

# **Cast Iron Light**

a board game

Questions? Comments? Abuse? <http://castironlife.sf.net>

## Version 1.4

*Rev. 1.1 – Added coastal control rules to the Special Conditions, recommended starting forces. Revamped level of units but still haven't explained it.*

*Rev. 1.2 – Added Coastal Fleet rules, Unit Placement rules, updated unit Levels to make Infantry equal ½, added Iron Cladding unit, changed Gunboat movement values, added river movement rules. Added the Bobby Lee Provision and The Merrimac to optional rules, which would give the Confederates a boost and bring the game more in line with reality.*

*Rev. 1.3 – Fixed some grammatical errors, expanded rules for cards, including the addition of Principles. Added the “A Day's Hard Fighting” and “A Sixty Days War” optional rules.*

*Rev. 1.4 – Added “Useless, useless”. Updated the terms list. Reduced the number of cards to 40 and 25, respectively. Updated the fortification rules.*

### **General Overview**

This game includes:

A map of the United States, circa 1860

40 Union Strategy & Tactics Cards

40 Confederate Strategy & Tactics Cards

25 Event Cards

Units for each nation

Chips to stack units with

Each player controls a portion or all of the Union and the Confederacy. These forces are each split into three groups:

**Blue** - The Army of the Potomac (In actuality all Union forces in the east)

**Light Blue** - The Army of the West (All Union forces in the west)

**Dark Blue** - The US Navy

**Gray** - The Army of Virginia (All Confederate forces in the east)

**Butternut** - The Army of Tennessee (All Confederate forces in the west)

**Dark Gray** - The CS Navy

The recommendation for player control is as follows:  
*Two Player Variant*

**Player 1**

**Potomac (USP)**

10 *Infantry*

3 *Cavalry*

5 *Cannon*

**West (USW)**

8 *Infantry*

2 *Cavalry*

3 *Cannon*

**US Navy (USN)**

10 *Naval*

5 *Strategy and Tactics Cards*

**Player 2**

**Army of Northern Virginia (CSNV)**

8 *Infantry*

6 *Cavalry*

3 *Cannon*

**Army of Tennessee (CST)**

6 *Infantry*

6 *Cavalry*

**CS Navy (CSN)**

4 *Gunboats*

5 *Strategy and Tactics Cards*

*Three Player Variant*

**Player 1**

**Potomac (USP)**

10 *Infantry*

4 *Cavalry*

8 *Cannon*

**US Navy (USN)**

10 *Naval*

3 *Strategy and Tactics Cards*

**Player 2**  
**West (USW)**

10 *Infantry*  
3 *Cavalry*  
3 *Cannon*

3 *Strategy and Tactics Cards*

**Player 3**  
**Army of Northern Virginia (CSNV)**

10 *Infantry (30)*  
6 *Cavalry (30)*  
4 *Cannon (20)*

**Army of Tennessee (CST)**

8 *Infantry*  
6 *Cavalry*  
1 *Cannon*

**CS Navy (CSN)**

4 *Gunboats*

6 *Strategy and Tactics Cards*

*Three Player Variant*

**Player 1**  
**Potomac (USP)**

10 *Infantry*  
4 *Cavalry*  
8 *Cannon*

**US Navy (USN)**

10 *Naval*

3 *Strategy and Tactics Cards*

**Player 2**  
**West (USW)**

14 *Infantry*  
3 *Cavalry*  
4 *Cannon*

3 *Strategy and Tactics Cards*

### **Player 3**

#### **Army of Northern Virginia (CSNV)**

10 *Infantry (30)*

6 *Cavalry (30)*

4 *Cannon (20)*

#### **CS Navy (CSN)**

4 *Gunboats*

3 *Strategy and Tactics Cards*

### **Player 4**

#### **Army of Tennessee (CST)**

10 *Infantry*

7 *Cavalry*

2 *Cannon*

3 *Strategy and Tactics Cards*

The game is weighted toward the Union, naturally, and can be made even by following the optional rules at the end of the manual.

