

## ***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.

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# ***RED RIVER BLUES***

## **SOLO CAMPAIGN SYSTEM RULES FOR USE WITH IRON AND FIRE**

DATE: 9 JANUARY 2005

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A brief comment on the boring nature of ACW riverine actions involving shore batteries in a recent copy of the NWS journal "Battlefleet" got me thinking back to my early solo wargaming days. Whilst I would admit that in a typical game the Confederate player would be taking a largely passive role commanding their shore batteries, the whole riverine scene is a perfect setting for a solo mini campaign to while away a few otherwise quiet hours. It also affords the player a chance to try out the rules without the need to organise an opponent.

The campaign is based on the Union river fleet's activities on the Mississippi. The Union player assumes the role of a Commodore, commanding a force of 3 US warships patrolling a tributary on the Eastern bank of the Mississippi, looking for a Confederate ironclad which is reported to be nearing completion. Admiral Porter has ordered you to seek out the ironclad and put her out of commission before she can do any damage to the Union cause. The composition of the force is left to the discretion of the player, but I would recommend one ironclad (typically a 'Cairo' class or the USS Benton) and a couple of tinclads or wooden gunboats for a challenging game (obviously you could play it with three monitors, but where is the challenge in that?)

The campaign takes the form of a series of random encounters, and random generation of the track of the river (it is assumed that the 'damned Yankees' don't have a map worth beans with the result that every bend and turn is a surprise), although there is an option for a slightly more 'organised' version with a pre-plotted map. The first turn sees the Union flotilla leaving the main Mississippi river and entering the tributary, with further turns taking the flotilla further up stream.

### ***Scales***

The course of the river is divided into abstract sections, each of about 5 miles in length. Assuming a steady progress against the current of 2½ knots makes each campaign turn equal to 2 hours. Vessels travelling downstream will, of course, take advantage of the current and will travel two sections per campaign turn. Each campaign day consists of 5 campaign turns, allowing the flotilla to spend 10 hours a day travelling. Stragglers and transports can travel through the night to catch up with the main squadron (allow them to move an additional 3 sections upstream to take account of added caution and hence lower speeds in the darkness), but the main flotilla cannot advance further upstream during darkness.

### ***Order of Play***

Play is controlled using Game Generation tables, which are collated together later in this document.

On Turn 1 the player rolls on Table 1 to determine the direction of the first stretch of the river. The table also indicates which table should be rolled in the following turn.

*For example, the player rolls a 7 (-1 for the first turn), so the river bends to the left (heading NE). On the following turn the player rolls on Table 2.*

A normal Turn is 45°, a sharp turn is 90° and a hairpin turn is 180° (or 135° if indicated in the table).

Having rolled for the direction of the river the player now rolls for random activity, encounters etc. Roll on Table 8 to determine the state of the river banks, (open, wooded etc.), bearing in mind that matching dice rolls create a tributary (see tables for details).

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Next roll on Table 9 to see if any of his flotilla encounter any mechanical problems (which may include a shallowing of the river to prevent the passage of deep draught ships) and finally on Table 10 to determine what Confederate forces (if any) are encountered on that section of the river. If Confederate forces are encountered the Union player must deal with them as best they can before proceeding to the next river section.

Play continues in this fashion until one of three things occurs:

- 1 The Union fleet encounters the Confederate ironclad (whereupon a battle to the death ensues - it is assumed that the draught of the ironclad is too deep to allow it to pass any further upriver)
- 2 The Union flotilla reaches so far upriver that the water becomes too shallow (in this case reports of the Confederate vessel were a masterful ruse de guerre - it is elsewhere)
- 3 The Union flotilla is defeated by Confederate forces before encountering the ironclad.

### ***Fuel and Consumables***

All ships use 1 point of fuel per turn, and it is assumed that each vessel starts the game with 1d20+10 points of fuel on board. Fuel may be scavenged by raiding towns along the river, by foraging, seizing supplies from captured Confederate vessels or by demanding a supply ship from the main river. Each town scavenged can supply 3d10 fuel points. Captured vessels provide 2d6+3 points each. Supply ships can carry up to 50 fuel points, including the fuel in their own bunkers. Warships carry up to 30 points. Barges may be towed behind ships of the flotilla, each ship towing up to 2 barges, and each barge carrying up to 10 fuel points. Once all of a ship's available fuel has been expended it must anchor, or can drift downstream. If a vessel drifts there is a chance it will run up on a sand bar, or become trapped in shallows or against the bank. Roll a d6 per turn in which a vessel drifts - it becomes trapped on a roll of 5+ and can only be got clear if fuel is provided to power its own engines, or if it is towed off by another vessel.

