

**Rules for Land warfare in the
American civil war
1861-1865.**

**Using Peter Pig 1/600th ships
and troops.**

1996

Simple and fun to play.



Hammerin Iron Land Supplement

1. Introduction

The main aim of the HAMMERIN IRON rules is to allow player's to simulate the battles that took place on the rivers. However the land forces often played an associated role in these engagements. Therefore included here is a simple set of land warfare rules that cover land actions whilst remaining subservient to the naval action. Thus the game is based upon the ship actions with the land action being an optional addendum.

2. Terms Used

Certain words have a specific meaning within these rules.

- Unit A single block of cavalry, infantry, skirmishers, artillery or generals.
- Square A 6" by 6" area of land surface upon the playing surface
- D6 A six sided die numbered from 1 to 6.
- Fort A construction intended to mount guns for land or sea defence. eg Sumter, Moultrie

3. The Scenery Needed

the scenery should be made to 1/600th scale. In this scale a figure is about 3mm high.

The land must cover all of one board edge only. It should be at least 6" deep along it's entire length and should be up to 18" deep in places.

The land area is considered to be made up of 6" squares in a grid formation. If a "square" of the grid is not exactly 6" deep due to the coastal contours then this does not matter. Players may wish to delineate squares by the use of a grid superimposed on the playing area or by use of 6" square tiles or by using 12" tiles upon which 6" areas are easy to judge.

It is important that the land areas look aesthetically pleasing to the gamers and people watching. To this end the scenery rules are designed to allow for very interesting layouts. Each scenery square is generalised as being either

- Open- No significant scenery items but could be made to look good with an odd house or tree
- Built up- Mostly filled with buildings that will make a significant impact upon the game. This could be a farm or town area.
- Wooded- Mostly filled with trees and as such will have a significant effect upon the game.
- Hilled- One or more rough or steep hills that will have a significant effect on the game.

When making the scenery consideration needs to be given to the space need for units in order to be positioned on that square. In addition the scenery item should "fade" at the square edges in order that other squares can be joined to it whilst still looking good.

DIAGRAM - Scenery layout

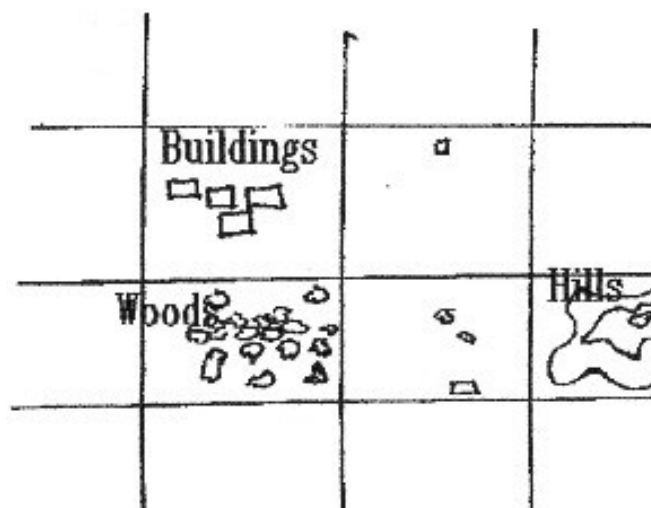


Diagram showing layout of squares. Odd bits of scenery do not affect a squares scenic status.

4. When to Carry Out a Land Go.

At the end of every naval go players may roll a die if they wish to fight a go of the land action. If either or both players *score a 5 or 6 then the land action is carried out* whilst the naval action is halted temporarily. It may happen that neither player wants to do a land action go in which case neither rolls a die that go. If after this land go either player wishes to play another he needs to roll a *4,5 or 6 on a die*. If this is successful then another go is carried out. This can continue for as long as players are successful in scoring 4,5 or 6.

