

Conventions

Game – This game attempts to reflect warfare in colonial North America from roughly 1600 to 1850 using 25-28mm figures and models. Distances are in inches. Measure from base to base or gun to target or hull to hull, no pre-measuring. Players need up to nine 12-sided dice, several d6s, and sometimes a d3. Also needed are cards or tokens to mark units: “Reloading,” “Ambuscade,” “Crouch,” “Engaged,” and “Hidden”; as well as artillery ammunition cards that say “Canister,” “Shot,” and “Shell.” The notation in the rules, “DMs” (die modifications), actually refers to changes to the required die roll for success. Players each roll a die, roll-off ties; the highest roller goes first, but a player may choose to pass activation to another friendly player. Choose one officer or unit to begin activations. *Cascade*: the officer may activate two units or subordinate officers who may also activate two lower ranking officers or units in a chain effect. Each officer or unit may only activate once per turn, place a token by the officer. Out-of-command units, villagers, and wagons activate last. When all units and officers have been activated the game turn ends, remove one smoke, and add a reloading token to artillery and units that volleyed. Adjust the turn marker and repeat.

Unit Activations – There are six activations that can be given to a unit:

- 1) Half-move – the unit makes a half-move and may fire (or fire and then move) with a +1 penalty to hit.
- 2) Full Move – the unit makes a full move without shooting; also used for charging.
- 3) Fire – the unit remains in place and fires on the enemy without penalty.
- 4) Engaged – indicates that a unit is performing a special action, such as making torches, etc.
- 5) Ambuscade – a unit in Ambuscade holds its activation until an enemy activation triggers it.
- 6) Crouch – indicates a unit is hunkering down, kneeling, or is inactive.

Units – may be of three branches: Cavalry, Infantry, Artillery, and three types: Formed, Light, or Skirmish.

Infantry – figures are divided into five-man teams or ten-man squads, each including an NCO, but players can work out other unit sizes by agreement. Two squads plus a Lieutenant form a platoon (21). Two platoons plus a Captain form a company (43-44). Two companies plus a Field Officer (major, lieutenant colonel, or colonel) form a battalion (86-88, regulars only). Regular companies may have one grenadier squad and/or one light infantry platoon.

Natives are organized into 5-man scouting parties or 10-man hunting parties each including a Sachem or Sagamore as NCO. Two hunting parties plus a Chief form a raiding party (21). Two raiding parties plus a Warchief form a warband (42). Two warbands and a Grand Warchief would be very rare (84).

Artillery – is organized by gun, with 4 crew to serve it, 6 for siege artillery, 3 for very light guns, 2 for swivel guns, including an NCO. Each gun and crew form a unit. Two guns and crew plus a lieutenant form a section; two sections plus a captain form a company. Field guns may have a limber and driver; mortars may have a wagon for transport.

Cavalry – is organized the same as infantry but unit sizes are halved: Team or Scouting Party (2-3 figures), Squad or Hunting Party (5), Platoon or Raiding Party (11), Troop or Warband (23-24), and Squadron (48-50). Cavalry units may have mounted and dismounted figures.

Officers – are represented by one figure who may have another as staff.

Orders – When activated, officers may give orders to up to two units: either squads or teams or lesser-ranking officers within 6”, 12” with a musician, and 18” with an ensign (standard). The individual units fire, take hits, and check morale separately. The officers may move themselves before or after giving orders.

Officers and Chiefs – do not use their weapons except when attacked; then they may decide to fight or surrender. Officers and chiefs may take personal command by joining a squad or team. This is done by moving into its present formation. As part of the unit the officer is counted in the shooting and fighting and may

be wounded by Critical Damage or destroyed or captured if the unit breaks or surrenders. Attached officers do not affect a unit's casualty count and if the unit falls back, surrenders, or retreats the officer must go with it. Upon a subsequent activation the officer or chief may leave at any time. Native chiefs normally fight attached to a unit but may separate if desired. Attached officers may not activate or benefit other units.

Lieutenants/Chiefs – Lieutenants may activate two of their own squads. Cavalry lieutenants may also have a musician, infantry lieutenants and chiefs cannot.

Captains/Warchiefs – Captains may activate two lieutenants or squads. Each captain may have a musician (drummer, bugler, or piper), but Warchiefs may not.

Field Officers/Grand Warchiefs – Field officers (major and higher) may activate two captains, lieutenants, or squads. Each field officer may have an Ensign with a standard and may be mounted. Cavalry squadrons would have a mounted ensign. Natives would rarely have a Grand Warchief.

Commander – A Field Officer or General may be in overall command of an army and may be mounted.

Formations

Formed Units – must form either Line, Box, March Column, Attack Column, or Square Formation in open ground or light woods.

Line Formation – is 2 ranks deep with bases touching, while maintaining half the squad in each line. Cavalry forms in a single line.

Box Formation – may have 12-16 figures in a unit, 3-4 files wide and 3-4 ranks deep.

March Column – is up to 2 figures wide, 3 for box formations.

Attack Column – is formed by an officer who moves two units into a double column of squads forming a box, one squad beside the other in base contact; they must share casualties. The officer becomes attached.

Square Formation – can be formed by an entire company or battalion. One squad or platoon faces outward on each side of the square with the officers and staff in the center. A box formation may turn figures outward.

Light Units – (light infantry) can fight in Line, Skirmish, or Extended Line (Regulars only).

Extended Line – Regular light units may form 2 ranks deep without files touching, up to ½" apart.

Skirmish Units – (officers, militia, rangers, natives, disordered units) stay in a clump with figures within ¼-½" apart.

Disordered Units – are the same as Skirmish units except that they must reform as soon as possible.

Movement – See the Chart on page 32 for movement distances; all units must end their moves at least 1" apart. Terrain affects movement as follows:

Roads – If a movement is completely along any road all units add 1" to movement.

Light Woods and Scrub – do not impede foot or mounted movement; but are Rough Ground for vehicles.

Linear Obstacles – (fences, brooks) reduce movement by 2", remove wooden fence sections.

Obstructions – (Rough Ground, Difficult Ground, and Formidable Ground) Obstructions are impassable to all but infantry in skirmish formation. Natives treat rough ground as open and difficult ground as rough ground, but formidable ground is as described below.

Rough Ground – (half move, may fire) abatis (from the reverse side), barricades, boat/ship gunwales and decks, building ruins, fences, fort glacis (downhill), medium woods, redoubts, shallow fords, snow, stairs, steep hillsides (descending), and trenches.

Difficult Ground – (half move, no fire) dense woods, deep fords, deep snow, fort palisades, fort glacis (uphill), house sides (one-story), ladders, low ridges, mud, rocky ground, steep hillsides (ascending), stairways.

Formidable Ground – (Half-move, no fire) abatis (from the front), chevaux de frise, cliffs, and curtain walls (p5). To scale curtain walls ladders are required (see p5). Units do not need ladders to climb or descend scalable cliffs, low buildings, high scalable walls, or forts with glacis, etc.

Formed Units – (Line, Box, and Attack Column) move toward their front 45° arc. Formed units must wheel to turn (measure the longest distance) or may move obliquely up to 45°. March Column gives formed units +2" movement, with freedom to turn as desired. Square formations may not move. Units passing through obstructions must reform as soon as possible.

Light Units – may fight in line, extended line, or skirmish formation. Units in extended line move as formed units and may move through medium woods without being forced into skirmish.

Skirmish Units – have no facing and may move in any direction. They also 'march' on a road in a loose clump.

Formation Change – (half move Activation) Formed units must use a Formation Change to change from any formation into another. Disordered units must also use it to regain their respective formations. To reform, re-arrange the unit on one central figure facing any direction. Officers within 6" may shift figures, including gun crews, from one of their units to the other using a Formation Change to strengthen a unit up to its original number of figures (5 or 10), discard extras. The morale casualty count starts over.