The Union flotilla has two supply ships available. These ships may travel with the main flotilla (in which case they will have to face whatever enemies the main force encounters), they may travel as an independent force behind the main body (with or without an escort from the main flotilla), or they may be left safe at the main river until ordered to join the main force. The supply vessels will run risk of interception if enemy forces are left downstream; if this is the case the supply ships will have to fight their way past them in order to deliver their cargoes.

Limitations also exist for ammunition. At the start of the game it is assumed that each gun has 30 shots available for each gun. Transports can carry up to 200 rounds of ammunition, but the type and number of rounds for each type must be specified before the start of the game. If a Confederate ship is captured, or a shore battery silenced and parties are sent ashore to scavenge this will yield 1d6 rounds per gun in the battery or on the captured ship. Obviously these rounds are only of use if the Union flotilla has guns of the same calibre embarked.

Scavenging from shore batteries, towns or captured ships takes one turn to complete, during which the flotilla is immobile, although stragglers can take the opportunity to catch up with the main force. Talking of which...

### ***Stragglers***

Sometimes a ship may be delayed (running aground, lack of fuel, etc.). These trail the main flotilla until they rejoin. They rejoin if the flotilla waits up for them, or if they push the engines to catch up. If they are pushing the engines, roll a d10 - on a roll of 1-3 they fail to

make up any ground, on 4-9 they make up one section of river, on 10+ they burst a boiler tube and must lay up an additional 6 turns to effect repairs. Stragglers must fight any Confederate forces that are bypassed by the main flotilla.

### ***Repairs***

The scope for repairs in a campaign such as this is limited. Repairable damage is limited to 50% of any damage inflicted (e.g. if a ship suffers 10 damage points in an engagement, 5 will be repairable. The remaining 5 points is permanently lost, or at least within the confines of the campaign - more permanent repairs would require the services of a dockyard). In addition, guns that are lost may be remounted. In order to conduct repairs a vessel must be hove to. Each turn spent hove to allows a number of damage points equal to 5% of the ships original PV (rounded down, but with a minimum of 1) to be repaired. For example, a gunboat with a PV of 45 could repair 2 points per turn (5% of 45 is 2.25, rounded down to 2 points). Guns that were knocked out may be remounted on a d6 roll of 5+. Any extra damage such as jammed turrets, damaged steering cables or stack damage, which was caused by critical hits may be repaired on a d6 roll of 6. (Note that the repair times here are faster than those in the conventional campaign rules.)

### ***Optional Rules***

#### ***Variable Terrain Determination***

This system is intended purely as a bit of fun. In playtesting the most frequent comment was that surely the Union players would have a clearer idea of exactly where they were going. Reading some of the many publications on the river wars suggested that this probably was not the case, and the rivers could hold as many surprises as the enemy. However, if you like your games to be a bit more structured, I would suggest drawing the course of the river in advance, placing a few towns, bridges and ferries along the way, but still rolling for the terrain features on Table 8, since these were usually not evident from the maps of the time. Confederate action is also rolled for as usual, with the result of the roll added to any town, ferry or bridge feature already placed.

#### ***Roving Patrols***

Players may wish to roll for the possibility of roving Confederate cavalry patrols 'gatecrashing' the flotilla whilst it is tied up at night. If so, roll a d10 during each night turn. A roving patrol encounters the flotilla on a roll of 9+. If this happens, roll on the table below for the effect (or play the encounter out as a separate action).

