cause collisions.

MOVEMENT PHASE

During the movement phase, players take turns to activate a single ship (the player with initiative goes first).

Each ship takes the following actions in order.

- ◆ Determine speed rating (See p. 10)
- ◆ Seamanship action (See p. 19)
- ◆ Movement (See p. 15)
- ◆ Crew action (See p. 8)





Once the above actions have been completed a wake marker is added to the ship to show it has been activated.

MOVING OFF THE BATTLEFIELD


If a ship ends its move with part of its base off the battlefield, it has drifted too far from the engagement and is removed from the game.

The scrolling sea alternative rule can be used to prevent ships moving off the battlefield. All players should agree if they are using the scrolling sea rule at the start of the game.

MUSKET SHOT (RANGE RULER)

Musket shot is the effective range of muskets and other long arms. To hit at musket shot you must roll , , and .  are potential critical hits.



Musket shot is marked with a  on the range ruler.

NATIONALITY

Each squadron belongs to a nationality which provides advantages and disadvantages based on historical doctrine. When creating a squadron select the nationality and use the matching nationality card to see the special rules for that nation. The nations current supported by the game are:

- ◆ Dutch (See p. 10)
- ◆ English (See p. 10)
- ◆ French (See p. 12)
- ◆ Pirates (See p. 17)
- ◆ Spanish (See p. 21)

NATIONALITY CARD

Each nationality has a matching card listing special rules based on the nation's doctrine.


OBJECTIVES (SCENARIO CARD)

An objective card is delt from the objective deck as part of game set-up. The card contains information on the game scenario, including any victory conditions.



Captain's note: In competitive and tournament play the objective card should be randomly selected, but there is nothing stopping players choosing an objective card provided all players agree before the battle.

OBJECTIVE TOKEN

Some scenarios use objective tokens  to mark additional victory conditions and goals. These tokens are placed during game set-up following the instructions on the objective card.

If a ship carrying an objective token becomes out of action the objective is lost.



Objective token

OUT OF ACTION

A ship becomes out of action when it is both crippled and shaken.

A ship that is out of action is no longer combat effective and its status is marked by having both a crippled and shaken token.



Once in this state, a ship can no longer move, take seamanship or crew actions, or make attacks, and is effectively out of the game.

Out of action ships remain on the battlefield as obstacles unless they sink during the end phase.

PARTIAL FIRE (ATTACK PHASE)

A partial fire attack allows a ship to make an attack if it has reload markers or the target is out of broadside path. It represents chasers, swivel guns and small arms fire.

To make a partial fire attack the following must be true:








- ◆ Target is within musket shot.
- ◆ Can draw line of sight to the target.

Partial fire attacks ignore reload markers and do not generate a reload marker and can hit targets outside of the broadside path.

The base number of dice is the crew value of the ship. This is affected by fatigue and other modifiers.

Subtract (min.1) → Add → Multiply → Divide

The number of hits is determined by the range.

- ◆ Musket shot, , , and  results score hits.
- ◆ Pistol shot, , , , and  results score hits.

Skill value can be used to reroll 1 or more dice.

FORTUNE POINTS

You may spend a fortune point you may repeat all the steps above, including skill value rerolls.

APPLY FATIGUE


If at least 1 hit is achieved the target ship takes 1 point of fatigue (subject to upgrades and special rules)

APPLY DAMAGE

Divide the number of hits by the target's fortitude (round down) this is the amount of damage the ship takes.

Example: A ship with fortitude 2 it will take 1 point of damage for every 2 hits.

CHECK FOR CRITICAL HITS

Any dice results of  may cause critical damage. Reroll those dice and check the critical hit table.

REMOVE WAKE MARKER

After completing the attack remove the wake marker from the ship to show that it has been activated in the attack phase.

PIRATES (NATIONALITY)








Representing not only pirates, but also various privateer groups such as the Buccaneers of the Caribbean. These sea rovers are often made up of sailors and adventurers from a multitude of nationalities. They employ fast, well-armed vessels that are usually overflowing with men. As they are often seeking profit, they focus on tactics of intimidation and deception in order to avoid open conflict. Of course, the nature of their profession often finds them engaged with either other groups of privateers or naval squadrons sent to hunt them down. In these engagements, they often rely on small arms and boarding as opposed to dueling with broadsides.


Pirate squadrons have the following special rules.

- ◆ Manpower
- ◆ Multinational
- ◆ Rogues
- ◆ Shallow draft

PISTOL SHOT (RANGE RULER)

Pistol shot is the effective range of pistols and other side arms. To hit at pistol shot you must roll , , , and .  are potential critical hits.



Pistol shot is marked with a  on the range ruler.

POINT OF SAIL

A ship's point of sail is its heading in relation to the wind. In *Oak & Iron* there are 3 possible points a ship can be sailing on:

- ◆ Large (See p. 14)
- ◆ Windward (See p. 24)
- ◆ In the wind's eye (See p. 13)

Any time a ship is directly between 2 points of sail, the controlling player may choose which to use.

Designer's notes: in reality, there are 5 different points of sail and each has subtle differences on the speed and handling of the ship. We have simplified these down to their most basic forms and kept the most significant aspects so that players can face the very real challenges of maneuvering a ship throughout the wind without all of the intricacies often associated with doing so.