4.1 Sequence for carrying out a land go.

- A Roll dice , higher scorer moves all units(If dice are equal union moves first)
- B Lower scorer moves all units.
- C Firing from artillery and fort guns
- D Attacks/defences carried out
- E Move units that have to move as a result of attack/defence
- G Check morale points and adjust(land only game) or/and check scenario victory conditions.

5. Figures

Players should only use Peter Pig figures as they fight much better. The land forces should be to 1/600th scale which is the same as the naval forces. In this scale a man is about 3mm high. there are 5 types of land unit.

1. *Infantry units*
2. *Skirmish units*
3. *Mounted cavalry units*
4. *Artillery units.*
5. *Generals*

The figures may be based or not as the player wishes.
The tactical unit for this game is considered to be a division.
A division consists of 2 Generals

- 10 Infantry units
- 4 Cavalry Units
- 4 Artillery units
- 4 Skirmish units.

It is considered to cost 1000 points in the rules. If all of the above numbers are halved it is considered to be a 1/2(half) division , costing 500points. No further breakdown of units is allowed when paying points for land forces. thus players begin the game with multiples of 1/2 a division.

5.1 Forts

Details of forts are to be found in the main naval rules.

THE DEFENSE OF FORT FISHER.



6.Movement

Initially a division must be placed in a single square . After this the units may move freely without command distance restrictions. The units may be placed anywhere within the square unless they are attacking an adjacent square in which case they should be positioned near the edge correlating to the attack . This is only a visual device but creates a pleasing effect.(unless you are the defender!!) . Although a division must arrive or begin the game all in the same square the units may leave the square after the start of the game in order to create new groupings or dispositions. An example of this might be the detachment of the cavalry in order to scout ahead or seize an objective.

*For each go each player rolls a die . The higher scorer moves all of his units first.
If both of the scores are the same then the union player moves first.*

6.1 Permitted Movements

Units may only move in the forward, backward or left right directions. They may not move diagonally.

Infantry and skirmishers may move one square per go. Artillery move a square if they score 3,4,5 or 6 on a die roll each go. Cavalry and generals may move up to 2 squares per go.

No figures may enter a fort square. If a fort is "taken"(ie is beaten twice in defence)it is considered to be of no further effect in the game. This means that figures can move into the square as it is no longer considered a "fort" square.

6.2 Scenery Effects on movement

Squares which are considered to be wooded, built up or hilled may slow down unit movements. Units within such a square are grouped into sixes as they attempt to leave the square. A score of 5 or 6 indicates that they cannot leave the square that go. After all multiples of 6 have been dealt with any remainder does not suffer any potential penalty. Thus formations of less than 6 units will find passage through scenery easier. Players may use this feature in order to get the most important units forward, albeit they may leave the safety of the mass of units behind. Units that move more than one square still only do the die test once for the square they initially wish to leave. Thus a cavalry unit could start one side of a scenery square and finish the move on the far side of the square without hindrance.

7.Attacking the Enemy

If a player wishes to attack an adjacent square he must declare that he is attacking and gather his units at the edge of the attacked square to show that there is an attack to be launched. An attack counts as a square's movement If such a gathering is put into place the units belonging to the other player in the attacked square may not be added to but may in part or whole be withdrawn. The attacker may however add units to his attacking square before he carries out the attack.

If an attacker is the attacked themselves they become the defender and the original defender may do nothing that go.



DIAGRAM Attackers and Defenders

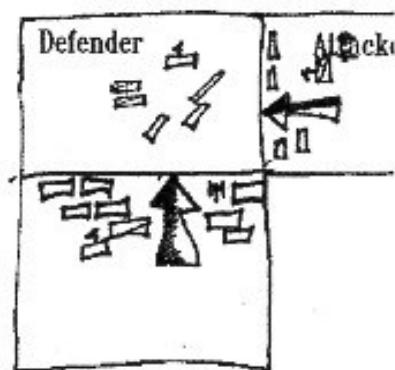


Diagram showing attackers lined up along the edges they wish to attack in. The defender may not be reinforced now that the attacker(s) have moved into attack.