<b><i>Roll</i></b>	<b><i>Effect</i></b>
1	Confederates achieve total surprise. One vessel (rolled for randomly) is burned and destroyed.
2	Confederates achieve total surprise. One vessel (rolled for randomly) is set on fire.
3	Confederates achieve partial surprise. Casualties are inflicted, delaying departure for one turn tomorrow.
4	Spirited defence - Confederates are held off. Gain 1VP
5	Spirited defence - Confederates are held off, and suffer some casualties. Gain one d6 VP
6	Confederates surprised. Patrol is decimated. Gain 6VP, and in addition gain intelligence on the next stretch of river from prisoners. If any hidden batteries are encountered their presence is disclosed prior to encounter - treat as normal batteries

### **Victory Points**

As play progresses the Union player will accrue (or lose) Victory Points depending on outcome of their various encounters. With this in mind it is suggested that a 'campaign diary' be kept so as to keep track of the flotilla's escapades (a record sheet is included).

The Union player starts with 20 points. Points are awarded or lost as follows:

-1	per turn
-1	For each complete 10% damage sustained by each surviving Union ship (e.g. one ship suffers 25%, -3 points)
-15	per Union ship sunk
+1	per Confederate shore gun destroyed
-3	per Confederate gun bypassed (e.g. the flotilla passes upstream of a battery, leaving enemy guns intact) NB Points are not lost if the guns are subsequently destroyed.
+5	per Confederate gunboat sunk or captured
+10	per Confederate Heavy Gunboat sunk or captured
+20	Confederate Ironclad sunk
+30	Confederate Ironclad captured.

Compare the final result at the end of the game with the following table:

-10 or less	Crushing defeat - a great moral victory for the Confederacy, celebrations in Richmond, the Union commander is pilloried in most popular histories, but insists 'it wasn't my fault' in his memoirs, naval wargamers remember this as the Union's worst hour.
-5 to -9	Major defeat - A vital morale booster to the Confederacy, Union commander finds himself pushing paperclips in a small Washington office,
0 to -4	Unfortunate defeat - a hard fought campaign, but destined for the dustbin of history as more prestigious victories eclipse these events
1 to 10	Draw - a hard fought campaign, earning a small but well written section in 'Battles and Leaders' and ensuring that models of the ships are available to wargamers in a hundred years or so.
11-30	Minor victory - A small morale booster to the Union, also ensuring the campaign warrants a writing of a small book published by LSU Press and some nice 1/600 models.
31-50	Stirring victory - gets a good write up in ACW history books, the campaign warrants a larger book and is regularly refought by ACW wargamers of the future
51+	Famous victory - a thrilling result remembered by naval wargamers throughout history, rivalling Midway for its incredible nature!

## GAME GENERATION TABLES 1 TO 7

<b>Table 1 – Heading East (Mod -1 on Turn 1)</b>		
<b>Roll</b>	<b>Direction</b>	<b>Next Table</b>
1	Ahead	1
2	Ahead	1
3	Ahead	1
4	Ahead	1
5	Ahead	1
6	Left	2
7	Sharp left	3
8	Right	5
9	Sharp Right	6
10	Hairpin (135°) bend: 1-5 Left 6-10 Right	4 7

<b>Table 2 – Heading North East</b>		
<b>Roll</b>	<b>Direction</b>	<b>Next Table</b>
1	Ahead	2
2	Ahead	2
3	Ahead	2
4	Left	3
5	Sharp left	4
6	Right	1
7	Right	1
8	Sharp Right	5
9	Sharp Right	6
10	Hairpin Right	7

<b>Table 3 – Heading North</b>		
<b>Roll</b>	<b>Direction</b>	<b>Next Table</b>
1	Ahead	3
2	Ahead	3
3	Ahead	3
4	Ahead	3
5	Left	4
6	Right	2
7	Right	2
8	Sharp Right	1
9	Sharp Right	1
10	Hairpin Right	6

<b>Table 4 – Heading North West</b>		
<b>Roll</b>	<b>Direction</b>	<b>Next Table</b>
1	Ahead	4
2	Ahead	4
3	Right	3
4	Right	3
5	Right	3
6	Right	3
7	Sharp Right	2
8	Sharp Right	2
9	Sharp Right	2
10	Hairpin Right	5

<b>Table 5 – Heading South East</b>		
<b>Roll</b>	<b>Direction</b>	<b>Next Table</b>
1	Ahead	5
2	Ahead	5
3	Ahead	5
4	Right	6
5	Sharp right	7
6	Left	1
7	Left	1
8	Sharp Left	2
9	Sharp Left	2
10	Hairpin Left	4