# Turn Sequence

## Order of Play

### *Event Card*

1. Northern Virginia, Confederate Navy
2. Potomac, Union Navy

### *Event Card*

3. Tennessee
4. US West
5. Prisoner Exchange
6. Move Time Counter

## Nation

1. Receive Resources (*CSNV and USP only*)
2. Draw Tactics/Strategy Card
3. Buy Tech Roll (*CSNV and USP only*)
4. Buy Units (*CSNV and USP only*)
5. Declare Moves
6. Declare Attacks
7. Execute Moves
8. Execute Attacks
9. Deserters
10. Place Units (*CSNV and USP only*)
11. Receive Resources

## Combat

1. Set up Left Flank, Right Flank and Main Body (Neither flank can be greater than the main body)
3. Tactics
4. Attacker declares Right Flank Attack, Left Flank Attack or Main Body Attack
8. Attacking Units roll
9. Defending Units roll
10. Remove Melee Casualties, Prisoners
13. Reinforce
14. Attacker can declare Retreat
15. Repeat Steps 2 – 14, swapping attacker for defender until all forces of one side have been killed or one side retreats.

## **Drawing Events**

An Event card is drawn at the beginning of each turn. Event cards provide modifications to gameplay by giving bonuses or penalties to one or all nations. The effects of the card are explained on the card. If there are any disputes as to how to enact the effects of a card, common sense should prevail. Rules for common sense follow at the end of the manual.

## **Collecting Resources**

Resources are represented as a generic value received by possessing an area of land or a strategic value related to control of an entire location, such as the Mississippi river or the eastern coast.

During each Receive Resources phase, a player receives resources in the amount of the total resources in all territories that the player controls. These resources are awarded in the form of resource cards. Resources cannot be traded. There is one Receive Resources phase at the beginning of a player's turn and one at the end of the player's turn.

## **Draw Strategy and Tactics Card**

After collecting resources, the player draws one Strategy and Tactics card. You can play your cards on your turn to elicit game results either in combat or during gameplay. Each nation can have a maximum of 7 Strategy and Tactics cards. If they go over this amount, they must immediately choose and discard enough to bring them down to seven cards in their hand.

### ***“Useless, useless”***

*In the event a Union player has a hand with 4 or more Generals that cannot be played, they may choose to show the hand, shuffle it back into the deck, and draw an equal number of new cards*

Strategies, Generals and Principles can be played at any time except combat. Generals represent the overall commander of your forces. Generals apply only to the Army on whose turn they are played, thus you may have a maximum of 1 General for the Army of the Potomac, 1 General for the Army of the West, 2 Generals for the Army of Northern Virginia and 2 Generals for the Army of the Tennessee.

For the Union, you may only have one General card in play at any time and playing a new General card forces you to discard the General card in play. You can only play one General card on your turn.

**IMPORTANT:** *Before beginning play, find the Union General Winfield Scott card and put it into play before starting the game.*

For the Confederacy, you can have two General cards in play for each army. One of these cards is your overall commanding officer, the other is a Brigadier or divisional commander. The cards explain the varying benefits depending on your choice of position. Confederate players may play as many General cards as they want in one turn but must discard any cards in play beyond their limit of 2.

**IMPORTANT:** *Before beginning play, find the Confederate General Albert Sidney Johnson card and put it into play before starting the game.*

Strategies are discarded after being played while Principles remain in play until the end of the game or an Event or Strategy calls for their discard.

Tactics cards can only be played in the Tactics phase of combat, explained below.

### **Tech Roll**

For 5 resources, the player can attempt to purchase a new technology. Roll 2d6 and compare with the following:

2-6: Nothing

7: Draw another Strategy and Tactics card

8-9: Nothing

10: Gain an existing technology. If more than one technology is in play, roll as below until an existing technology is rolled.

11 - 12: Roll for new technology, as below.

### **Available Technology:**

**1 - Ironclad - Ironclads are available for construction**

**2 - Repeating Rifles - Cavalry have combat of 3**

**3 - Heavy Cannon - Cannon have combat of 4**

**4 - Gatling Guns - Infantry have combat of 3**

**5 - Medical Advances - Round up for prisoners**

**6 - Rifled Cannon - Any Cannon in Reserve can attack with and defend with Main Body.**

### **Buy Units**

Each player can purchase as many units as they can afford. Each unit costs a specified amount and has movement and combat ratings, explained later. Only units marked with a Move including 's' can move over ocean territories or river territories.

If a unit's move is reduced to 0, it cannot move during that turn.

If a unit's combat rating is reduced to 0, it is considered to have a 1 exception. The exception to this rule is a fortification, which cannot attack and is only available to be taken as a casualty.

