

SUGGESTED RULES FOR LINKING GMT's IRON & OAK to REBEL RAIDERS ON THE HIGH SEAS

Introduction: These rules would, when edited and accepted by both games Design/Development Teams, be presented in the two games' respective Play Books. However, the Roster of Ships, with GMT's consent, could be alternately provided as a separate sheet & include the "linkage" rules as a back print.

1. General Concept and Rule for linking IRON & OAK to REBEL RAIDERS ON THE HIGH SEAS ("REBEL RAIDERS"):
 - 1.1 At the discretion of both players, either agreed to in advance per their defined criteria (e.g. a naval engagement involving a particular number or type of ships) or as an occasional opportunity; a REBEL RAIDERS naval engagement will not use that game's combat rules with related die modifications from cards. Instead, the players employ IRON & OAK ships and game components to resolve that naval battle.
 - 1.2 To accomplish this, when such an agreed upon naval combat results, the REBEL RAIDERS ship and/or Battery pieces are removed from the map and set aside.
2. The following step-by-step procedure is used to select ships and IRON & OAK playing map features to resolve a REBEL RAIDERS naval combat. Players should reference the IRON & OAK / REBEL RAIDERS Roster of Ships:
 - 2.1 REBEL RAIDER's contains ship pieces for selecting specific IRON & OAK vessels when resolving a REBEL RAIDERS naval combat using the IRON & OAK game. Separate Union pieces by class of ship: Gunboat, Ironclad, and Steam Sloop placing each into a "randomizer" (e.g. coffee cup) for when they're needed. Do the same for Confederate ship classes: Gunboat, Ironclad, and Raider.
 - 2.2 If a specific REBEL RAIDER card-generated ship is involved, for example, card 19- USS *Monitor*, that card is disposed per normal REBEL RAIDERS rules, e.g. for card discard at the end of a battle, but none of that card's other features/influences are used. The specific named ship is removed from the "randomizer" and set aside.
 - 2.3 If a generic REBEL RAIDER ship piece is involved: Gunboat, Ironclad, Raider, or Steam Sloop: the needed class of ships available are placed into a randomizer and one is selected for each REBEL RAIDERS piece. Such selected pieces are set-aside or placed on the map atop the generic REBEL RAIDERS piece (for players desiring to create a ship's campaign.)
 - 2.4 For Confederate shore defenses/fortifications, if any are involved, these vary depending on the number of REBEL RAIDER Battery pieces in the combat space. See rule 6.
 - 2.5 To determine IRON & OAK shoals and unique coastline configurations, the REBEL RAIDERS map space where combat is to take place dictates the IRON & OAK battle environment as either: open water, coastal, or river. See IRON & OAK Rule Book for details.
 - 2.6 Since REBEL RAIDER cards can be selected multiple times during a game, the next time a given REBEL RAIDER card is selected, e.g. card 19 for the USS *Monitor*, that particular ship is NOT selected. Instead, another ship of that class is randomly selected. The piece set-aside may be replaced in the Randomizer per 3.3 if the needed ship class is unavailable.
 - 2.7 Battles may involve ships from a prior IRON & OAK naval engagement's resolution. In such instances, DO NOT employ the randomizer... take the specifically identified ship piece from the REBEL RAIDER map and deploy its IRON & OAK representation per rule 3.

Example One: REBEL RAIDER card 70 has been selected twice during a game and it is time to set-up a battle resolution using IRON & OAK. Regardless of the fate of the original "Virginia" (see rule 3); another Confederate Ironclad must be selected for this latest play of card 70.

The Confederate Player randomly chooses the “CSS North Carolina” from the randomizer. IRON & OAK’s ship card for the “CSS North Carolina” is then selected from that game’s components for resolution of the battle.

Example Two: A Union Naval force of six Steam Sloops under Farragut is attacking a single Confederate Battery defending Galveston. Three Union Sloops are already identified from prior IRON & OAK resolved naval battles: The Hartford, Kearsarge, and Brooklyn. These three ship pieces are set aside for the upcoming IRON & OAK battle and supplemented by three other Sloop pieces drawn from the randomizer. The six now specifically identified Union Sloops are now ready for their IRON & OAK naval combat resolution.

3. The specific ships, shore defenses, and/or shoal-coastline demarcations for an IRON & OAK battle resolution are deployed on the IRON & OAK map and combat resolved using IRON & OAK game components and rules.
 - 3.1 If a ship withdraws from IRON & OAK battle, it must have a legitimate route of retreat out of the REBEL RAIDERS naval combat space. If no such retreat route exists, no withdrawal may be made and the ship is eliminated.
 - 3.2 Surviving ships keep their specific REBEL RAIDERS randomizer pieces on the REBEL RAIDERS map. Place the ships in whatever REBEL RAIDER map spaces they should occupy after the battle. Thereafter, these pieces become regular REBEL RAIDER pieces.
 - 3.3 Eliminated ships have their randomizer pieces set aside. When a ship class has its randomizer emptied, these set-aside pieces “refresh” the randomizer for its continued use. All set-aside pieces are placed into the appropriate ship class randomizer together.
4. If a given ship engages in battle, the quality of its crew may improve. Keep track of this with the IRON & OAK ship card. No ship may have a crew quality better than elite. The IRON & OAK campaign game employs potential grade increases (and decreases) through the play of CREW GRADE cards and the outcome of the battle, e.g., grade cannot increase if a battle is lost. There are four grade levels in IRON & OAK, Elite, Crack, Average, and Green. In IRON & OAK grade may affect movement, combat or both. You can certainly modify ship’s grade by any means the players agree to prior to commencing a game or particular battle.
5. IRON & OAK also supports torpedoes (mines), hulks, and heavy and normal obstructions. The campaign game system can randomly generate them or players could designate their presence and use the IRON & OAK campaign system to place them on the map. Should a RR card indicating such, e.g. card 110 “Hulks, Rafts, Chains” be in play for a particular Naval Battle, players desiring to use I&O should strongly consider this. See the IRON & OAK Rule Book for details.
6. BATTERIES: Converting REBEL RAIDER Battery pieces into IRON & OAK terms should be done as follows:
 - 6.1 One **RR** Battery: Use any one Confederate Battery except the IRON & OAK Fort Morgan Fortress Battery.
 - 6.2 Two **RR** Batteries: Use any two IRON & OAK Confederate Batteries except the Fort Morgan Fortress Battery.
 - 6.3 Three **RR** Batteries: Use the Fort Morgan Fortress Battery plus any one other Confederate Battery.

Design Note: There are three two-section batteries (Fort Gaines Fortress Battery, Fort Morgan Water Battery, and Vicksburg 'Bluffs' Battery), plus the four-section Fort Morgan Fortress Battery in IRON & OAK (see below graphic for an example). Each section takes the same number of hits/crew losses to put out of action, though the "armor" and especially the guns mounted are different.

EXAMPLE OF AN IRON & OAK BATTERY (example of playtest art)