POINTS

When creating a squadron, you have a set number of points to spend on admirals, captains, ships, and upgrades. In each case the points value is displayed on the card as shown below.

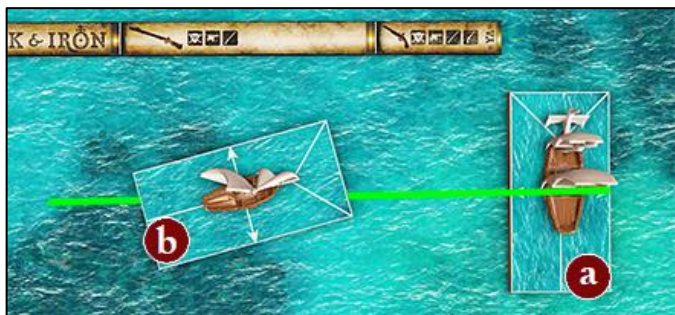


Captain's note: Points values have changed in later rules versions, but the points value on the card may not have been updated. The online build tool at builder.oakandirongame.com always has the most up to date points values.

RAKE



A ship can make a raking attack if:

- ◆ It is making a broadside attack.
- ◆ The target is within musket shot^{1.01}.
- ◆ The firing ship can draw a line though both its side mid-points that passes though both the bow and stern edge of the target.



Ship **a** is able to rake ship **b**.

A ship making a raking shot gains the following bonuses:

- ◆ If the attack causes any fatigue, the target ship takes an additional point of fatigue.
- ◆ Both  and  results can cause critical hits.
- ◆ If the raking shot is entering the target ship through the stern, treat the target ship's fortitude as 1 for this attack and ignore the high freeboard and very high freeboard special rules.^{1.01}

RALLY (CREW ACTION)

Remove 1 point of fatigue.

RELOAD (CREW ACTION)

Remove 1 reload marker. Ships may have a maximum of 2 reload markers, 1 for each broadside, the reload action will only remove 1.

RELOAD MARKER

Reload markers are used to show when the ship's guns are not fully loaded. Each ship can have a maximum of 2 reload markers, 1 on each side. Ships with a reload marker cannot fire a broadside attack from that side.

Reload markers are removed with the reload crew action.



Reload marker.

RANGE

The game uses 4 ranges, all of which can be measured with the range ruler.

- ◆ Cannon shot (See p. 6)
- ◆ Musket shot (See p. 16)
- ◆ Pistol shot (See p. 17)
- ◆ Yard arm (See p. 24)

Always measure between the 2 closest points of each model, even if these points are outside of the broadside path or line of sight.



REPAIR (CREW ACTION)

Reduce the ship's total damage points by 1.

A crippled ship cannot make a repair crew action.

A repair action can also be used to remove an aground token.

REPLACE LOST ADMIRALS (END PHASE)

If a flagship is out of action at the end of a turn, the controlling player may spend a fortune point to take a free transfer flag action during this step.

If the controlling player chooses not to do this or it is not possible (e.g., the ship was removed from the battlefield), a new ship must immediately be designated the flagship with untested admiral card.

If the player has more than 5 initiative cards in their hand, that player must immediately discard cards until they have 5 cards remaining.

RESOLVE INITIATIVE CARD EFFECTS (INITIATIVE PHASE)

Apply the effects on the initiative card that state “immediately” now and make note of any effects which may be used later in the turn.

Keep the initiative card face up on the table where it can easily be seen as a reminder of any ongoing effects.

RETURN INITIATIVE CARDS (END PHASE)

Both players return their face-up initiative cards to their hand or discard single use cards.

REVEAL INITIATIVE CARD (INITIATIVE PHASE)

Each player reveals the initiative card they chose during the previous turn. If playing the first turn of the game, each player reveals the initiative card chosen during deployment.

The player who reveals the card with the highest initiative value go first in each following phase of the turn. If both players reveal a card of equal value, an event card is drawn from the event deck and its effects are resolved before continuing. If it is not possible to resolve the event card, the effect is ignored.

Once the event has been resolved, the player whose squadron has the highest admiral value has the initiative. If there is still a tie, both players perform a challenge test. The winner has the initiative.

Once initiative has been determined, the cards remain face up to remind both players of the effect granted by their initiative card for that turn.

Initiative and event effects last until they are discarded or returned to each players hand (unless otherwise noted on the card).

ROCKS (TERRAIN AND WEATHER)

A ship may not move through this type of terrain. If a ship makes contact with rocks, it is treated as a collision.

ROW (CREW ACTION)

A ship with the sweeps special rule or upgrade may make an additional move straight ahead using the speed 1 tool. This move can be made even if the ship is at anchor or in the wind's eye. This move may not include a turn.

SAIL SETTING

A ship's sail setting describes how much sail a ship is using. There are 4 sail settings:

- ◆ Full sail (See p. 12)
- ◆ Battle sail (See p. 4)
- ◆ Minimal sail (See p. 14)
- ◆ Anchored (See p. 4)

Designer's note: Sail setting is an abstract idea in Oak & Iron. It reflects the total amount of effective sail a ship is currently making use of. Damage to a ship's rigging can have the same effect on a ship's speed as changing its sail setting and therefore is treated the same way in the game.