Formation Check – Roll one d6 against the unit's basic morale (no DMs). Die rolls equal or higher than the basic morale pass. Formed units which full move or Charge must check formation, though units in column do not. Formed units must also check when moving through another unit or another unit moves through it. Skirmishers need not check. Formed units forced into disorder must make a check to determine if the reloading process is interrupted. If pass, reloading can be completed in the current turn. Units assaulting a curtain wall must make a formation check to put up ladders, while defenders on a parapet must make a formation check to throw down those ladders. Mounted units must pass a formation check in order to countercharge.

Cavalry – units may have separate mounted and dismounted figures to represent either situation, depending on the scenario.

Mounting – (Formation Change) If one figure of a unit can reach the horses the unit may mount.

Dismounting – (Formation Change) One horse holder is needed for every 2-5 horses; dismounted figures may make a half-move and fire.

Mounted Jumping – (half or full move) Expert Riders may jump over low linear obstacles (fence or ditch); must have 2" of extra movement to clear it. Non-expert riders may not jump at all.

Artillery – (half move) Very light and light guns may be hand moved half distance and fire, or they may be moved up to 6", medium guns 3". Heavy and siege guns move with limbers only. All guns may pivot more than 45° and still fire at +1. Crews that move to man a gun or from one gun to another count as moved. Non-skirmish infantry teams (5) may take over a gun as inexperienced crew (+1). Skirmish units cannot.

Vehicles – include limbers, carriages, carts, and wagons; carts are identified as two-wheeled vehicles, draft animals may be horses, donkeys, mules, or oxen. Wagons are four-wheeled vehicles; draft animals may be horses, mules, or oxen. Limbers and carriages use horses. Limbers and wagons used as limbers use a gun crew's activation to move, otherwise, vehicles move at the end of each turn. Speed is determined by the number of draft animals (page 32). Vehicles may turn as they move on a 2" radius. Backing up is a half-move. Light woods are rough ground for vehicles; all other terrain except open ground is impassable. Loaded vehicles can only half-move. Vehicles with one draft animal can pull very light and light-sized guns, two animals can pull medium-size guns, three animals can pull heavy guns, and four animals can pull siege guns. All unloaded vehicles may full move. Guns are limbered or unlimbered using a Formation Change. After unlimbering point the gun in any direction. Remounting is the same. Wagons, carts and limbers without drivers do not move.

Small Arms Fire (bows, pistols, muskets, and rifles)

Range – Short range is less than or equal to half a weapon's range, long range is greater than half. Weapon ranges: p36. Measure from the nearest figure of a firing unit to the nearest member of a target unit (base to base). If one weapon of a unit is in range all the unit's weapons of that type are within range, measure for each type. Pistols fire every round.

Line of Sight – Firing units must be able to see their target. Unit members may see and fire through figures of their own unit but may not fire through another unit. Units on a height may see and fire over the heads of friendly or enemy units and vice versa. Units that are 2" or more inside woods are not visible to those outside.

Firing – One unit may fire at one unit per turn, officers may be targeted. Units cannot fire into a melee.

Line Formation – (Fire activation) units in line formation may only fire to their front 45° arcs, at targets that have at least half their figures within the arc. They may fire with all their figures except the NCO in one volley (full volley, 9 figures maximum); roll 1d12 per figure to hit. Alternatively, line units may fire by rank (half-volley), one rank each turn, but they may not switch to full volley again until both ranks have reloaded. Formed units forced into disorder by terrain may perform skirmish fire but must return to a line formation upon reaching open ground. Units forced into disorder must reform to continue loading or to fire.

Column Formation – Formed units may not Fire while in March or Attack Column.

Square Formation – Units in square may fire into each side's frontal arc.

Extended Line Formation – Units in Extended Line may only volley by rank (half volley).

Skirmish Formation – Units may fire each turn in any direction. See Skirmish Rate of Fire chart on p36.

Hits – Roll one d12 per weapon firing; hits occur on 7+, modified by DMs (p36).

Wounds – Roll one d12 per hit; wounds occur on 7+. Bows must also factor in a target's armor and shield DMs (p36), but firearms ignore both. Versus small arms Artillery crews are as in skirmish.

Critical Damage – For each '12' scored to damage, roll a d12, on a 9+ the attacking player may select either the NCO, special weapon, or attached officer or staff member. If none of the above are available, select the lowest ranking officer within 6".

Moving – units may half move and fire, or fire and half move, with a +1 to hit penalty.

Cover – is light cover or heavy cover. Some elements such as blanketing fog or smoke can be compounded with extra cover. Units in base contact with any type of fence or parapet may shoot over it without penalty and still count as in cover. Crouching units behind heavy cover cannot be seen at all.

Partial Cover – If half of a target unit is in cover, then cover applies, otherwise, if a target is obscured behind a building or other large object, only the figures that can be seen may be hit and only figures that can see may shoot.

Light Cover – (+1) target is obscured by two smokes, scrub brush, woods, wood fences, deep fords, twilight or dawn, building ruins, barricades, wagons, boats, or is inside very light and light buildings, etc. Barricades are hastily built-up piles of logs, dirt, and rocks (in woods), or in a city, furniture, boxes, and barrels. Units within 1" of the edge of woods receive light cover and may fire without penalty.

Heavy Cover – (+2) if a target unit is on the opposite side of stone or adobe yard walls, log palisades or fort parapets, inside medium or heavier buildings, or inside trenches or redoubts.

Reloading – When a unit fires, place a cotton ball in the direction of fire, two for full volleys. At the end of each turn, units remove one 'smoke.' If the unit volleyed place a reloading token. On the next activation, the token is removed but any movement, including falling back or retreating, interrupts the reloading process, keep the marker with the unit as it moves. The smoke remains in place. Any unit behind two smokes receives light cover.

Artillery Fire (*swivel guns, cannons, howitzers, and mortars*) 1s always miss and 6s always hit.

Firing – When activated, guns fire to their front 90° arc. Roll one d6 per gun to hit; misses are ignored. Gun crews may not use their sidearms while loading or firing guns.

Line of Sight – Firing units must be able to see their targets. Units Firing indirectly may see through skirmish units but cannot see through or past formed units unless on higher ground.

Ammunition – Cannons are sized by the weight of shot in pounds; they use direct fire with solid shot. Mortars are categorized as light, medium, heavy, or siege and fire indirectly with shot or shell. Howitzers are classified as medium, heavy, or siege and may fire direct or indirect using shot or shell. Swivel guns, cannons, and howitzers may also fire canister. Players should have three small cards with “Shot”, “Shell”, or “Canister” written on them. When reloading is complete, place a card face down next to the appropriate gun and when about to fire, reveal the type of ammunition that was loaded. Firing DMs (p36) apply to all types of fire.

Direct Fire – Hit on 4+.

Canister – Range is 18”; do not roll to hit, roll the indicated number of d6s to wound on 4+.

Indirect Fire – The first hit requires 5+, subsequent hits 3+. Minimum distance: mortars 12” howitzers 18”, always hit targets on top.

Damage – Roll the number of d6s listed on the chart on p36. When firing at troops use the Shells or Shot versus Troops column. Wounding of troops occurs on a 4+. When enfilading a line or column, or firing into a box formation, square, or attack column, roll double dice. For damage on structures see p10.

Critical Damage – For each 6 scored to wound, roll another d6, on 6 the attacking player may select an officer as in small arms fire (p3) but in the case of counterbattery fire the gun and crew are destroyed. Small arms may not damage guns.

Bursting – If a 1 is rolled to hit, roll again: brass or bronze guns burst on a 1, iron guns on 1-2, old iron guns 1-3. If a barrel bursts, remove the gun and crew from play.

Shifting Crews – a section may move crewmen from one gun to another within 6” using a formation change. Artillery officers may also move to join a crew. Non-skirmish squads can break into 5-man teams to man guns as inexperienced crews. They can only take over an abandoned gun. Crews cannot be mixed inexperienced and regular or provincial.

Reloading – When a gun is fired place two cotton balls in front of the gun barrel and remove the ammunition marker. At the end of the turn replace one ‘smoke’ with a reloading token. On the next activation reloading is completed, remove the reloading marker and place a new ammunition marker, but if the crew moves, falls back, or crouches, the reloading process is interrupted and must wait to complete it next turn.

