
A & A GAME ENGINEERING PRODUCT SUPPORT

Product Support sheets come in the following types:

- Clarifications – these are more general clarifications about game play in response to questions from players.
- Corrections and Amendments – these include corrections to errors in game data, typing errors, and mistakes in game play that have come to light. These may come in two alternatives:
 - applicable to the most recent edition.
 - applicable to previous editions. These items will all have been incorporated into the latest edition on sale.
- New Rules – These rules will have been developed in response to requests from players. They may also have been developed from House Rules (see below).
- House Rules and player suggestions. House rules that are tested and work well may be incorporated into the basic rules if the author(s) approve.

The content of the sheets follows the same order as the rules in the book and the first sheet shows a summary of these sections and indicates those that are affected by the current sheet.

IRON AND FIRE

CHANCE CARDS FOR USE WITH IRON AND FIRE EDITION 2.2 ONWARDS

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These Chance Cards originally appeared as part of the Iron and Fire Additional Rules download material.

Some minor adjustments to the effects of the cards have been made:

All the “Bad Luck” cards that are not blank have negative effects.

The “Good Luck” card that allowed a gun to be repaired has been changed so that Flotation (BP) damage can be repaired.

All the cards are compatible with the 3rd Edition of the rules.

1—CHANCE CARDS

History is replete with examples of actions that were turned by a single piece of good or bad luck. Most, if not all wargames rules depend on an element of luck to some degree, but only really include effects on firing and morale in general terms. These optional rules offer the naval wargamer a chance to include more events and effects that could turn a battle's outcome. The system also allows for some flexibility and variation in order of battle, unknown to the opposition, once an action is set up. Before the start of the game the players or umpire should generate a set of cards in two decks. The decks are arranged as shown below.

The first set are drawn at the start of the game and generally cover good effects, such as the opportunity to re-roll a particular dice throw, to allow rapid damage control or to cause a lucky hit. Also

included in this deck of cards are a large number of blanks. These have no effect, but add to the suspense. At the start of the game the players take turns to draw 3 cards from the first deck. These cards can be played at any time during the game. Once played they are not replaced.

The second deck is a set of 'bad luck' cards. These are drawn at the discretion of an opposing player who is able to play a "Bad Luck" card from Deck 1, and generally (but not always) inflict a nasty surprise on the drawer. With a few exceptions the effects of these cards are resolved immediately and the cards returned to the deck, which is shuffled after each use.

DECK 1—This deck consists of 26 cards. Take a normal deck of cards and remove all the black cards.		
Cards in Deck	Playing Card	Event
2	Ace	Good luck! - Repeat the last die roll
2	King	Critical Damage - Play this card when scoring a hit on an enemy vessel and cause one critical hit in addition to any other damage.
2	Queen	Double damage - must be played before dice are rolled for hit location. Damage caused from a hit is doubled. If a Weapon hit is scored then two guns are destroyed. If a Hull hit is scored then the target takes double SP loss. If a Critical Hit is scored then TWO criticals are inflicted.
2	Jack	"Bad luck, old boy"! - Force you opponent to draw from Deck 2
2	10	High morale - Increase crew quality of one ship by one level
1	9♥	Superior damage control - Release a jammed turret immediately
1	9♦	Superior damage control - Stop one flood immediately
1	8♥	Superior damage control - Extinguish one fire immediately
1	8♦	Superior damage control - Repair 1d10 worth of BP damage on one ship immediately
1	7♥	Superior damage control - Repair 1d10 worth of SP damage on one ship immediately
1	7♦	Superior manoeuvring - One vessel can use the next smallest turning circle
10	2-6	Blank Card - Hold on to this card and bluff your opponent!

DECK 2—This is made up of another 26 cards, and can be made by using the black cards not used for deck 1.		
Cards in Deck	Playing Card	Event
4	Ace King	Double Damage - the enemy's next shot will cause double damage to your ship which has just fired. Damage caused from the hit is doubled. If a Weapon hit is scored then two guns are destroyed. If a Hull hit is scored then the target loses double SP. If a Critical Hit is scored then TWO criticals are inflicted.
4	Queen Jack	Low morale - the poor showing of your ship which has just fired has affected crew morale Crew quality is reduced by 1 level.
2	10	Hull Springs a Leak! - Some of the hull timbers are unsound, or plating has come apart. Reduce current BP by 1d10 immediately
2	9	Wood rot! - the Chief Shipwright has just discovered a nasty case of rot in the ship's timbers (or unsightly corrosion in iron ships). Reduce current SP by 1d10 immediately
2	8	Burst Gun! - The firing gun has exploded! Lose 1d6 SP from the burst.
2	7	Poor manoeuvring - the vessel in question cannot change course in the following action phase.
2	6	Sudden loss of Steam - Someone has opened the wrong valves in the engine room, vessel immediately loses 1d6 knots of speed.
2	5	"Bad luck, old boy"! - Force you opponent to draw from Deck 2 (but hold onto this card until they have done so).
6	2-4	Blank Card - No effect. You were lucky