SCENARIO CARD

- ◆ Objectives (See p. 16)
- ◆ Settings (See p. 20)
- ◆ Deployments (See p. 9)
- ◆ Conditions (See p. 8)

SCROLLING SEA

Use of this optional rule should be agreed by all players at the start of the game. Players with limited space may choose to play with an endless sea and “scroll” everything on the battlefield to make more virtual room.

If a ship's move would cause it to move off the battlefield, return the ship to its starting position and move all ships and terrain elements on the battlefield an equal distance away from the edge the ship would have sailed off. A distance of at least musket shot should be used for this.

If any terrain would be moved off the battlefield as a result, the player not controlling the ship that caused the battlefield to be scrolled places the terrain anywhere within musket shot of the opposite battlefield edge it was forced off.

SEAMANSHIP ACTION

Before a ship moves, the controlling player may attempt to perform a seamanship action by declaring the action then rolling a skill test. Available actions are:

- ◆ Change heading (See p. 7)
- ◆ Adjust speed (See p. 3)
- ◆ Cut free (See p. 9)

SELECT NEW INITIATIVE CARD (INITIATIVE PHASE)

Each player chooses a new card from their initiative hand and places it facedown. The chosen card will be revealed at the beginning of the following turn's initiative phase.


Captain's Note: Keeping your fortune points on top of your facedown initiative card will help you keep it safe during the turn.

SETTINGS (SCENARIO CARD)

Setting cards are drafted during game set-up, they control the terrain that will be added to the battlefield.



SHAKEN

A ship becomes shaken and takes a shaken token  when it receives 7 points of fatigue (10 points if it has the additional crew upgrade).

A shaken ship may not take seamanship actions and the only crew action it may take is rally. A ship will remain shaken until its fatigue points are reduced below maximum.



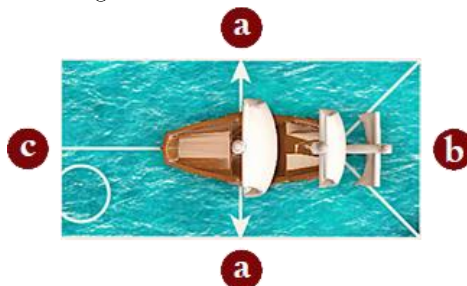
Shaken token

SHALLOW DRAFT

Ships with this special rule roll 1 dice fewer (to a minimum of 1) when testing to run aground.

SHIP

Each ship in *Oak & Iron* is represented by a model on a 40x80mm base. The game mechanics use the 4 edges detailed below, as well as the mid-point and corners or each edge.



- a** Side edges (See p. 21)
- b** Bow edge (See p. 4)
- c** Stern edge (See p. 22)

Captain's note: If using custom bases ensure they are clearly marked at the mid-point of each side and are the correct size. All measuring is done from the base, so accuracy is important.

If playing a tournament or competitive game, it is a good idea to ask your opponent if they are ok with you using custom bases before the game starts.

SHIP CARD

- a** Points cost
- b** Ship type
- c** Ship class
- d** Skill value
- e** Fortitude value
- f** Broadside value
- g** Crew value
- h** Windward speed
- i** Large speed
- j** Special rules
- k** Upgrade options




(Details on the back of the card)

- l** Fatigue track
- m** Additional crew fatigue track
- n** Damage track
- o** Stout upgrade damage track

SHOALS (TERRAIN AND WEATHER)

During a ship's movement, if it contacts or moves over a shoal, the ship must check to see if it has run aground.



Complete the move, then roll a number of dice equal to its printed fortitude value (applying any special rules modifiers). If any s are rolled, the ship has struck the bottom and takes an aground token.

SKILL TEST

A skill test is used when a ship's crew is attempting to do something complex, like working the ship's rigging to attempt to adjust its current speed.

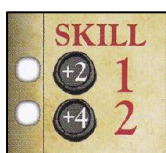
To perform a skill test, roll a base 5 dice, modified by special rules and fatigue. Skill value and fortune points can be used to re-roll dice.

Subtract (min.1) → Add → Multiply → Divide

If any  or  results are rolled, the test is successful.

SKILL VALUE (UPGRADE)

A ship's skill value represents the crew's sailing & fighting ability. Default skill is 0. Skill level 1 or 2 may be purchased as an upgrade on each ship. For each point of skill, a ship may re-roll 1 dice during skill tests and attacks (including targeting rigging or crew)^{1.02}. Skill value is shown on the ship card.



By default, all ships have a value of 0. When creating your squadron, you can upgrade to level 1 or 2 paying the points cost shown.



Captain's note: I recommend sleeving your cards and using a dry erase marker to mark upgrades and track damage.

SIDE EDGE

A ship's broadsides are the 2 long edges of the base.



SINKING

During the end phase roll a dice for each out of action ship. On a  or  result the ship sinks and is removed from the battlefield. A ship that sinks is considered to be out of action.^{1.01}

SPANISH (NATIONALITY)



Once the most powerful empire in Europe, Spain is in decline by the middle of the 17th century. Despite this, they maintain a powerful navy. Spanish ships are well built and among the toughest ships afloat. Their navy is focused primarily on defensive measures, such as securing safe passage for the treasure fleet (Flotas) returning to Europe from the Indies. These provide income upon which Spain desperately relies.