Melee Combat – is performed by one unit against one unit, initiated by a charge.

Charge – (full move) Charge distance is limited by formation and terrain. Charging units must be able to see their targets and must hit the same quarter of a formed target they started in (figure 45° quarters on each corner of the target unit). Mounted units will not charge into a formed front though they may hit any other quarter they can reach. Formed units must make a Formation Check when charging in open ground but rough ground or worse automatically breaks them into skirmish. Charging units may not fire.

Ladders – (Difficult Ground) are required to climb fort curtain walls. 2-5 figures may carry one ladder, 6-10 figures two ladders. Raising ladders requires a Formation Change. In one turn units may perform a half-move and raise ladders, or raise ladders and then assault using a half or full squad. Defenders on the parapet may attempt to push ladders down if they pass a Formation Check (Engaged action); 2-5 figures may push one ladder, 6-10 two ladders. Attackers lose one figure per fallen ladder.

Charge Reactions – Previously activated target units must stand and receive the charge; unactivated units may choose to stand. Units may defend themselves multiple times in a turn (Engaged activation). Unactivated units may also choose to: 1) *Fall Back* – Units may fall back 6”.

2) *Fire* – If chargers start more than 4” away, formed units may volley (if loaded) and skirmish units may fire at the skirmish rate at short range (p36). The attacker checks morale for casualties if any. If fail, the attackers Retreat or Fall Back from 4”, but if pass, the attackers make contact.

3) *Mounted Countercharge* – (full move) If chargers start more than 4” away, units may countercharge if they pass a formation check; if pass, they meet midway (neither side has a charge bonus).

Melee – Players consult the skirmish Rate of Fire chart (p36) to determine the number of dice to roll: Inexperienced units use the Matchlock line, Wavering units use the Flintlock line, Steady units use the Caplock line, Drilled units use Breechloading. Armor and shields count in melee: if at least half a unit has a type of armor, then the entire unit is counted as such. Cavalry versus infantry double the dice. Critical Damage is the same as in small arms fire.

Precedence of Attack – Units strike simultaneously except in difficult or formidable ground, in which chargers strike second (no charge bonus). In pikes versus pikes, melee is simultaneous, but against all other weapons, pikes attack first.

Melee Result – The unit that takes more casualties in a round must check morale. If losses are equal, or if the morale check is passed, fight another round immediately, Failed units surrender if they number half or less than their opponent (see ‘Captives’ p8), otherwise they Retreat or Fall Back. Units that win or successfully hold may reform or move up to 3”. Natives however, are looking for a quick kill, if the target holds and is still unshaken, the charging unit will fall back after the first round of melee, Bloodthirsty natives after the second.

Morale Checks – There are five Basic Morale levels: Bloodthirsty (1), Drilled (2), Steady (3), Wavering (4), and Inexperienced (5). Check Morale when a unit loses casualties to enemy fire, loses in melee, or an officer within 6” is made casualty. Wavering and Inexperienced units must also check if they see a unit within 6” destroyed, fall back, or retreat. If a native chief is killed all his units in 12” must immediately check morale adding +4.

Officers – within 6” benefit a unit’s Morale by -2 (select one officer only). Attached officers only benefit the unit they are attached to, and they must follow the unit’s morale check result. Officers outside a structure cannot benefit those inside and vice versa.

Check – Roll a single d6 (team) or d12 (squad) and compare the result to the unit’s Basic Morale plus modifications (DMs p36), If the die roll is equal to or higher than a unit’s modified moral the unit passes the test and remains in place, but on a result of d12 ‘12’ one casualty is returned to the unit, or if rolling d6s, on a result of ‘6’, reroll and on a 4+ one casualty returns to the unit.

Failed Checks – Failed Formed Units become disordered but remain in place. Failed Skirmish and Disordered Units fall back 6” including any attached officers (engaged activation). Move the unit directly toward its friendly board edge, insofar as terrain allows. Artillery crews will abandon their guns. Officers within 6” of a failed unit may follow if desired. If a failed unit cannot complete the retreat due to terrain or other units, they must remain in place. Units in which half or more figures would completely leave the board edge are removed from play, otherwise keep figures at least 2” away from the edge. Failed defenders inside buildings, on ships, or behind heavy cover will crouch in place (Crouch activation) instead of falling back.

Retreating Units – on a die roll result of ‘1’ all units except those with the Resolute rule (p17) retreat 12” and lose one figure. Figures in a structure may Crouch instead of retreating. Units that retreated must check morale before activating again.

Shaken Units – A unit that loses 50% of its figures (round down) becomes Shaken. The unit continues to function until it fails any subsequent morale check. When that happens, it routs, remove it from play; but if the unit is within 6” of an unshaken enemy unit it surrenders instead. Formed units automatically become skirmish units if they are shaken. When the last shaken unit inside a besieged building fails, all figures inside surrender immediately (see ‘Captives’ p8). When 50% of an army’s units become shaken or destroyed it must withdraw (concede defeat). When 50% of a ship’s units become shaken or destroyed it must surrender.

RAIDING RULES

Setup Generic Raid – the target village may be northeastern and central woodland, mission, or Iroquois Amerindian, French, Spanish, or British Colonial; or southwestern Spanish, Mexican, or Amerindian.

Raiders

NE British Colonial Raiders – one squad may be rangers or hunters, and one may be mission natives or provincials, but the other two squads must be militia. British Colonials may be attacked by French, or Amerindians, or both.

NE Amerindian Raiders – a warband may be led by a French or British officer or a Warchief and composed entirely of either woodland, mission, or Iroquois. Keep in mind that Iroquois will not fight other Iroquois. Native villages may be attacked by British, French, or other Natives.

NE French Raiders – one squad may be marine raiders or a coureurs de bois team, and one may be mission natives, but the other two squads must be militia raiders. British Colonials may be attacked by French, or Amerindians, or both.

SW Amerindian Raiders – (Navajo, Apache, Comanche, Kiowa, Ute or Plains) a warband of four hunting parties can be led by a Warchief. They may be mounted or partially mounted.

SW Spanish/Mexican Raiders – one squad may be presidial dragoons, one squad may be genisaros, and the remainder may be puebloans or militia.

SW American Raiders – one squad may be US Dragoons, one squad may be US regular or volunteer troops, and the remainder may be militia.

The Village – a colonial village should cover an area of about 24" in diameter in the center of the 6'x4' board and should have 3-4 wooden or adobe buildings, some outbuildings, and one or two strong buildings. A NE woodland Amerindian village should be of approximately 18" in diameter may have small lodges (wigwams or tipis) and sometimes a large lodge or a longhouse (6-8 buildings). An Iroquois or Huron village should have 2-3 longhouses and a palisade without a gate, though they usually had barricades they could move into place. Some NE natives had mixed longhouses and wigwams. Pueblo and southwestern houses are made of adobe or stone set in a circle, partial circle, or square.

Building Capacity – A very light building will hold 3 figures, a light building 5 figures, medium building 10 figures, heavy building 20 figures, and a fort all the figures. Longhouses have room for 20 figures.

Terrain – Villages should be surrounded by cultivated fields or pastures, some patches of scrub brush and light woods and several paths or trails. French and English/British colonials would have wood or stone fences, a road and a bridge or ford at a stream or a river, or a lake nearby with 3-6 small to medium canoes or boats on the bank. Some scenarios may have a bundle of plunder marked on the board as an objective. Few western natives would have canoes or dugouts but eastern and midwestern would.

Colonial Villagers – (French, English, or Spanish) may include: 1 Officer (LT), 1 Squad of Militia(10), 5 workers armed with farm or trade tools, 15 noncombatants, and a dog.

Amerindian Villagers – (any type) include a Chief, 1 Hunting Party armed with muskets and hatchets or clubs, 1 Scouting Party armed with bows and hatchets or clubs, 15 noncombatants, a dog, and 1-3 captives.

Random Raid Condition – d6: 1-2=day, 3-4=night, 5=dawn, 6=evening.