If a square is attacked from more than 1 direction(up to 4 directions are possible) then each attack is considered separately. The attacker decides in what order the attacks are carried out. The results of an attack might cause an enemy to retire or run from that square. If this is so then further attacks have no opposition in that square and there attack is wasted.

7.1 Method for carrying out an attack.

One player is considered to be the attacker and the other to be the defender. -

The attacker rolls 2 D6 , adds 2 and then adds the following factors in order to achieve a final score.

- +1 per ship kill up to 8
- +1 per infantry unit up to 8
- +1 per cavalry unit up to 3
- +1 per artillery unit up to 2
- +1 for each general unit up to 2
- +2 if 5 or more units in the square directly behind the attack and not themselves attacking/defending
- +2 if 5 or more units in the same square not being used for the attack
- 1 for each enemy skirmish unit up to 2
- 2 no general units in the attackers square.
- 3 Wooded or built up terrain in the square being attacked

The defender also rolls 2 D6 and then adds the following factors.

- +1 per ship kill up to 8
- +1 Per infantry unit up to 8
- +1 per cavalry unit up to 2
- +1 per artillery unit up to 4
- +1 per fort gun up to 10.(facing of guns is immaterial.)*
- +2 if 5 or more units in the same square not being used
- 1 per enemy skirmish unit up to 2
- 1 No general in the square
- 2 Enemy units in the square to either side ,up to 3 sides(ie left, right and behind) of the attacker's square.
- 3 Wooded or built up terrain in the square
- 3 Fort that has been broken into.

* The number of guns in a fort are taken to signify the size and strength of a fort and it's garrison. Thus a 5 gun fort is more powerful than a 3 gun fort. Note that forts cannot be reinforced by other units entering the fort square.

7.2 Casualties due to fighting

Once the two scores have been calculated casualties can be rolled for. Each player gets the use of 1 die per 4 points he has. (1 or 2 points rounded down 3 rounded up)

Each score of

1=No effect

2 or 3 = Infantry unit killed

4 Skirmisher killed

5 Cavalry killed

6 Artillery killed (or re roll the die, 4,5 or 6 indicates a general is killed in place of the artillery unit, 1, 2 or 3 indicates that neither artillery unit or general dies.)

If none of a unit type is available then the next one lower on the score list is taken. eg if there is no artillery then a cavalry unit is killed. This means that kills tend to gravitate down to the infantry units. It should be noted that a player's potential kill cannot go back up the table, thus a a score of 3 could only move down to 2 or 1 (a non effect).

7.3 Results of fighting

The player who kills most units is considered the winner in that go.

The other player's units are assumed to be "beaten"

If the defender wins

If the defender wins, the attacker must fall back a square if it is not occupied by enemy or some other impassable obstacle (fort, sea etc) and loses/removes D6-3 units (attacker's choice). If the attacker cannot fall back then the loses/removals are D6-1 instead of D6-3 and the attacker does not move out of the square.

If the attacker wins

If the attacker wins the defender falls back a square. If the defender cannot fall back a square then D6-3 units of the defender's choice are lost/removed and the defender does not have to fall back a square.

If neither attacker or defender wins

If both attacker and defender score the same number of kills then the attack fails but neither side retreats or takes further losses.

Retreat and advance moves

If units must retreat or advance because of the outcome of an attack or defence this movement is done in the same go and does not affect the movement of those units next go. This means that units could attack and fall back in the same go.

Forts which are defending

If a fort is "beaten" (ie receives more loses than it inflicts) in an attack it does not have to fall back one square. Being "beaten" causes the fort to be considered "broken into" for all future attacks. If a fort wins against an attack it does not advance out of its square. Forts may never attack. If the square containing a fort is beaten for a second time the fort and its guns are lost. These two "beatings" do not have to be in consecutive goes. Union units may not pass through a square that contains an unbeaten fort.