Spanish squadrons have the following special rules.

- ◆ Ruthless
- ◆ Stout ships

SPECIAL RULES

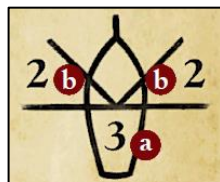
Some ships feature special rules which provide advantages in battle.

- ◆ Fast (See p. 11)
- ◆ Fore & aft rig (See p. 11)
- ◆ High freeboard (See p. 13)
- ◆ Shallow draft (See p. 20)
- ◆ Small (See p. 22)
- ◆ Very high freeboard (See p. 23)
- ◆ Yare (See p. 24)

Designer's note: A note on special rules: when specific rules on cards contradict general rules expressed in this rulebook, follow the rule on the card.

SPEED RATING

Each ship has a speed rating for sailing large and windward (ships in the wind's eye are unable to move). The speed rating is shown on the ship card.



- a** Sailing large speed
- b** Sailing to windward speed

The speed rating is modified by sail setting, the adjust speed seamanship action, upgrades, special rules, and other effects detailed in the determine speed rating step of the movement phase.

Captain's Note: The maximum speed rating is 5, any additional beyond this is ignored. The minimum speed is 0, in which case the ship cannot move or turn.

SPEED TOOL

Ships use 5 speed tools to move and turn. All ships have a minimum speed of 0 (cannot move or turn) and a maximum speed of 5.

Speed tool 2 and 3 allow wider angle turns, this represents improved maneuverability at that speed.



SQUADRON

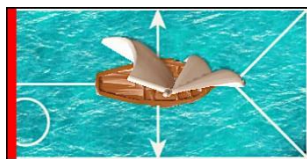
A squadron is a group of 2 or more ships, including a flagship, controlled by a player.

SMALL (SPECIAL RULE)

Ships with this special rule increase their fortitude by 1 when being targeted by a ship at cannon shot.

STERN EDGE

A ship's stern is the rear edge of its base.



STOUT (UPGRADE)

Ships with this upgrade become crippled when they receive 10 points of damage instead of the usual 7.

Use the Stout section of the ship card damage tracker to record the additional damage points.



STRIKE POINTS

Throughout the game, the mounting effects of battle begin to weigh on your forces, increasing the chances of a general withdrawal, this is represented by strike points. During the end phase of every turn, players will count their current strike point total.

- ◆ 1 for each ship that is crippled (not out of action).
- ◆ 2 for each ship that is captured, destroyed, out of action, or sunk.
- ◆ Objective cards may earn players extra strike points.

Strike points are do not accumulate and are recalculated every turn.

SWEEPS (UPGRADE)

Ships with this upgrade may use the row crew action.

SWIFT (UPGRADE)

Ships with this upgrade increase the ships large sailing value by 1.

TARGETING CREW

You may target the enemy ship's crew with a broadside or partial fire attack if the target is within pistol shot.

Targeting crew can cause significant injury and suppression to the men and officers, causing them to be less effective.

To target crew, reduce the number of dice rolled during the attack by half (round down, to a minimum of 1), following the modifiers order.

Subtract → Add → Multiply → **Divide**

Treat the attack as a critical damage test but ignore ☠ and 🛡 results.

An attack made against the crew can never damage the ship. When targeting crew during a raking shot, the target ship takes the additional point of fatigue, but no other rake effects apply.

TARGETING RIGGING

Instead of aiming at a ship's hull, a ship's rigging may be targeted by a broadside or partial fire attack.

Targeting the rigging will damage the masts, sails, and lines of the ship which can reduce its speed.

To target a ship's rigging, reduce the number of dice rolled during the attack by half (round down, to a minimum of 1), following the modifiers order.

Subtract → Add → Multiply → **Divide**

Treat the attack as a critical damage test but ignore ☒ and ✓ results.

An attack made against the rigging can never fatigue or damage a ship. When targeting a ship's rigging you do not gain the benefits of a rake.

TERRAIN AND WEATHER

Terrain and weather effects add tactical opportunities and challenges to a battle. Terrain is selected and placed on the battlefield during game set-up.

- ◆ Islands and land masses (See p. 14)
- ◆ Fog bank (See p. 11)
- ◆ Rocks (See p. 19)
- ◆ Shoals (See p. 20)

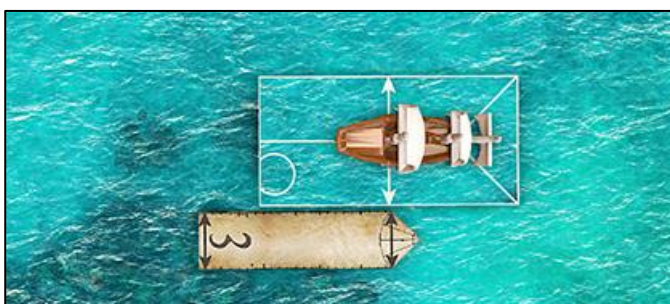
TRANSFER FLAG (CREW ACTION)

A squadron flagship may move the admiral card to a target friendly ship that is within pistol shot of the flagship and not entangled. The target ship is the new flagship.