Day Raids – Place armed and tool-armed colonials randomly in the fields or livestock pens. Woodcutters would be in or near a forested section. Place half the civilian villagers randomly in the center of town with 1 figure in each house. The rest should be spread out, with at least half placed up to 24" on the raider side of the board (spaced evenly).

Night Raids – All villagers must remain in their respective houses until the game turn after an alarm sounds. On a d12 7+ a village will have a night watchman and a dog; native villages will only have a dog.

Beginning on game turn 1, dogs will sound the alarm on a d12 roll of 7+. The night watchman will only react to vision, noise, or fire. If the dog fails to warn the villagers on the first turn it will wander off.

Dawn/Evening Raids – At the start of each turn, beginning on game turn two, roll a d6, if the result is equal to or lower than the turn number vision status changes to twilight or dawn (light cover, cumulative with other cover). Otherwise, this change is automatic beginning on game turn five and on turn six the change is complete to nighttime or daytime.

Game Turns – The standard raider game is 6-8 turns. In the first turn, the Raider player starts by activating all his units. They enter from the Raider's friendly short edge of the board. After the defenders finish their activations play resumes as normal.

Villager Reactions – Villagers may perform specific actions in a game turn.

Villagers – After all combatant units, fire-armed and tool-armed figures may be activated; they move 9" per turn and may collect into groups by moving within 1" of each other. When two or more fire or bow-armed figures are grouped together they may fire at the skirmish rate. When five or more gather they become a military unit and one figure becomes the NCO (5 figures forms a team, 6-10 form a squad). Give that unit an activation in the normal sequence on the following turn. Figures may continue to join the unit up to 10 figures maximum. Two separate units are allowed per village at any one time. Unarmed Villagers may be activated after armed villagers have been activated. They do not fight, they move 6" per turn towards safety 2" within woods, or inside a building, or by leaving their friendly board edge opposite the raiders, or if the raiders cover both short ends by either long side of the board.

Friendly Reinforcements – Beginning on game turn 3 reinforcements enter the board from their friendly short side, opposite the raider's edge, or either long side if the raiders cover both ends. The villager player receives 3 squads or hunting parties led by a Lieutenant or Chief. For English colonials, one squad is provincials, and the other two are militia; for French colonials one squad is garrison marines and the other two are garrison militia; for Spanish/Mexican colonials one squad is presidials and the other two are Militia. Mission natives, Iroquois, and woodland natives receive reinforcements of their respective type.

Pursuit of Raiders – In pursuit of raiders the pursuers only have fifteen days food out and back. If they don't catch up with them in 8 days, they must return empty handed and the raiders win. If they catch up a battle will take place, each day, the pursuer and the raider must roll a d12 to represent the progress of the day. If the pursuer's roll is higher, they gain one league on the fleeing raiders, if lower, the pursuers lag one league behind. If equal, there is no gain for either side. If the pursuers gain three leagues they catch up and a battle commences, roll a d6 for general terrain: 1=a wooded area over entire board, 2=half-wooded, half-open fields, 3=an open plain a stream bisects the 4' width, 4=fields with sporadic copses of trees with a stream along one side of the board, 5=raider camp is on a river island in center of board, 6=raiders are camped on a hill. But if the pursuers lag behind by three leagues, or if they do not catch up in eight tries, the raiders get away

Raider Actions – raiders may perform specific actions in a game turn.

Captives – Armed villagers are captured by the means described in the Morale rules (p6). Unarmed villagers are automatically captured if they are contacted by a raider unit which then takes over control of the prisoners. At the end of each turn, the capturing player moves the prisoners 6" per turn as if under guard until they are rescued or leave the raider's friendly board edge. Prisoners are freed if a friendly unit makes contact (assume that militant prisoners regain their arms). If a loaded wagon is captured an entire native hunting party with leave the board with it.

Livestock – were the focus of many raids. They are automatically captured when contacted. One entire unit (team/squad, or scouting/hunting party) must escort a horse/cattle herd, or a group of small animals off the board. If the escort is lost, the animals may wander 6" per turn randomly, roll a d6: 1-2=they stand in place, 3=move 45° to the left, 4=45° to the right, 5=move straight ahead, 6=move to the rear.

Take Scalps – Keep fallen casualties on the board. If a raider unit passes within 3” of any enemy casualty, roll a d12; on 7+ the unit stops to scalp them (Engaged activation). Movement ends there. Place a marker to represent scalps with the unit. They may continue activations on the following turn.

Pillage and Burn – If a raider unit moves within 3” of an unoccupied building, on a d12 roll of 7+ they will spend the following turn pillaging (Engaged activation). They cannot fight unless attacked. Place a marker with the unit for each house or building pillaged. If burning a house see Setting Fires on page 10.

Impaired Vision

Hidden Units – (daytime) Any unseen unit currently in woods may be declared Hidden at the player’s option (place a Hidden marker). This indicates the unit is actively attempting to remain unseen. Nonhidden units are seen automatically at the stated distances below. A hidden unit may not be targeted or assaulted until seen. When either side is activated within the appropriate detection range or moves into it the opposing player rolls 1d12: on a 7+ the hidden unit is seen by the activating unit, those with the Woodcraft special rule on a 6+, and those with the Forester rule 5+. *DMs*: if the hidden unit has a crouch activation add +2 to the required number, or if crawling add +1, if half move add -1, or full move -3. Sight of all hidden units is automatic at 6”. To remain in Crouch while moving the unit can only crawl 3” per turn, Foresters 4”.

Darkness and Fog – Units in fog or darkness are automatically Hidden. There are no *DMs* to the sighting roll of 7+, but on any sight roll result of ‘1-2’ the unit will involuntarily open fire on the nearest friendly unit (if there is one) within the distance allowed and that unit will automatically return fire (both at skirmish rate). Place an Activation token on all units that fired. Lanterns and torches, and the flash from muzzles add 6” to the distance to see and be seen. Campfires and bonfires illuminate a 6” radius from their center. Burning buildings light the area up to 12” from the building edge.

<u>Vision Ranges</u>	<u>Daytime</u>	<u>Nighttime/fog</u>	<u>No Moon</u>	<u>Full Moon</u>
Open Ground/Light Woods	Unlimited	12”	9”	18”
Medium/Heavy Woods	18”	9”	6”	12”

Ambuscade – A unit in Ambuscade holds its activation until an enemy activation triggers it, at the owning player’s option. The player may elect to Charge, or Fire ranged weapons at any time before, during, or after the opponent’s turn. Target units may not react. At the end of the turn the Ambuscade marker may be retained or removed.

Structures include buildings, defensive walls, trenches, redoubts, fort palisades, and curtainwalls.

Buildings – If one or more figures of a unit can reach a building door, all the figures may enter the first floor. But if all the figures can reach a building door, they may enter the first or second floor. Only one squad or two teams, plus one officer can occupy a floor at a time. Units may half move one level up or down or full move two levels. Units may exit (half move or full move) through a single door or ground floor window, measure movement from the opening. Units on 2nd floors may exit on a full move at 6” from the opening. Formed units reform automatically. Cavalry units cannot enter buildings. Artillery can begin a game in a building but cannot leave.

Other Structures – If one figure of a unit can reach a parapet firing step, trench, or redoubt the unit may enter. Units may leave parapets, trenches, or redoubts with a rough ground move. Cavalry and artillery units may enter a fort or redoubt but cannot enter trenches. Artillery in redoubts can leave on any activation.

Officers in Structures – Officers inside a structure can only activate or benefit units within the same structure, officers outside have no effect on units inside.

Structures and Ranged Combat – (Fire activation) All units inside any structure may fire in skirmish formation. Those in a building or fort may split fire to different targets as desired. Figures on the upper floors of

Block and Garrison houses may also fire down at enemies adjacent to the building because each overhang has loopholes. Assume loopholes have been made in any blank walls (no windows or doors).

Artillery Firing at Structures – When firing at forts or buildings specify which section of wall is targeted, figure 8” sections+-. Also choose whether aiming at the wall or parapet/roof. Indirect hits land on roofs and decks causing damage to defenders on top as well as to the deck (apply the damage result to both).