<b>Table 6 – Heading South</b>		
<b>Roll</b>	<b>Direction</b>	<b>Next Table</b>
1	Ahead	6
2	Ahead	6
3	Ahead	6
4	Ahead	6
5	Right	7
6	Left	5
7	Left	5
8	Sharp Left	1
9	Sharp Left	1
10	Hairpin Left	3

<b>Table 7 - Heading South West</b>		
<b>Roll</b>	<b>Direction</b>	<b>Next Table</b>
1	Ahead	7
2	Ahead	7
3	Left	6
4	Left	6
5	Left	6
6	Left	6
7	Sharp Left	5
8	Sharp Left	5
9	Sharp Left	5
10	Hairpin Left	2

## GAME GENERATION TABLES 8 AND 9

**Table 8 - Terrain Features – (Roll two dice of different colours, i.e. one Black, one Red)**

<b>Black Die Roll</b>	<b>Main River</b>	<b>Main River (after 20 Sections)</b>	<b>Tributaries (+2 per section)</b>
1	Open banks	Open banks	Open banks
2	Open banks	Open banks	Open banks
3	Open banks	Open banks	Narrows
4	Open banks	Narrows	Bluffs
5	Open banks	Bluffs	Bluffs
6	Narrows	Bluffs	Narrows, Wooded banks
7	Bluffs	Narrows, Wooded banks	Wooded banks
8	Marshy banks	Wooded banks	Shallows
9	Wooded banks	Wooded banks	Shallows
10	Wooded banks	Shallows	Shallows
Open Banks		The river banks are clear, lightly wooded, etc.	
Bluffs		The river is flanked by cliffs. Roll again - 1-4 on left bank, 5-8 on right bank, 9,10 on both banks	
Wooded		The banks are heavily wooded on both sides	
Marshes		The banks are marshy and indistinct	
Narrows (roll a d10)		1 to 5 = river is half the usual width 6 to 10 = there is an island in mid-river	
Shallows		This marks the furthest extent of travel for the Union force.	

### Tributaries

For all cases along the main river except shallows, if the red die roll equals the black die a tributary has been found (1-5 on left bank, 6-10 on right bank). Tributaries may be explored (and are valid sites for the construction of the Confederate ironclad). Add 2 to the die roll on table 8 for each tributary section traversed - by their very nature they are smaller rivers that will become unnavigable fairly quickly (and certainly after 5 sections).

**Table 9 – Mechanical Failure (Roll 1D20 – if an event occurs, determine randomly which vessel in the flotilla is affected)**

<b>Roll</b>	<b>Event</b>
1-15	No problems
16	Gun problems – chose which randomly. The master gunner has become convinced that a particular gun is prone to failure and is likely to burst the next time it is fired. The next time the gun is fired, roll a d6 - it bursts on a roll of 3+, causing damage as though the ship had been hit by the gun.
17	Boiler trouble The engineer has trouble raising steam. Roll a d10, multiply by 10 and that is the percentage reduction in speed. A d6 roll of 5+ at the start of each subsequent turn will solve the problem.
18	Rudder jammed – roll a d6 A waterlogged and submerged log has been hit, jamming the rudder. The vessel is unable to steer to port (1,2), to starboard (3,4) or anything other than ahead (5,6). A d6 roll of 5+ at the start of each subsequent turn will free the rudder
19	Barge lost One barge (if used) is accidentally cast adrift and capsizes. All fuel carried by the barge is lost.
20	Roll a d6: 1. Fire on board a ship. A Small Fire breaks out on a ship. Determine effects as in the rules. 2. Minor grounding - the vessel has run aground. Freeing the vessel will take 1 turn. 3. Major grounding - as above, but roll a d10 at the start of each turn. The vessel is freed on a roll of 8+, but becomes permanently trapped if a 1 is rolled. 4. River shallows - deep draught vessels such as some monitors can proceed no further. 5. Bad food - the last ration issue of the day included some bad meat. If an action is fought this turn all die rolls for that vessel attract a negative modifier (e.g. -1). 6. High spirits - for some reason the crew are in particularly good spirits. If an action is fought this turn all die rolls for that vessel attract a positive modifier (e.g. +1).