If the target ship had a captain card, that card is turned facedown and ignored while the admiral is present on that ship.

TURN (MOVEMENT PHASE)

Place the speed tool against the side mid-point then pivot the ship **up** to the full amount allowed by the tool. Ensure the correct speed tool is used as they have different turn angles.



The speed tool should always be placed on the left of the ship when turning left and the right of the ship when turning right (placed on the inside of the turn).



UPGRADE - SHIP CARD

Upgrades provide advantages and customization to ships and may be bought when building your squadron. Each upgrade has a point cost which is included on the ship card. Additional information on upgrades can be found on the rear of the card.

- ◆ Additional crew (See p. 3)
- ◆ Additional guns (See p. 3)
- ◆ Sweeps (See p. 22)
- ◆ Skill (See p. 21)
- ◆ Stout (See p. 22)
- ◆ Swift (See p. 22)
- ◆ Weatherly (See p. 24)

UPGRADE CARDS

Upgrade cards can be bought and attached to a ship when creating a squadron. Each ship may have a **maximum of 2 upgrade cards**, although special rules and cards may cause additional limitations.

Upgrade cards have a points value. Some cards are limited by the nationality of the squadron, shown at the bottom of the card. Some cards provide a single use benefit, others a continuous effect.



VERY HIGH FREEBOARD

Broadside or partial fire attacks made against ships with this special rule must score at least **3 hits** to cause fatigue.

Ships which are the target of a rake do not benefit from high freeboard.

WAKE MARKER

A wake marker is placed behind the ship at the end of the move phase to show it has been activated in that phase.

The marker is then removed during the attack phase to show it has been activated again.

Wake markers should be placed / removed even if the ship hasn't moved (anchored or aground) or attacked that turn to ensure it is not activated twice.

If there is no room behind a ship model to place the marker, place it as close as possible, so it is clearly linked to the activated ship.



Wake marker

WEATHERLY (UPGRADE)

Ships with this upgrade increase their windward sailing value by 1.

WEATHER EDGE

The weather edge is the side of the battlefield the wind is blowing from.

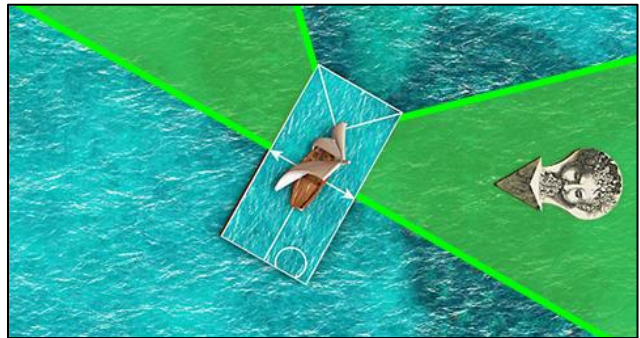
WIND MARKER

The weather edge is marked by the wind marker.



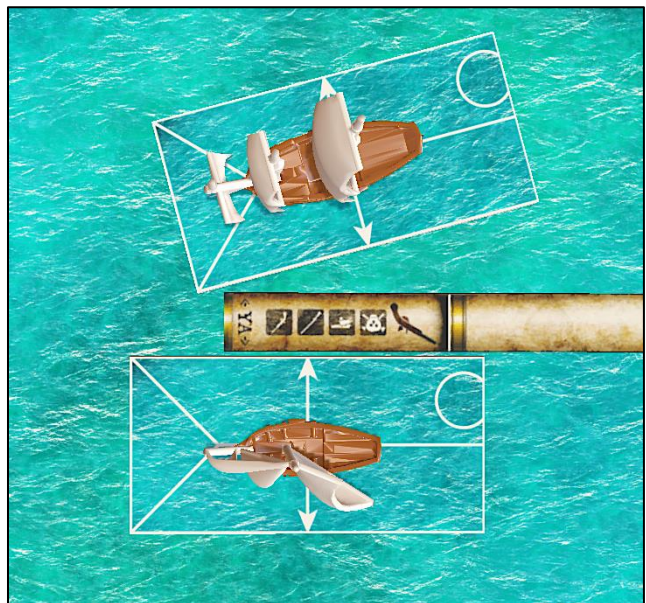
WINDWARD (POINT OF SAIL)

A ship is sailing to windward if its bow is closer to the battlefield's weather edge than its stern.



YARD ARM (RANGE)

The closest range used in the game. Yard arm distance is measured with the width of the range ruler and is primarily used when boarding, colliding, and entangling.



Using the range ruler to measure yard arm distance.

YARE (SPECIAL RULE)

Ships with the yare special rule may turn at the beginning **and** end of their move action.

Captain's note: Combined with the change heading seamanship action ships with yare are able to turn 3 times during an activation.

Change heading → Turn → Move → Turn

CREATING A SQUADRON

To create a squadron, players must first determine the size of the game that they want to play.

Captain's note: The Firelock Games Oak & Iron squadron builder website: builder.oakandirongame.com automates the process below and helps ensure all the rules are followed, it includes points values for the latest version of the rules.