Structural Damage – Roll the number of d6 damage dice per size of gun on the appropriate column listed on p36. Each roll of 4+ causes one point of cumulative structural damage. Keep a running total of points against each section of a structure. Canister will not damage structures. When damage equals or exceeds wall or roof strength it collapses and all figures inside or on top are lost. Small arms cannot damage structures.

Attacking Buildings – Beginning on the game turn in which a unit makes contact, units in skirmish may attempt to break down doors, or they may try to set the building on fire.

Breaking Down a Door – (full move) Units in buildings cannot be assaulted unless a door or wall is breached. Buildings have doors of various strengths. Units on foot with hatchets use the matchlock skirmish fire rate to attack. Roll d12s 7+ to damage. Units with axes use the flintlock fire rate, 6+ to damage. Each successful result equals one wound on the door. Doors and roofs are broken after receiving the number of cumulative wounds equal to their structural strength listed in the 'Door/Roof' column (p36). When a door or roof breaks the attackers immediately assault the combatant defenders inside. All militant units inside fight in succession until combat is concluded. Without defenders, civilians will surrender. If the attackers Fall Back the defenders barricade the door anew, the attackers must start over again.

Breaking Down a Gate – (full move) Preparing a battering ram takes one turn (Engaged activation). The player must have at least 4 figures to handle it (max 8 figures, 2 per inch of ram). Roll 1d12 per figure: Each result of 6+ equals one cumulative wound on the door or gate.

Petard – Four figures are needed to carry a bomb. After the unit contacts a door or gate it must spend the following turn preparing it (Engaged activation), i.e. they must nail it to the gate and light the fuse. At the end of the current turn it will explode, demolishing any door or gate.

Setting Fires – All units must be in skirmish formation to perform these procedures.

Ignition – Units with torches, fire arrows, fire wagons, or fire rafts and fire ships that contact a wooden structure may attempt to set a wooden structure on fire. The required number for ignition is 7+. One ignition sets fire to the target structure. Once achieved the fire cannot be put out.

Torches – A unit can make torches in one turn (Engaged activation). Beginning on the following turn (full move activation) torch bearing units that contact a wooden structure may attempt to set it on fire by rolling a number of dice per figure using the Matchlock skirmish rate. Any d12 roll of 7+ sets the target structure alight. If fail, the attackers may try again on subsequent turns.

Fire Arrows – One turn is required to prepare the arrows and set them alight (Engaged activation). Beginning on the following turn figures may loose their burning arrows (Fire activation) at a wooden target. Roll d12s for arrows that hit, any roll of 7+ sets the target structure alight.

Fire Wagons – One turn is required to prepare the wagon and set it alight (Engaged activation). A fire wagon requires four figures to push it, otherwise movement is halved (full move). Other figures in the unit must also move with it. Each time the wagon or cart is pushed roll a d12: 10-12 = it moves 9”, 7-9 = it hits a rough patch and moves only 6”, 4-6 = it hits a rock or rut and only moves 3”, 1-3 = it has broken down, burned out, or become hopelessly stuck. On each following turn add a cumulative -1 DM to the die roll. If the wagon contacts the target building, immediately roll 2d12s to achieve ignition on 7+.

Fire Rafts – One turn is required to prepare the raft and set it alight (Engaged activation). Beginning on the following turn the raft drifts downstream at the rate of 3” per turn (no activation). When it reaches the target ship, roll 1d12: on 7+ the ship makes contact with the target, roll 2d12s for ignition. If ignition is not immediately achieved, at least two defenders may try to push the raft away from the target ship by rolling 7+ on 2d12s

(Engaged activation); if successful, the raft floats harmlessly downstream. If fail, roll for ignition again at the beginning of the next turn. Failing that, the stream takes the raft downstream.

Fire Ships – Fireships can only be prepared before a game. Each turn the fireship drifts downstream at the rate of 3" each turn (no activation needed), 6" if crewed with at least four figures (Engaged). When it reaches the target ship, roll 1d12: on 7+ the fireship makes contact with the target, otherwise it floats harmlessly downstream. If contact is made roll 2d12s for ignition. If ignition is not immediately achieved, at least four defenders on the target ship may attempt to push the fire ship away by rolling 7+ on 4d12s (Engaged activation); if successful, the fire ship continues downstream. Crews on fire ships and targets may escape on a d12 separate roll of 7+, otherwise they are killed in the fire.

Fires by Artillery – Artillery firing shells will set fire to wooden structures on a separate d6 roll of 5+. Units within half move distance may attempt to put out a fire on a d6 roll of 5+ (Engaged activation).

Burning Damage – Once a fire is ignited, at the end of each turn including the current one, roll a d3 for each burning structure. Each resulting die pip indicates one point of burn damage. This damage is cumulative and will increase each game turn. Keep track of the total cumulative damage. The structure will collapse when damage reaches a wall's Structural Strength in damage points. When this happens the structure collapses and all units inside are destroyed. The ruins become impassable.

Victory Points – The direct object of any raid is scalps, prisoners, pillage, and destruction of the buildings. Add up the points earned to determine the victor. The raider counts captured, scalped, pillaged, killed, or destroyed units to receive points while the Defender must save individuals, livestock, or structures, and kill or capture enemy raiders.

<u>Victory Conditions</u>	<u>Victory Points</u>
Warchief, major, captain, friar, priest, or minister	5
Chief, lieutenant, cannon, bundle of plunder, or loaded wagon	4
Native warrior, French, Spanish, or Anglo soldier	3
Noncombatant men, women, & children	2
Medium or heavy structure burned, each large livestock: cow, ox, or horse	3
Light building burned, pillage, each group 2-3 small livestock: sheep, pigs, goats	2
Very light building burned, scalp	1

SHIPS AND BOATS

Boats – may be small, medium, or large; minimum crew and passenger capacity depend on boat size.

<u>Type</u>	<u>Capacity</u>	<u>Min. crew</u>	<u>Canoes</u>	<u>Boats</u>
Small boats	3	1	family canoes	dinghies
Medium boats	6	3	hunting canoes	rowboats
Large boats	11	5	war canoes	bateaux, longboats
	15	7	--	shallops

Movement – Boats use a unit's activation to move, they turn as desired. Single units that travel in more than one boat use one activation. Iroquois and other eastern canoes were built of other types of bark than Birch (usually Elm or Oak). They were heavier and slightly slower. Bateaux and shallops may have one mast with sail, and one swivel gun (bow). See Sailing p13.

<u>Type</u>	<u>Crew: < Minimum (1/2 move)</u>	<u>Minimum (1/2 move)</u>	<u>Full crew</u>
Boats	4"	5"	6"
Iroquois canoes	5"	6"	7"
Birchbark canoes	6"	7"	8"

DMs: upstream, open-water, upwind -2", Downstream +2", downwind +1", Open water 0".

Boat Chase – A player may declare a that boat in a race, chase, or combat, is attempting to move faster. When the boat moves roll a d12: on 8+ the effort is successful, and it moves an additional 1”, on ‘12’ it moves 2” further, but if a ‘1’ is rolled something goes wrong and the boat moves 1” less than normal.

Shooting while Moving – Figures above minimum crew may fire at the Skirmish rate if Cruising.

Taking Fire – Figures in canoes have no cover; wooden boats give Light Cover to the crew and passengers versus small arms. Both types are destroyed by artillery as structures (see chart page 32). If a boat is destroyed the occupants are lost but if it is within 6” of shore apply the same number of hits to the occupants and place the survivors in the water; unfortunately, their gun powder will be wet, and they cannot fire after this.

Boarding – Units may board a boat if all figures can move into base contact (full move). Boarding from boat to boat, is Difficult Ground.

Amphibious Operations – Three to four longboats are placed in their start zone, 18”-24” from shore, depending on the scenario. When a boat is destroyed or unloads troops, immediately set it up again in the start zone and fill it with reinforcements, ready to go forward on the next turn until all units have been boarded.