A large fort that is counted as two forts under the naval rules also counts as two forts for land actions. Thus half of the fort may be beaten and the other half just fine!

eg of attack upon a fort

A union force of ten infantry units, a general and two artillery units attacks a 6 gun fort. The union forces are the attackers as it was they who moved to attack by bringing their units to the fort edge of their square. On 2 D6 the union player score 9, +8 for infantry units (only up to 8 allowed), +2 for artillery units +1 for the general unit, which gives a total of 20 points. This gives 5 die rolls (ie 1 dice per 4 points). The union player score 3,4,4,6,5 on his dice. Only the 6 is of any use as the fort contains no other unit types, thus the fort loses /removes 1 gun.

The confederate player within the fort rolls 2 D6 and scores 5, to this is added 6 for the fort guns, -1 for no general. The total is 10 thus allowing the player to use 2 dice. He score 4 and 5. The 4 indicates a skirmisher unit, but as none are present it drops down to become an infantry removal. The 5 Indicates a cavalry unit which then also drops to become an infantry unit due to there being no cavalry present.

Because the union received more loses they must retire 1 square and lose D6-3 units of the union player's choice. If the union player had won the fort would count as "broken into" and beaten for the first time. A second beating would cause the loss of the whole fort and all of it's guns.

8 Ships or Artillery Firing at a Square.

Guns firing from ships, fort guns and artillery are referred to as GUNS in this part of the rules.

Artillery units do not have to be facing in the correct direction in order to fire in one of the permitted 4 directions as it is assumed that these light guns are more easily redeployed than fort or ship guns.

GUNS can fire into a square or over 1 square. The square may contain units of either side. A square may not be fired at if any of the units in it are fighting this go. Guns cannot fire over a square that is wooded, hilled or built up (including forts).

DIAGRAM Arcs of Guns firing

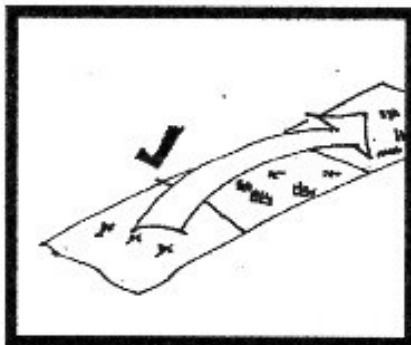


Diagram showing guns firing over other units.

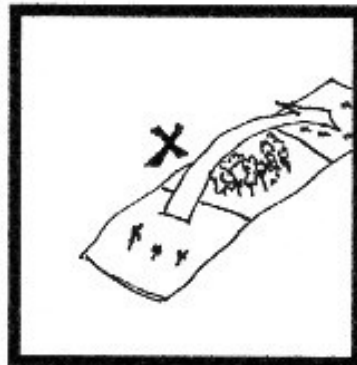


Diagram showing guns unable to fire over a square because it contains significant woods.



Diagram showing that guns cannot fire diagonally

8.1 GUNS firing at Land Units

GUNS may fire at a square in order to kill the units in it or to build up "kills" on that square which are then accumulated on that square in order to aid an attack on that square in a future go. Fort guns and artillery that are engaged in an attack/defence this go may not fire in the same go as their effect is assumed to be part of the attack defence.

8.2 To kill units in a square.

GUNS do not fire at specific units but at a specific square.

GUNS consider a square to be the same as firing at a ship except that there is a -2 if the square is wooded, hilled or built up. Just as in the naval rules, scores of 5 or 6 indicate hits.

For each hit roll another D6. 1,2,3= miss 4,5=Infantry, cavalry or skirmisher(targets choice) 6=Artillery. If none of that troop type is present then it is a miss.

A player can sacrifice as many kills as he wishes for the chance of rolling a further 5,6 to kill a general.