GAME SIZE

PATROL

- ◆ 50 points
- ◆ 24 ships per squadron (no ships of the line)
- ◆ 3x3ft minimum

This type of game is ideal for players wishing to recreate battles between pirates, privateers, and coast guard squadrons.

SKIRMISH

- ◆ 100 points
- ◆ 3-8 ships per squadron^{1.01}
- ◆ 3x3ft minimum

This type of game is ideal for players wishing to recreate minor battles between small naval squadrons and/or larger privateer or pirate squadrons.

ENGAGEMENT

- ◆ 200 points
- ◆ 4-10 ships per squadron^{1.01}
- ◆ 3x4ft minimum

This type of game is ideal for players wishing to recreate more significant battles between naval squadrons including the largest men of war sailing the seas!

Captain's note: Players should feel free to use different points values for games and even create their own custom scenarios. Just make sure all players agree on the points and scenario rules before play.

NATIONALITY

The player should select the squadron nationality, and take the matching nationality card. This card lists the advantages and disadvantages which are applied to all ships in the squadron.

ADMIRALS, SHIPS, AND UPGRADES

ADMIRAL AND FLAGSHIP

Each squadron must have an admiral, represented by an admiral card. Each nationality has a selection of named admirals, or you can use a generic admiral. Remember to pay the points cost listed on the card.

The admiral card will be attached to a ship which becomes the squadron flagship.

SHIPS

Players select the ships for their squadron paying the points cost for each and following the minimum and maximum number requirements for the game size. Note that some admirals limit the ships that can be included in a squadron.

UPGRADES

A ship may have up to 2 upgrades. Select the required upgrade card and pay the points cost. Note some nationalities provide a discount to the points costs for upgrades and there are some limitations on upgrades, which are detailed on each card.

CAPTAINS

A ship may also have a single captain upgrade card, paying the required points cost. The flagship cannot have a captain as the admiral card takes its place.

Captain's note: Some admirals, ships, and upgrade cards are limited by nationality. Limited cards include icons or text detailing the requirements and limitations.

Designer's notes: Command and upgrade cards both feature the ✓ on their reverse side, but they are not the same type of card. Commander cards are always denoted by the word "captain" or "commander" in their title.

INITIATIVE HAND

Each squadron requires a hand of initiative cards following the rules below.

- ◆ Valid nationality symbol (or no nationality symbol).
- ◆ 5 + the admiral value cards (some exceptions apply).
- ◆ Maximum 2 cards with the same initiative value.
- ◆ Minimum 3 cards that are not discarded after use.
- ◆ No duplicate cards.

FLEET BATTLES

Fleet battles allow players to play larger scale engagements involving multiple squadrons on each side. These rules are ideal for playing multiplayer battles where players can split up into 2 teams and each player controls 1 or 2 squadrons.

The rules in this section will modify some of the core rules in the game in order to help facilitate these larger battles. Unless otherwise mentioned, all the normal rules for **Oak & Iron** apply.

FLEET BUILDING

Both sides should construct fleets of equal point values consisting of 2-4 squadrons each.

Individual squadrons do not have to be made up of the same number of points as long as the total combined point value is equal to that of the opposing fleet.

Each squadron will have its own initiative card hand as usual and may only use cards from its own initiative hand.

INITIATIVE PHASE

The initiative phase is slightly modified when playing fleet battles. When selecting a new initiative card, each squadron must choose an initiative card from their hand.

When revealing initiative cards, each fleet adds up the total initiative value from all of the initiative cards played by the squadrons in that fleet. The fleet with the higher total will go first that turn.

If an entire squadron is captured or out of action, that squadron may not play an initiative card this round.

MOVEMENT PHASE

During the movement phase of fleet battles, each side will activate all the ships in a single squadron together.

Although the entire squadron activates together, each individual ship in the squadron must complete its full activation before another ship is activated.

Both fleets alternate activating squadrons until all the squadrons have completed an activation. The game then proceeds to the attack phase.

ATTACK PHASE

The attack phase works identically to a standard game of **Oak & Iron**. Players alternate activating ships regardless of squadron.

END PHASE

When checking for withdrawal in a fleet battle, the total strike points earned are checked against the total ship count of the fleet.

STARTING A GAME

Historically, admirals would work to gain the advantage of position and wind, making the most of local knowledge and conditions to maximize their strengths and the enemies' weaknesses. This maneuvering could last for several days before battle was joined and often ensured victory before a shot was fired.

Oak & Iron represents this pre-battle maneuvering with a card draft mechanic, allowing the players some control over the battlefield and positioning of fleets.

SETTING UP THE TABLE

Recommended table size is 3x3ft or 3x4ft with additional room for ship cards and accessories.

If using a rectangular battlefield, place the short edges between the players.

PLACE WIND MARKER

Place the wind marker on one of the battlefield edges between the players, so it is blowing side to side from the player perspective.^{1.02}

DRAW SENARIO CARDS

A player should shuffle and draw an objective card (or a card can be selected by mutual agreement), read the card out loud so all players know the objective. Place the card next to the wind marker, easily accessible to all.

Draw 3 cards from each of the conditions, deployments, and settings decks and place them face up in the middle of the table.