Disembarking – (Rough Ground) Troops may voluntarily disembark within 6” from shore or they may decide to wait until the boat contacts the shore or bank. Movement in the water is Rough Ground and the water 3-6” from shore gives Light Cover, 1-2” no cover. Voluntary debarkation does not ruin a unit’s powder.

Ships This is not meant to be sailing game, but rather an auxiliary to the war on land. The following are descriptions of six small or medium ships for use in this game. Large ships are out of this scope. Copy the templates on pages 30 and 31 and fill out the appropriate data for your type of ship. Troops may be either soldiers, marines, or a shore party. Sloops, schooners, brigantines, and merchantmen may be designated ‘armed’ or ‘gunned,’ by adding 2 guns of appropriate size, and reducing cargo by one lot or by 1 squad.

Crew – Four crew are needed to man each gun on one side of the ship, or 4 per mast, 1 Petty Officer per 2 units of crew (round down), 1 lieutenant or 1st mate per deck, a helmsman, and a captain on larger ships. Petty Officers act as NCOs and may activate one section at a time (two guns). Minimum crew or prize crew is 1 officer or PO, helm, and two sailors per mast.

Ship Types

Sloop – small ship, shallow draft, 1 mast, usually rigged with fore-and-aft sails, 2-4 6# deck guns, 1 dinghy or none. Capacity: 1 cargo lot or 1 squad (10).

Schooner or Brigantine – small ship, medium draft, 2 masts, schooners rigged fore-and-aft, and brigantines rigged square with a fore-and-aft sail attached to the mainmast, 2-4 6# guns, 1 rowboat, capacity: 2 cargo lots or 1 platoon (21).

Merchantman – medium ship, deep draft, 3 masts, the fore and main square-rigged with the mizzen lateen-rigged, 2-4 6# guns; 2 longboats, capacity: 4 cargo lots or 1 company (44).

Bark – (in the 18th century these were ships that were too small to rate, though often referred to by the British as frigates or sloops of war), medium ship, deep draft, 3 masts, the fore and main sails square-rigged with the mizzen lateen-rigged, 12-20 12#-18# guns; 2 longboats, capacity: 2 cargo lots or 1 platoon (21).

Bomb Ketch – medium ship, 2 masts, square-rigged, 2 heavy mortars, 1 longboat, capacity: no cargo or troops.

Sailing – At the beginning of a game choose or roll a random wind direction.

Activations – Activate ship and entire crew upon the captain’s activation. Ships may half move, full move, drop anchor, or lower/raise boats (Engaged). If crews are firing guns only, double movement and fire every turn. when crews are embarking or disembarking use normal activations.

Cruising – Move the ship before firing guns, reloading, or activating crew. Maximum speed depends on the direction of the wind and the ship’s angle to it as well as the number of masts with sail. Ships must move at least half their maximum move. Ships may change speed by one step per turn: stop, half move, full move.

Speed	# Masts	Wind on Stern	Stern Quarter	Beam*	Bow Quarter
1		6"	8"	4"/8"	2"
2		8"	10"	6"/12"	4"
3		10"	12"	8"/16"	6"

*With wind on the beam sloops double speed.

Increased Speed – A player may declare that a ship in a race, chase, or combat, is attempting to move faster through skillful sailing. When the ship moves roll a d6: on 5+ the skilled effort is successful, and it moves 1" further than normal (2" if full move), but if a 1 is rolled something goes wrong and the ship moves 1" less than normal.

Turning – Ships may change course up to 45° at the end of a turn unless coming about, pivot ship in center. Sloops and schooners may turn 90°.

Coming About – (full move) Tacking ships may attempt to cross to the other quarter. The ship remains in place and pivots on its center from one bow quarter to the other (90°). Midway in the turn, roll a d6: if a '1' is rolled the ship failed the maneuver and is 'taken aback.' Keep the ship straight into the wind and move it 3" to the rear. Then roll another d6: on a result of '1' the windward mast breaks. In the following turn the ship can automatically complete the maneuver by turning its bow 45° from the wind.

Draft – Deep draft ships may not approach the shoreline closer than 24", medium draft 12", 'cats,' shallow-draft merchant ships and sloops 6".

Anchoring – (Engaged) Ships may drop anchor if they are making a half move within 36" of shore.

Deploying Boats – (Engaged) Anchored or moored ships may lower up to one boat per ship side per turn and fill them with crew or troops in the same turn. Retrieving boats is exactly the reverse.

Shipboard Melee – Musket-armed troops on deck or in the rigging fire as one unit, but measure range individually. Each ship may have up to two boucanier (buccaneer) guns.

Grappling – if both ships are cruising at half-move or one is stationary, at 3" apart a player may declare that the deck crew is attempting to grapple. Roll a d6, on a 4+ the action is successful. Bring the two hulls adjacent to each other. The phasing player immediately assaults the opposing ship's crew.

Boarding – Boarding, and repelling parties automatically form into squads consisting of two gun or mast crews with one petty officer as NCO (9-man units). Attacking from ship to ship or ship to boat is Rough Ground, from boat to ship is Formidable Ground. Attacking units that fail a morale check return to their ship or boat, defenders surrender. When all units on a side surrender the ship is captured or saved.

Firing Guns – Measure ranges from hull to hull and roll a d6 for each gun unless firing canister (see page 32 for ranges). Hits are scored on a d6 4+ modified by DMs for artillery. Specify the target location: hull, deck, or rigging.

Indirect Fire – Indirect fire will hit a ship's deck which has the same strength as the hull with the same effect if destroyed. Only bomb ketches (mortar ships) fired shells in this time period.

Crossing the T – Imagine the ships are quartered by 45° angles the same as formed units. When crossing the 'T', firing into the target ship's bow or stern (90°) roll double the damage dice.

Damage – Roll the number of d6 damage dice per size of gun on the appropriate column listed on p36. Use the 'shot at troops' or 'shell at troops' for deck hits and 'shot at structures' for hull and rigging hits. Rolls of 4+ cause damage. Track damage and casualties on the templates.

Critical Damage – If a 6 is rolled to damage reroll it, if another 6 is rolled roll a d3 on the chart below.

Die Roll:	Rigging	Deck	Hull	Indirect Fire
1 =	Rigging x2	PO or Officer	Gun	PO or Officer
2 =	Troops aloft*	Gun	Rudder	Wheel
3 =	Mast destroyed	Gun	Waterline	Powder magazine

*or rigging x2

Chain Shot - Alternatively, ships may fire chain shot at short range only. Loading chain takes one extra turn but inflicts damage double dice at the target's rigging on the 'shot at structures' column.

Rigging and Sails – dice randomly for each shot to determine which mast is hit. Losing a mast or its rigging reduces speed. If all the masts or rigging are lost the ship is disabled and it will drift 2" per turn in the direction of the wind.

Deck – Deck gunwales give heavy cover to the target ship's crew versus small arms, +1 versus guns.

Hull – (below deck) Small ship hulls have heavy structural strength (12), medium ships have very heavy strength (16). Ships will sink at the end of the following turn when damage reaches a hull's structural level or when receiving two waterline hits (small ship) or three waterline hits (medium ship). Crews may abandon ship if they have boats; otherwise, they are lost. If an indirect shot hits the powder magazine, the ship will explode; all hands are lost as the ship sinks immediately. If the rudder is hit the ship is unable to turn.

Collisions – roll 3d6 causing damage on 4+. Roll another d6, on 4+ the rigging gets fouled, roll 3 dice damage to rigging and the two ships are stuck together for one turn. Shoals cause d6 waterline hits. If not broken up and sunk, the ship is hung-up and unable to move.