If a unit's combat rating is raised above 5, it is considered to have a 5 combat rating.

| Units         |       |         |        |      |
|---------------|-------|---------|--------|------|
| Name          | Level | Cost    | Combat | Move |
| Infantry      | ½     | 3       | 2      | 1    |
| Cavalry       | 1     | 5       | 2      | 2    |
| Cannon        | 2     | 5       | 3      | 1    |
| Gunboat       | 3     | 5       | 3      | 1s*  |
| Naval         | 4     | 8       | 4      | 2s   |
| Ironclad      | 5     | 10      | 4      | 2s   |
| Iron Cladding | 3     | 5       | **     | **   |
| Fortification | 0     | Special | 0      | 0    |

\* Only Gunboats can move on rivers.  
 \*\* Any purchase of Iron Cladding allows the player to change one naval unit into an Ironclad. The original Naval unit must be located in a legal region for a Level 3 unit.

### Fortifying

A player can choose, in lieu of moving units in a territory, to add one fortification counter to that territory. Fortification counters cannot attack but can be taken as casualties in battle. Units can be moved to this territory but not from it during the turn when a fortification is added. No more than three fortifications can be added per turn.

### Declaring Moves and Attacks

A unit is represented by a chip placed within a territory. Each unit can move between the number of territories in its Move attribute. No unit can move after combat and no enemy occupied territory can be entered without combat. Any units that have 1 or more move remaining can attack an adjacent county.

### Executing Moves

Move any units into any territories that will not cause combat.

#### *Gunboats and River Movement*

Gunboat flotillas can move up and down rivers, one section of the river at a time. Any attack against a group of units that has gunboats in an adjoining river can include the gunboats in their defense.

## **Setting up and executing combat.**

When combat is declared, the players set up their units on opposing Combat Boards, using a screen so that they cannot see the opposing player's units.

### **The Combat Board**

The combat board represents an army's formation in battle. Units are arrayed along a line of battle, ranged units to the rear, with reserves located behind this line, as displayed below:

Each player must arrange their troops according to these rules:

The Left Flank, Right Flank and Reserve may not have as many or more units each than the Main Body.

**Always make sure to check *before* dice are rolled. Any improperly placed units must be placed in the main body.**

Once units are placed, each player may play as many tactics as they desire. Because tactics do not initially affect enemy troops, there is no order to play them. Once both players are finished playing tactics, move on to attack resolution.

### **Combat Resolution**

The Attacker declares and executes his attack. Attacks are made by the main body or flank against the opposite main body or flank. Thus, if the Left Flank attacks, the enemy's Right Flank would defend and vice versa whereas if the Main Body attacks, the enemy's Main Body would defend.

When an attack is declared, the attacker rolls one d6 for every unit in the attack. For every roll that is at or below the combat value of the units involved, one casualty is caused. After the attacker finishes rolling, the defender rolls a d6 for every unit in the defense. For every roll at or below the combat value of the units involved, one casualty is caused. Each player removes one unit for each casualty caused by the enemy. If combat results in a flank losing all units, any additional casualties are caused to the main body.

Any attack on an empty flank causes casualties to the enemy's main body and *can not be defended against*.

Half of all infantry and cavalry casualties are placed in the opposing player's Prisoners area. These prisoners are placed in the player's POW Camps after the battle is over.

If at any point the main body of a player loses all units then the remaining units under that player's control are forced to retreat. Any prisoners held by that player are immediately added to the victorious army.

After attack resolution, each player may move units from their reserves to either flank or the main body.

After reinforcement, the Attacker can declare that they will retreat, in which case they roll a d6, any roll of 4 or higher indicating that combat is over, the Defender is left in possession of the territory and the Attacker's units are moved to an adjacent, friendly county.

**Yes, this does mean you can fight through an enemy to reinforce a territory on the other side.**

If combat continues, switch the roles of Defender and Attacker and repeat these steps.

### ***Naval Combat***

Naval combat, which is combat between only Ironclad, Naval or Gunboat units, works as normal combat, except:

For each gunboat unit in play, place one fortification unit in each flank and the main body.

For each naval unit in play, place two fortification units in each flank and the main body.

For each ironclad unit in play, place eight fortification units in each flank and main body.

On any attack roll of 1, a Naval or Gunboat (Not Ironclad) casualty must be taken, if available, *regardless of its position relative to the attack*.

### ***Combined Combat***

Combined combat, which is combat involving shore fortresses (Designated on the map as a fortress with an 'S'), Gunboat, Naval or Ironclad units, and Infantry, Cavalry and Cannon units, works as normal, except:

All Naval, Gunboat and Ironclad units must be placed in the Main Body.