DETERMINE ATTACKER / DEFENDER

The player with the highest admiral value chooses to be the attacker or defender. If the admirals have the same value, then roll a challenge test with the winner choosing to attack or defend.

DRAFTING CARDS

Attacker first, alternate choosing a card from the middle of the table, each player can only have 1 card of each type (conditions, deployments, and settings) so the attacker will get first choice of 2 card types.

Captain's note: This is the standard set-up method and should be used for competitive play. I encourage players to create their own scenarios or recreate a historical battles of the period.

Don't forget to share your scenarios on Facebook.
<https://www.facebook.com/groups/OakandIron>

PLACING TERRAIN

Any terrain specified on the objective card should be placed first following the instructions on the card.

ADD TERRAIN TO POOL

Defender first, alternate selecting terrain to add to the pool following the instructions on the settings cards.

ADD TERRAIN TO BATTLEFIELD

Defender first, alternate selecting a single piece of terrain and place it on the battlefield.

Terrain must not be placed closer than musket shot to an existing piece of terrain.

ADJUSTING TERRAIN

Defender first, alternating, players may move a single terrain piece, following the rules below.

- ◆ Terrain must be entirely in your deployment area as shown on your deployments card.
- ◆ Terrain can be moved up to musket short from its starting position and can be rotated.
- ◆ A single piece of terrain cannot be moved more than once.^{1.01}
- ◆ Terrain may be moved to within musket shot of other terrain pieces.
- ◆ Terrain may not be moved off the battlefield.
- ◆ Objective terrain cannot be moved.^{1.01}

DEPLOY SHIPS

Defender first, players place their entire squadron.

CHOOSE FIRST INITIATIVE CARD

Players choose their first initiative card keeping it hidden until both players are ready to start turn 1.

STARTING A GAME TASK OVERVIEW

Star with	Task
	◆ Place wind marker
	◆ Draw objective card
	◆ Draw scenario cards
	◆ Determine attacker and defender
Attacker	◆ Alternate drafting cards
Defender	◆ Alternate adding terrain to pool
Defender	◆ Alternate adding terrain to battlefield
Defender	◆ Alternate adjusting terrain
Defender	◆ Deploy all ships
	◆ Choose first initiative card



OAK & IRON

QUICK REFERENCE SHEET

INITIATIVE PHASE

1) Both players reveal initiative cards
♦ Highest value has the initiative and is the first player.
♦ If card values are equal:
○ Draw and resolve an event card.
○ Highest admiral value is the first player. If still a draw, challenge test ^M , winner is the first player.
2) Select initiative card for the next turn
3) Resolve this turn's initiative card effects

MOVEMENT PHASE

4) Determine speed rating
♦ Check point of sail and sail setting
♦ Apply upgrades, special rules, events, and initiative card
5) Seamanship action (choose 1)
♦ Announce action, then attempt a skill test.
○ Change Heading (Turn with speed 1 tool)
○ Adjust Speed (Speed +/- 1)
○ Cut Free (no longer entangled)
♦ Roll 5 dice ^M , or required for successful skill test.
6) Move ship
♦ Turn, Move or Move, Turn
♦ Ship with Yare: Turn, Move, Turn
7) Crew action (choose 1)
♦ Reload (-1 reload marker) ♦ Board (Entangle target)
♦ Rally (-1 fatigue) ♦ Row (Sweeps required)
♦ Repair (-1 damage) ♦ Transfer Flag
♦ Change Sail Setting ♦ Landing Party (deploy)

ATTACK PHASE

Choose 1 of the 4 options below

8a) Broadside
♦ May fire 1 or both broadsides.
♦ No reload marker on side(s) firing.
♦ Target ship must be in line of sight and broadside path.
♦ Roll broadside value ^M (minimum dice = crew value)
♦ 1 or more hits, 1 fatigue to target.
♦ Hits / fortitude = damage to target (round down).
♦ Reroll any and check critical table.
♦ Add reload marker to the side(s) firing.
8b) Partial fire
♦ Target ship must be in line of sight and musket shot.
♦ Roll crew value ^M (Results as broadside attack above).
8c) Close combat
♦ Ship must be entangled with target or landing party or be within musket shot of target landing party.
♦ Roll crew value +3 dice applying standard modifiers ^M
♦ Each hit cases 1 fatigue to target.
♦ Boarding from bow or stern: hits.
♦ All other close combat: , , hits.
8d) Additional crew action
♦ Ship must not have any enemy ships within pistol shot.

END PHASE

9) Capture or destroy ships
10) Check for withdrawal
Calculate number of strike points. If total is greater than the number of active ships then the squadron withdraws.
♦ Active ship: Not out of action, aground or captured.
♦ 1 strike point for each crippled ship.
♦ 2 per ship that is captured, sunk, out of action.
♦ Objective cards may award additional strike points.
11) Sinking ships
♦ Roll 1 dice for each out of action ship, on a or the ship sinks and is removed from battlefield.
12) Lost admirals
♦ Out of action flagship may spend a fortune point for a free transfer action.
♦ Or designate new flagship with untested admiral, discard initiative hand down to 5 cards.
13) Return / discard initiative cards.