HEROES

Heroes and Villagers – A Hero may be an historical British, French, or Spanish colonial, Amerindian, or a fictional character (such as *Hawkeye*, *Chingachgook*, or *Uncas*). Heroes confer the benefits of an officer to friendly units. They are a source of inspiration to others by strength of character, not just rank or station. He or she may be armed; they can fight as an individual or join a unit. Noncombatant heroes may only lend Morale support. Here are a few historical Heroes:

One Canadian heroine was a fourteen-year-old girl named Madelon (Madeleine) de Verchères. On October 22, 1692 (King William's War), upon sight of the Iroquois, she took charge of her father's fort with the help of her two younger brothers (Louis 12 and Alexandre 10), an eighty-year-old man called Laviolette, and two soldiers named Labonté and Gachet. Her leadership gave courage to them. Grabbing muskets, she and her small crew fended off the Iroquois for a week by shouting and moving to different locations to seem like a larger group. They saved themselves and several noncombatant people from disaster. Her mother had accomplished a similar feat only two years before by defending the fort's blockhouse with several people for a week (Francis Parkman, *France and England in North America, Vol II*, pages 220-224).

Another Canadian hero was a *coureur-de-bois* named Cadieux who lived in the woods with his family. According to legend he saw his camp threatened by Iroquois and quickly loaded a wife and two children, into a canoe and sent them downriver where they arrived safely at a French settlement. When he failed to join them a search party was sent to look for him. His body was found in a shallow grave, apparently dug by his own hands, and beside it lay a song, "Petit Rocher" (Little Rock) written in blood on a piece of birch bark. The song describes his last moments. Though his deeds in life are not recalled he represents the spirit of the voyageurs (Alan Mills, *O'Canada: A History in Song*. Folkways Records, A Service Corporation, New York).

A New England heroine was an eighteen-year-old English colonial woman in John (or Richard) Tozier's house in Berwick, Maine, in August 1675 (King Philip's War). Her name is not given, but she may have been Tozier's daughter. She saw two natives approaching and gave the alarm to the other 14 women and children in the house. One of the attackers was a vicious sachem known as Hopehood or Hopegood (real name Wohana). The other was known as Andrew of Saco. She held the door shut while Hopehood and Andrew tried to push their way in, but she managed to latch it and hold it until they broke it down with their hatchets. The war chief tomahawked her on the head along with many other wounds and left her for dead. Because of her, all the other people escaped except for two small children who couldn't keep up. The raiders killed a three-year-old and captured an eleven-year-old. The heroine recovered and lived a normal life (Mary R. Calvert, *Dawn over*

the Kennebec, 139-140; John S. C. Abbott, *The History of Maine...*, 180; Schultz & Tougias, *King Philip's War*, 307).

Another New England heroine was Hannah Dustan of Haverhill, Massachusetts, who had recently given birth and was still on her sick bed, nursed by an older lady named Mary Neff, when the natives attacked on March 15, 1697 (King William's War). Mary grabbed the infant and attempted to escape with it but was caught. Hannah was ordered to get up and dress. On the retreat, she carried the child in her arms until a native killed it by smashing it against a tree. Reaching the Merrimac River, they were taken in canoes to an island and given to a family of 2 warriors and 10 women and children along with a previously captured boy, Samuel Leonardson. There, they were told that they would soon have to run the gauntlet. Hannah determined to escape that night. They took hatchets from the sleeping natives and killed all but two. Taking guns and tomahawks, and scuttling all the canoes but one, they pushed off towards safety. But remembering that she had forgotten to take scalps to prove her claim, they returned, scalped the dead, and left again, finally reaching Haverhill completely exhausted (Samuel Drake, *Border Wars of New England*, pages 118-127).

Natives did not write down their exploits but occasionally some incidents were chronicled by Franco or Anglo writers. One such deed occurred at Johnson's camp at Lake George in 1755 (French and Amerindian War). The Mohawk King Hendrick had just been killed so his warriors were not engaged in the battle, saying they wanted to see their English brothers fight. In the heat of the battle Johnson's wounded began to stream to the rear, upon which, the un-armed waggoners took their guns and joined the fight. A Mohawk who saw one driver still unarmed jumped over the barricade, tomahawked the nearest Canadian, took his arms, jumped back, and gave them to the driver (Francis Parkman, *France and England in North America, Vol II*, page 1055). Since bravery was expected among natives and was commonplace for them some individuals, including squaws, still stood out among the rest. Stories too numerous to relate here were told of their incredible bravery, fighting spirit, and exceptional will to survive.

Heroes and Combat

Point Cost – Armed heroes cost 50 points, 55 points on foot; unarmed heroes 25 points.

Leadership Value – Heroes bestow a -2 morale bonus to friends within 6".

Combat Skill – Militant heroes receive a -1 benefit in combat (shooting and melee) in addition to any other DMs. Heroes in melee attack with 2 dice.

Smoothbore Muskets – may be carried by Heroes at +1 point cost; they fire every turn.

Short Barreled Rifles – may be carried by Heroes at +2 points cost; they fire every turn.

La Longue Carabine – a hero may be equipped with a long rifle at +3 points cost. It fires every other turn.

Pistols – may be carried by Heroes at +1 cost, revolvers at +2 points; they fire every turn. Figures with two pistols may fire twice per turn.

Thrown Weapons – a Hero may throw a knife or tomahawk 6" (once per game) in addition to firing a weapon, but then loses that weapon. Hits occur on a d12 6+ (ignore range modifiers).

Melee – If unattached, count the hero's wound level (below) as casualties when checking to determine which side won the melee. Heroes with muskets or carbines may use them as clubs (melee weapon). Flintlock pistols count as melee weapons on the first round; revolvers count every round.

Wounds – Each time a Hero is wounded roll 1d12 to determine how bad the wound is; the result is the number of wound points received. Place a marker die indicating the cumulative number of wound points.

Wounding affects abilities:

1-4 points = the Hero is at a -1" for movement and a +1 for shooting and melee.

5-6 points = the Hero is at half movement and +2 for shooting and melee.

7-9 points = the Hero is at half movement and +3 for shooting and melee.

10+ points = the Hero is incapacitated and cannot take any actions. They may be killed or captured by the enemy.

Capture – If incapacitated, Heroes are captured when enemy units end their move into contact.

Running the Gauntlet – heroes forced to run a gauntlet receive 1d6 damage points.

Hero Abilities

Declaration – (Engaged Activation) The owning player must declare a hero's intent to use one of the following abilities. To do this, the Hero must be independent (unattached to a unit).

Shield – A Hero may put himself or herself between the enemy and friendly units. If the hero is the closest target, the enemy must shoot at or charge at the hero first. By this token any enemy unit within 18" will fixate on the Hero and will ignore the other villagers. If the Hero moves, these enemies will follow the Hero, not the villagers. This way the Hero can lead attackers away from villagers.

Activate Others – Heroes may activate up to 2 units or individuals within 6".

Gather Followers – If a Hero moves within 6" of a villager, that villager may become part of the Hero's unit. Immediately move the combatant or noncombatant villager to within 1" of the Hero.

Release – During an enemy activation, if a Hero moves or ends the turn within 3" of a friendly prisoner or group of prisoners, the captive(s) is/are freed and may move independently at the end of the turn or they may remain with the Hero as part of his/her unit.

Push Back – If an enemy is trying to enter an open door or window and an as-yet inactivated Hero inside desires to push the lead figure back out, make an opposing die roll: the Hero rolls 2 dice and chooses the higher result, one opponent rolls one die, neither side may include weapon DMs, the higher die roll wins, and ties roll again. If the Hero is successful, the enemy is pushed back 2" and the door or window is shut or barricaded anew. If unsuccessful the Hero is pushed aside, and the entire enemy unit enters and performs melee or capture. This ends both, the enemy unit's turn and the Hero's activation for this turn.

Unit Point Costs

To determine unit points, start with the trooper or officer, warrior or chieftain, then add points for special rules and finally points for special weapons. Units do not have to be uniformly armed (when attacking roll for various weapons separately), but they do have to be uniformly armored and/or mounted.

Officers Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110.

Chaplains – may act as noncombatant lieutenants for irregulars (free).

Troops *Drilled* – morale 2, 10 points/figure.

Steady – morale 3, 8 points/figure.

Wavering – morale 4, 6 points/figure.

Inexperienced – morale 5, 4 Points/figure.

Chiefs Chief 50 points, Warchief 75 points, Grand Warchief 110.

Warriors *NE Iroquois Amerindian/SW Comanche-Ute-Kiowa Amerindian* – morale 3, Points 12/figure.