GUNS may not add or deduct factors concerned with "narrow target", "target in arc for whole go", or "monitor"

8.3 To support an attack or defence.

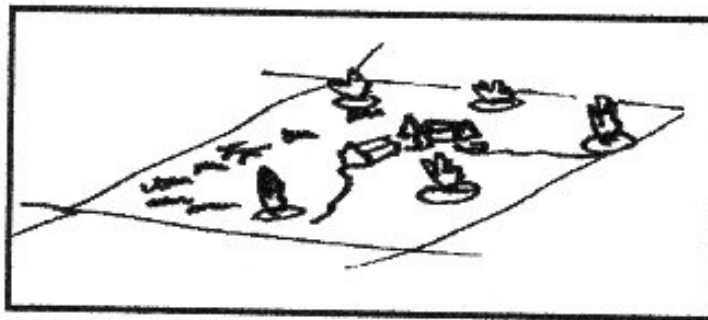
Instead of killing units a GUN can put it's fire effect into helping a future attack. Thus each kill can be designated being on a square in order to soften up that square. Up to 8 such kills can be accumulated.

To calculate hits upon a square the firing is carried out as if the GUN were firing at another ship. The factors for "narrow target", "Target in arc for whole go" and "monitor" are ignored. There is however a factor adjustment of -2 if the target square contains significant scenery. The final factor indicates how many D6 are to be rolled. Each 5,6 indicates a hit or kill. (Just as in the main naval rules)

These kills are given to the first defence and attack that concerns that square. This means that kills can be accumulated on an attackers square or a defender's square. They cannot be accumulated on a square with no units on it. This means that if there is ever a go when no units of the enemy are in the square all of the accumulated hits/kills are lost. A player cannot avoid this rule by way of rotating units in and out of the square as the square will still be considered to be occupied by enemy units, whatever type they are.

The kills on a square should be denoted by the use of explosion markers on the square (as available from Peter Pig). alternatively players could use small puffs of cotton wool.

DIAGRAM Use of explosion markers



This diagram shows how explosion markers can be randomly positioned on a square to show hits that have been accumulated in readiness for an attack or defence.

Kills may be accumulated on a square in the enemy's rear in order to prepare that square for future attack.

9 Scenarios Using land forces.

Players may use these rules for fighting land battles over an area not including any river at all. If this is done then the playing area should be at least 3 feet by 3 feet in size/area.

9.1 Scenario "Combined Arms"

This scenario represents a combined land and naval attack by union forces upon a confederate held stretch of river. The confederate player should try to use his land forces in conjunction with his forts in order to win the game by way of a land victory.

the union player would be advised to rush the forts if they are unsupported or if this is not possible then concentrate on winning on the river.

The confederate player has 1 Division and 1300 points worth of ships. In addition the confederate player has either 1 large(double) fort or 2 medium forts or 4 small forts. for each fort roll a D6.

1. That fort is positioned by the union player.

2,3,4,5 That fort is positioned by the confederate player but moved 1 square in any of the four directions if desired by the union player.

6. The confederate player positions the fort either on land or sea wherever he wishes.

no fort can be placed in the union 1st row of squares of land(i.e. deployment area)

Each fort has 5 heavy guns.

The union player has 2 divisions and 2500 points of ships.

The confederate player chooses an end from which to start with the union player using the opposite end. The confederate player's ships arrive on a score of 5,6 each go for each ship. The confederate division arrives on a roll of 4,5 or 6 on one of his base edge squares.

The union player's ships arrive on a score of 4,5 or 6 for each ship each go. The union player's divisions arrive on a score of 3,4,5 or 6, they are positioned on a base edge square.

The confederate player wins if more than half of the union ships are sunk or more than 20 land units are killed.

The union player wins if all of the confederate ships are sunk or only 5 land units remain alive and there is only one fort or less left

9.2 Scenario 2 "Overwhelming forces"

This is a union assault on a well fortified confederate city on the banks of some large river. The union land units are coming from inland and the naval units are to arrive in some force albeit spaced out due to the urgency of deployment. The confederate player already has his forces deployed.

Scenery

The land area must be at least 3 squares deep for its whole length and no more than 5 squares deep. This land area must be along one of the long edges of the playing area only.