For each gunboat unit in play, place one fortification unit in the Main Body.

For each Naval unit in play, place two fortification units in the Main Body.

For each Ironclad unit in play, place eight fortification units in the Main Body.

All Infantry and Cavalry units must be placed in either flank or the reserve, ignore the prohibition on placing more units in a flank or reserve than in the main body.

Reserve Cavalry and Infantry units cannot be placed in the main body during combat.

### **Deserters**

Before a player receives resources at the end of their turn, they must discard their own units as follows:

- ?? One infantry must be discarded from any location on the map.
- ?? Any lone Confederate Infantry in a Union territory must be discarded.
- ?? Any lone Union Infantry in a Confederate territory must be discarded.
- ?? Any group of Confederate units in a Union territory that does not border any Confederate territories must discard one Infantry.
- ?? Any group of Union units in a Confederate territory that does not border any Union territories or Union-Occupied territories must discard one Infantry.

### **Prisoner Exchange**

Immediately following the US West turn, players exchange prisoners as follows:

- ?? Potomac trades Northern Virginia 1 CSNV Infantry from its POW Camps for each USP Infantry in Northern Virginia's POW Camps.
- ?? US West trades Tennessee 1 CST Infantry from its POW Camps for each UST Infantry in Tennessee's POW Camps.

### **Place Units**

At the end of the Confederate States North Virginia and United States Potomac turns, the player takes any purchased units and places them in each region according to the Level of the unit. Units may only be placed in a region where the total level of the units placed does not exceed the value of the region. So the territory of Tennessee, having a value of 5, can hold 10 new Infantry or 5 new cavalry, or 2 cannon and an infantry, or any combination of units whose total Level does not exceed the value of the region. Naval, Ironclad and Gunboat vessels follow the same conditions, but are placed in adjacent sea territories.

For example, the Union player can place two infantry (Level  $\frac{1}{2}$  a piece), one cannon (Level 2) and an ironclad (Level 5) in New York (Total unit Level 8), the ironclad is placed in the adjacent sea territory.

## **Special Conditions**

### **Controlling the Coasts**

Any player that has units in all territories marked GC, all territories marked WC or all territories marked ES gain the resources stated on the map.

### **Control of the Mississippi**

If the Union or the Confederacy controls all territories bordering the Mississippi, then the other player can only place infantry west of the Mississippi.

### **Blue and Gray Resources**

Territories whose resources are marked in blue and gray give resources dependant upon the owning player. Blue value for Union players, Gray value for Confederate players.

### **The Election**

If, at the end of 1864, the Union possesses neither Richmond nor Georgia, draw three Event cards and total the number of votes, located on the bottom right. If there are more votes for McClellan than Lincoln, than the Confederacy wins.

### **Coastal Fleets**

If any Confederate or Union ironclad is located in a sea territory that does not border a land territory, then roll a die for each ironclad in that territory. On a roll of 1-3, an ironclad is discarded.

If any Gunboat is located in a sea territory that does not border a land territory, then roll a die for each gunboat in that territory. On a roll of 1-5, a gunboat is discarded.

## **Optional Rules**

### **The Bobby Lee Provision**

The CSNV player may choose to place their capitol in Montgomery or Richmond. If Richmond is chosen, then before play the CSNV player can search the Confederate Strategy and Tactics deck for the General: Robert E. Lee card and place it immediately into play. Reshuffle the deck and begin play.

### **The Merrimac**

The Confederacy begins play with Ironclad tech, and a Naval unit in the sea territory bordering Virginia.

### **A Day's Hard Fighting**

Depending on the time of year, there are limits placed on the length of battles, as determined by the number of repetitions of the defender's Combat Resolution. If, after the last repetition, the Attacker has not achieved a victory, then the attacker is forced to retreat.

Winter – Two repetitions.

Spring/Fall – Three repetitions.

Summer – Four repetitions.

### **A Sixty Days War**

During the *Spring, 1861* turn, only one attack each can be made by CSNV, CST, USP and USW players.

## **Terminology**

Winning a Battle - An army that does not retreat is considered to have won a battle.

CSNV – Confederate States army of Northern Virginia. This is the Confederate army in charge of the east.

CST – Confederate States army of Tennessee. This is the Confederate army in charge of the west.

USP – United States army of the Potomac. This is the Union army in charge of the east.

USW – United States army of the West. This is the Union army in charge of the west.