ALLOWED ACTIONS

Anchored
♦ Cannot move
♦ Cannot take the adjust speed seamanship action
Entangled
♦ Cannot take Seamanship actions, except Cut free.
♦ Cannot not move or turn.
♦ Cannot take crew actions.
Shaken
♦ Cannot take Seamanship actions.
♦ Cannot take Crew actions, except Rally.
Crippled
♦ Max speed 2.
♦ Cannot take Repair, Crew action.
♦ All additional damage taken as fatigue.
Out of action, Captured, Sunk
♦ No actions allowed.

CRITICAL DAMAGE

Broadside and partial fire attacks only

	1 additional Damage
, +	Ship is crippled
	Reduce sail setting by 1 level
, +	Ship takes aground token
	1 additional fatigue
, +	Make full turn using speed 2 tool (attacker choses direction). If a Captain or admiral is onboard roll additional dice. On a result of a or remove the admiral or captain card.

MODIFYING DICE ROLLS

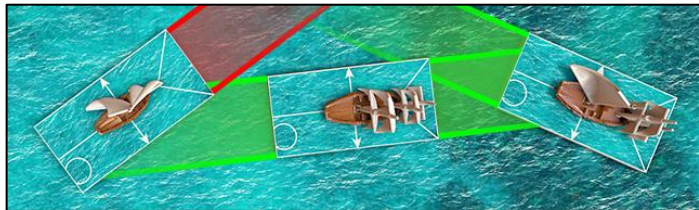
Rolls marked with ^M are modified by fatigue and other effects in the order: Subtract, Add, Multiply, Divide

OAK & IRON

QUICK REFERENCE SHEET

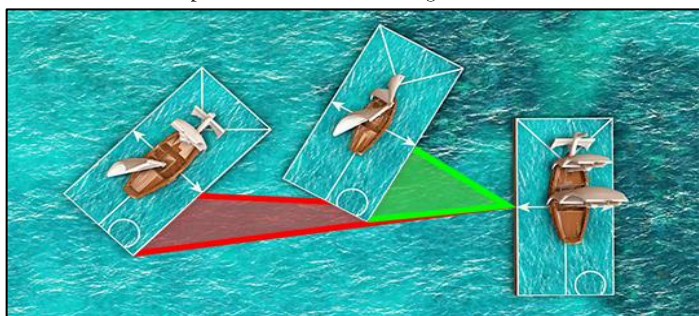
FORMATION

- ◆ Must include flagship
- ◆ Each ship must be able to trace a line extending from its bow or stern into the next ship's stern / bow.



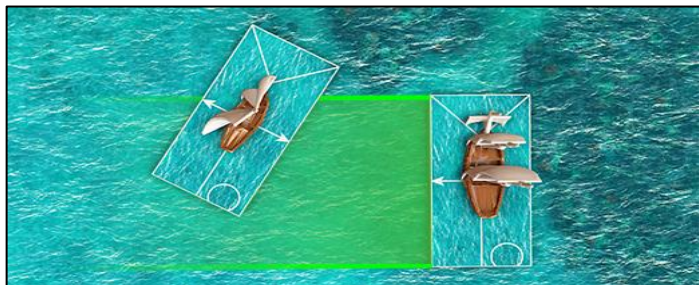
LINE OF SIGHT

- ◆ Must be able to trace a line from the mid-point of the ship to a mid-point and one corner of the target.
- ◆ Islands and ship bases block line of sight.



BROADSIDE PATH

- ◆ A straight line extending from the bow and stern edge, on both sides of the ship (only port broadside is shown here).



RAKE

- ◆ Must be a broadside attack within musket shot and able to trace a line through both broadside midpoints and through the bow and stern edge of the target.
- ◆ If attack causes fatigue, target takes 1 additional fatigue.
- ◆ and are rerolled on the critical hit table.
- ◆ If raking through the stern:
 - Ignore high and very high freeboard special rules.
 - Target fortitude reduced to 1 for the attack.



SAIL SETTING

Token	Sail setting	Effect
	Full sails	+1 speed (No reload crew action)
None	Battle sails	None.
	Minimal sails	-1 Speed
	Anchored	Ship cannot move or turn.

TOKENS



DICE



THINGS TO REMEMBER

- ◆ After revealing initiative cards, select the next turn's cards and place them, face down on the table.
- ◆ Ship skill value allows you to reroll 1 or 2 dice for every attack and skill test and breaks a tie in a challenge test.
- ◆ For each point of fatigue, you must roll 1 fewer dice on attack and skill tests (to a minimum of 1).
- ◆ When making broadside attack dice can not be reduced below the ship's crew value.
- ◆ Pre-measuring is always allowed.
- ◆ Always measure from the closest points of the base, even if these points are outside of broadside path.
- ◆ Partial fire and close combat attacks ignore reload markers.
- ◆ Ships in formation add 1 dice to broadside and partial fire attacks.
- ◆ Broadside and partial fire attacks may target the Crew or Rigging.
- ◆ Additional fatigue on shaken ships is ignored.
- ◆ Additional damage on crippled ships is taken as fatigue.
- ◆ All battles last a maximum of 10 turns, at the end of which the player with the fewest strike points wins.
- ◆ In case of a tie the defender wins.