6 Adjacent squares must be designated as built up in order to represent the centre of the town/city. 6 More built up squares should be placed on the playing area to represent outlying areas and farms etc. There should be 6 wooded squares.

There should be 6 hill squares. None of these may be on the coastal squares.

There may not be any islands on the playing area.

The confederate player may then position 1 large fort with 10 guns (remember to count this as two adjacent forts). Alternatively the confederate player can have two medium forts each with 4 guns.

The confederate player also positions 4 small forts each with 3 guns. These may well be merely earthworked defences.

Then the confederate player positions 2 divisions of units. Each division should be placed in a single square in its entirety for the game start. Each division can be placed in any square on the board but not on the union base edge squares.

The confederate player is allowed 2500 points of ships from the main naval rules. These ships may be placed anywhere on the river but not within 12" of the edge nominated by the confederate player for union arrival of ships.

Once all of this has been done it is the union player's turn to set up his forces.

The union player has 5 divisions of units. Each division must roll a 4,5 or 6 on a D6 in order to arrive. This may be attempted each go. When each division arrives it is placed on a square not occupied by any enemy units unless none are available in which case any square can be used. These "arrival" squares must be on the edge of the playing area as if the division were coming from inland. Once the union player has selected the arrival square the confederate player may if he chooses, roll a D6 and move the division either this number of squares left or right.

The union player is allowed 4500 points of ships. These ships only arrive if a score of 5 or 6 is achieved on a D6 (a 6 is needed if the ship is a monitor). This can be attempted each go. At least half of the union ships must be wooden (ie not ironclads)



Winning and losing the scenario.

The confederates win if all of the union ships that have arrived are destroyed/out of action.(assuming at least 2 have arrived). Alternatively the confederates win if they destroy 20 union units on the land.

The union forces win if all of the confederate ships are out of action or if 28 confederate units are destroyed, including fort guns as units.

Victory Advice.

The confederate player would be best advised to concentrate on the naval game as he/she may well destroy the first two union ships that arrive.

The union player would be best advised to concentrate on the land game as he will have a superiority in units once a few divisions have arrived.

10. Conversion of the land supplement for Land Battles

These rules can easily be used for land battles. There are however a few amendments necessary.

1. Roads

. If a square has road crossing the edge that units wish to exit from each group of 6 units can roll a D6, 4,5 or 6 means that the group can move an extra square. This can be repeated up to 3 times. Any remainder group of less than 6 units uses the same die roll rules.

2. Fighting factors

. In fighting add 1 factor for each veteran unit up to 5 in a square whether or not they have been counted for other factors. Deduct 1 for each raw unit up to 5 in a square whether or not they have been counted for other factors.

3. Morale factors

. All divisions are assumed to be of average fighting /morale strength unless a pointage alteration is made for raw or veteran status. Veterans cost an extra 300points and lose D6 units of player's choice. Raw cost 300 points cheaper and add on D6 infantry units.

Players will need to be careful to show which units are veteran or raw as formations may become confused as play progresses.

4.Land action scenery

. In a land action 1 in 4 squares must have scenery or a wooded, hill or built up type. This includes hills with woods upon them as 1 scenery square. the scenery is positioned as follows. The highest die scorer places all of the hills. Then the players roll dice again with the highest player positioning all of the woods. Finally the players roll dice again with the highest scorer positioning all of the built up areas. Players should agree between themselves where the roads are.

5.Army size

. The attacking player should have **8000** points of units/troops. the defending player should have **5000** points of troops.. Players may not exceed this total. if a player has excess points left but not enough for another raw division he may have extra guns at the rate of 50 points per gun,. These are then distributed to Divisions at a rate of 2 per division. These guns must be given to average divisions first and any remainder may be given to veteran divisions and become veteran free of charge.

6.Positioning the Troops.

All units must arrive as a division in a single square.