## GAME GENERATION TABLE 10

**Table 10 – Confederate Action** (Roll percentile dice for each section, adding 1 to the result for each turn played)

Roll	Open Banks	Bluffs, Narrows	Wooded	Marshes	Shallows
1-30	Nothing	Nothing	Nothing	Nothing	Heavy Gunboat
31-50	Nothing	Nothing	Nothing	Nothing	Ironclad, Shore Battery
51-60	Shore Battery	Shore Battery	Shore Battery	Nothing	Ironclad, Hidden battery
61-70	Hidden battery	Shore Battery	Hidden battery	Nothing	Ironclad and Bridge
71-80	Bridge or Ferry	Shore Battery	Bridge or Ferry	Hidden battery	Ironclad under construction
81-85	Town	Hidden battery	Town	Hidden battery	Ironclad
86-90	Gunboat	Gunboat	Gunboat	Gunboat	Ironclad
91-100	Heavy Gunboat	Heavy Gunboat	Heavy Gunboat	Heavy Gunboat	Ironclad, Gunboat
Over 100	Ironclad	Ironclad	Ironclad	Ironclad	Ironclad, Heavy Gunboat

Shore Battery	<p>Roll a d10 to determine the strength of the battery:</p> <table> <tbody> <tr> <td>1</td> <td>Three 24pdr smoothbores</td> <td>2</td> <td>Three 32pdr smoothbore</td> </tr> <tr> <td>3</td> <td>Four 32pdr smoothbore, two 30pdr rifles</td> <td>4</td> <td>Two 8" Rifles</td> </tr> <tr> <td>5</td> <td>Three 32pdr smoothbores, two 8" smoothbores</td> <td>6</td> <td>Three 32pdr smoothbores, two 10" smoothbores</td> </tr> <tr> <td>7</td> <td>Four 32pdr smoothbores, two 7" rifles</td> <td>8</td> <td>Three 32pdr smoothbores, three 7" rifles</td> </tr> <tr> <td>9</td> <td>Two 10" smoothbores, two 7" rifles</td> <td>10</td> <td>Electrically detonated mine in addition to shore battery – roll again on this table for the strength of the battery. – reroll any further result of 10.</td> </tr> </tbody> </table>	1	Three 24pdr smoothbores	2	Three 32pdr smoothbore	3	Four 32pdr smoothbore, two 30pdr rifles	4	Two 8" Rifles	5	Three 32pdr smoothbores, two 8" smoothbores	6	Three 32pdr smoothbores, two 10" smoothbores	7	Four 32pdr smoothbores, two 7" rifles	8	Three 32pdr smoothbores, three 7" rifles	9	Two 10" smoothbores, two 7" rifles	10	Electrically detonated mine in addition to shore battery – roll again on this table for the strength of the battery. – reroll any further result of 10.
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Hidden battery	As above, but sets up abreast leading ship and fires first																				
Bridge or Ferry	<p>Defended by a battery or batteries as above. Roll a d6</p> <table> <tbody> <tr> <td>1,2:</td> <td>One battery</td> </tr> <tr> <td>3,4:</td> <td>Two batteries, one on each bank</td> </tr> <tr> <td>5:</td> <td>Three batteries</td> </tr> <tr> <td>6:</td> <td>Three batteries, one of which is hidden.</td> </tr> </tbody> </table>	1,2:	One battery	3,4:	Two batteries, one on each bank	5:	Three batteries	6:	Three batteries, one of which is hidden.												
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Town	Towns can be 'foraged' for supplies, on a further d10 roll of 9 there is a gunboat and a battery present																				
Gunboat	One gunboat, armed with a single 32pdr smoothbore. The gunboat is accompanied by 1d6 - 1 other unarmed vessels, half of which are armed with spar torpedoes.																				
Heavy Gunboat	One heavy gunboat, armed with an 11" smoothbore and two rifles. 1d6-1 gunboats as above are in company.																				
Ironclad	Select one of your best Confederate ironclad models and fight it out to the death.																				
Ironclad under Construction	As above, but the ironclad is not yet complete. Maximum speed available is 1d6-1 knots (1 means she is immobile). Roll a d6 for each armour face - a roll of 5+ means the armour on that face is half the intended value. Finally roll for each gun - the gun is not in place on a roll of 5+. A heavy gunboat is also present as a guardship.																				