The defender can position his divisions anywhere he wishes on the board but with no division adjacent to another division.

The attacker may arrive on a playing surface edge dictated by a die roll as follows. 1=North 2=East 3=South 4=West 5,6 =Choice of attacker. North should always be toward the wall with the main room light switch on it.

7 Objectives

The defender can nominate 3 objectives on the board before the attacker rolls for direction of attack arrival. these objectives may not be in adjacent squares. An objective is a complete square. If any of these objectives are taken then D6-2 points are lost off the morale points total of the defender. taken means that the attacker has units upon the square.

8. Winning and losing

The attacking army starts the game with 12 morale points. The defending army starts the game with 16 morale points.

9. Loses to Morale Points

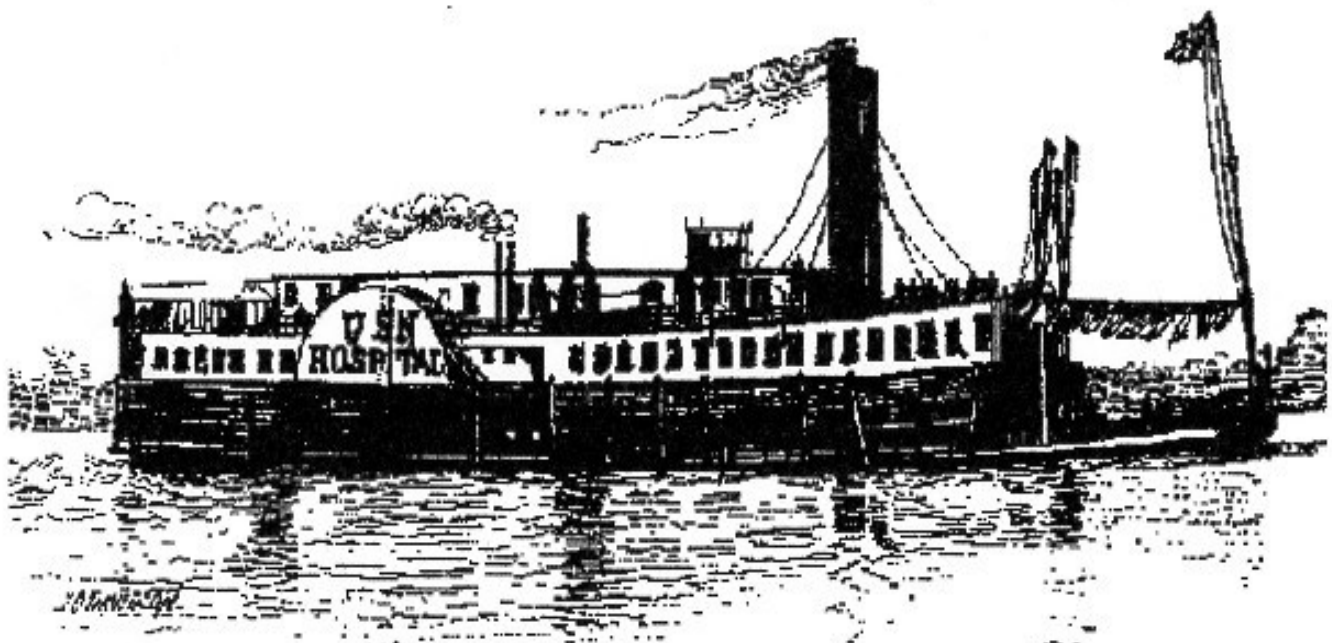
Every multiple of 5 units destroyed causes an army to test for morale. a D6 is rolled. A score of 3,4,5 or 6 indicates that a morale point is lost. For every time a square is lost due to units being defeated and forced to retire a D6 is rolled. 5 or 6 indicates that a morale point is lost. each time a general is lost a D6 is rolled a 6 indicates that a morale point is lost..

Each time a Square is won after fighting a player may roll a D6. A score of 5 or 6 indicates that a morale point is gained. The morale point total may never rise above 24.

At the end of every go both players roll 2 D6 and adds their scores. This score will be between 2 and 12. If this score is lower than the present army morale points then all is well. If the score equals or exceeds the army morale points then D6- 3 morale points are lost.

when the morale point total is 0 or less that army is beaten.

End V1.2 August 96



4.1 SEQUENCE FOR CARRYING OUT A LAND GO

- A Roll dice , higher scorer moves all units
- B Lower scorer moves all units.
- C Firing from artillery and fort guns
- D Attacks/defences carried out
- E Move units that have to move as a result of attack/defence
- G Check morale points and adjust(land only game) or/and check scenario victory conditions.

7 ATTACK AND DEFENCE FIGHTING

Attacker

The attacker rolls 2 D6 , adds 2 and then adds the following factors in order to achieve a final score.

- +1 per ship kill up to 8
- +1 per infantry unit up to 8
- +1 per cavalry unit up to 3
- +1 per artillery unit up to 2
- +1 for each general unit up to 2
- +2 if 5 or more units in the square directly behind the attack and not themselves attacking/defending
- +2 if 5 or more units in the same square not being used for the attack
- 1 for each enemy skirmish unit up to 2
- 2 no general units in the attackers square.
- 3 Wooded or built up terrain in the square being attacked

Defender

The defender also rolls 2 D6 and the adds the following factors.

- +1 per ship kill up to 8
- +1 Per infantry unit up to 8
- +1 per cavalry unit up to 2
- +1 per artillery unit up to 4
- +1 per fort gun up to 10.(facing of guns is immaterial.)*
- +2 if 5 or more units in the same square not being used
- 1 per enemy skirmish unit up to 2
- 1 No general in the square
- 2 Enemy units in the square to either side ,up to 3 sides(ie left, right and behind) of the attacker's square.
- 3 Wooded or built up terrain in the square
- 3 Fort that has been broken into.

7.2 Casualties due to fighting

Once the two scores have been calculated casualties can be rolled for. Each player gets the use of 1 die per 4 points he has.(1or 2 points rounded down 3 rounded up)

Each score of

1=No effect

2 or 3 = Infantry unit killed

4 Skirmisher killed

5 Cavalry killed

6 Artillery killed(or re roll the die, 4,5 or 6

indicates a general is killed in place of the artillery unit, 1, 2 or 3 indicates that neither artillery unit or general dies.)

7.3 Results

Defender wins=D6-3 attacker units killed

Attacker wins =D6-3 defender units killed

Quick
Sheet

Play Sheet

6 MOVEMENT

No diagonal movement

Infantry and skirmishers 1 square

Artillery 1 square if 3,4,5,6 scored

Cavalry and generals 2 squares

No figures may enter a fort square.

6.2 Scenery Effects on movement

Wooded,Built up or Hilled slows ,movement

Units are grouped into 6's as they attempt to leave the square. 5 or 6 indicates that they cannot leave the square that go.

Remainder does not suffer any potential penalty.

8 SHIP GUNS, FORT GUNS and ARTILLERY (GUNS)

Arcs of fire

GUNS can fire into a square or over 1 square. The square may contain units of either side . A square may not be fired at if any of the units in it are fighting this go. Guns cannot fire over a square that is wooded, hilled or built up(including forts).

Factors for Guns Firing

GUNS consider a square to be the same as firing at a ship except that there is a -2 if the square is wooded ,hilled or built up.

GUNS may not add or deduct factors concerned with "narrow target" ,"target in arc for whole go", or "monitor"

Just as in the naval rules , score of 5 or 6 indicate hits.

Hits From Guns

Either put hits toward future attack /defence or carry out following section for casualties on units.

For each hit roll another D6.

1,2,3= miss

4,5=Inf, cav or skirm(targets choice)

6=Artillery.

If none of that troop type is present then it is a miss.

A player can sacrifice as many kills as he wishes for the chance of rolling a further 5,6 to kill a general.