NE Mission Amerindian/SW Apache-Navajo-Plains Amerindian – morale 4, Points 9/figure.

NE Woodland Amerindian/SW Pueblo Amerindian – morale 6, Points 6/figure.

Unit Special Rules

Agile – native units treat obstacles and rough ground as open, and difficult ground as rough ground, other terrain remains as described in the main rules.

Drilled – ignore others Falling Back and Retreating; Fall Back instead of Retreating.

Expert Rider – may change formation while moving; no +1 when moving and firing ranged weapons. Expert Riders may jump over low linear obstacles (fence, ditch, etc.); must have 2" of extra movement to clear it; roll 1-d12: 1 = one figure falls, remove from play (+2 points). On a formation change riders may pick up a straggler to transport to safety (no melee or fire combat is possible). The hitchhiker may dismount at any time.

Extended Line – units move as formed, may volley by rank, and are considered as skirmish when targeted (0 pts).

Fast – formed units that move at the skirmisher rate while remaining formed (+2 points).

First Volley – units in Line formation may add -1 to their hit number on their First Volley of the game (+1 point). Cannot be done if the unit already fired in skirmish.

Foresters – Treat medium forests as open ground and dense as Rough; -1 to see hidden units and +2 to when hidden (+1 point).

Good Shots – fire at -1 to hit (+1 point).

Inexperienced – units must check morale if a unit within 6" falls back or routs.

Mounted – units are +1 to hit by ranged weapons (+5 points). When a mounted leader is wounded roll 1d12, on 8+ the rider is hit (remove the figure); otherwise, the horse is hit (replace with a foot figure). When in melee with foot figures mounted units may leave with a half-move when it is their turn to strike.

Poor Powder – unit has inferior gunpowder or firearms; +1 to hit target (-2 points).

Shield – gives +1 protection against damage in melee and versus bows (+1 point).

Snowshoes – treat snow as Open Ground and deep snow as Rough Ground (+3 points).

Steady – ignore others that are Falling Back or Retreating.

Stubborn – re-roll a failed morale check once per failed test (+2 points); second try prevails.

Tenacious – unit has a break point of 1 figure greater than normal (+1 point).

Torches – (or lanterns) add 6" to night vision; they may be used to set fire to structures (+2 points).

Unreliable – unit has a break point of 1 figure less than normal.

Wavering – units must check morale if a unit within 6" falls back or routs.

Woodcraft – in woods units in skirmish formation have Heavy Cover when targeted (+2 points).

Weapon and Armor Point Costs

<u>Melee & Bow Weapons</u>		<u>Pts</u>	<u>Firearms</u>		<u>Pts</u>
Melee weapons	(per stats)		Pistols/revolvers		+1/+2
Native Bow		+1	Smoothbore matchlock & flintlock carbines		+1
Native Longbow & atlatl		+1	Smoothbore matchlock & flintlock muskets		+1
European Crossbow		+2	Rifled flintlock & percussion carbines & muskets		+2
			Long Rifles & Boucanier smoothbore muskets		+3

<u>Armor</u>	<u>Pts</u>	<u>Protection</u>
Heavy armor	+3	+3 defense vs. melee and arrows; no effect versus shot
Light armor	+2	+2 defense vs. melee and arrows; no effect versus shot
Shields	+1	+1 defense vs. melee and arrows; cumulative to other armor.

Note: light armor +1 (buff coats, cueras, and jack) vs. wounding, heavy armor (chain and plate) +2; no effect vs. firearms and crossbows. If half a unit has a specific type of armor, then the entire unit is armored with that type.

<u>Artillery Points (with crew)</u>	<u>Crew</u>	<u>Points</u>			<u>Limbers</u>		
		<u>Drilled</u>	<u>Steady</u>	<u>Wavering</u>	<u>1-H</u>	<u>2-H</u>	<u>4-H</u>
Swivel guns (1-2#)	2	50	40	30	---	---	---
Very light smoothbore guns (3-4#)	3	55	45	35	15	---	35
Light smoothbore guns (6-10#)	4	60	50	40	15	25	35
Medium smoothbore guns (12-18#)	4	65	55	45	15	25	35
Heavy smoothbore guns (24#+)	4	70	60	50	---	25	35
Siege Guns	6	75	65	55	---	25	35
Light rifled guns (3-6#)	4	65	65	---	15	25	35
Medium rifled guns (7-10#)	4	80	70	---	---	25	35
Heavy rifled guns (12#+)	4	100	90	---	15	25	35

Notes on Firearms

Although, the ignition systems of black-powder, muzzle-loading muskets of this period underwent constant development, varying from matchlocks and wheellocks, to flintlocks, to percussion locks, to single-shot breechloading paper cartridges, the loading times remained similar. It was mainly the dependability of the firing systems that was improved through each development. Revolvers and repeating rifles took longer to reload but firing times were sped-up. Breech-loaders and magazine-fed rifles improved reloading times even more. Table-top game rules must generalize these characteristics.

Smoothbore-musket Special Rules – Paper buck and ball cartridges loaded as normal (one turn to reload) but loading loose smoothbore ‘buck and ball’ or loading two balls requires an extra turn to load (two turns to reload). When firing the unit may re-roll failed to-hit dice at short range only (three smokes).

Rifled-musket Special Rules – In the mid-17th to early 19th century muzzle-loading rifles were slower to load and were often fouled by powder clinging to the rifling. However, rifles in this period could be fired as quickly as a smoothbore by eliminating the wadding and dropping the ball directly into the barrel. This speeded things up but traded accuracy for speed. When firing as a rifle use the rifle characteristics, but if firing a loose ball use the smoothbore attributes.

Rifle Special Rules – When the minie-ball came out in the 1840s troops with rifled-muskets could load and fire as quickly as smoothbores. During the 1860s, most troops used the conical minie-ball rather than the round ball in muzzleloaders like the 1861 or 1865 Springfield rifle, or the 1853 Enfield.

Breechloading – Breechloading, paper-cartridge single-shot rifles such as the Hall’s 1843, Spencer 1860, the Sharps 1848 and the Smith 1857, increased dependability and reloading time. After 1870 most troops used the breechloading conical metal-cased cartridge.

Magazines – The last category is magazine-fed firearms which include revolvers and other repeating rifles in which the firer could insert multiple cased rounds, then fire repeatedly until empty. These include rifles such as the Winchester 1866 model, the Henry 1860, the Maynard 1858, etc. Many armies, however, retained the muzzle-loading rifles until up to the end of the 19th century.

Natives

Northeast Natives (1640-1770) Assume that all native models without an apparent weapon at least have a knife (strong weapon). All except a few chiefs would be on foot.

Leaders – one integral Sachem (NCO) per Scouting Party (5) or Hunting Party (10) free, Chief 50 points, Warchief 75 points, Grand Warchief 110.

Missionaries – may act as noncombatant lieutenants or chiefs.

1640-1664 native units should have three bow or melee-armed men per five figures; the remainder should be armed with matchlock smoothbore muskets and a melee weapon.

1665-1724 native units should have three bow or melee-armed men per five figures, Mohawks will have one bow or melee-armed man per five figures; the remainder should be armed with matchlock smoothbore muskets and a melee weapon.

1725-1770 native units should have one bow or melee-armed man per five figures; the remainder should be armed with flintlock smoothbore muskets and a melee weapon.

<i>Native Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Woodland	Skirmish	4	bow or smoothbore musket, hatchet/club	13
<i>Special: Steady, Agile, Forester, Resolute, Woodcraft.</i>				
Mission	Skirmish	3	bow or smoothbore musket, hatchet/club	15
<i>Special: Drilled, Agile, Forester, Resolute, Woodcraft.</i>				
Iroquois	Skirmish	2	bow or smoothbore musket, hatchet/club	17
<i>Special: Bloodthirsty, Agile, Forester, Resolute, Woodcraft, Tenacious.</i>				

Southwest and West Natives (1540-1860) Assume that all natives at least have a knife (strong weapon). Spears and lances are for thrusting and are not thrown.

Leaders – one integral sub-chief (NCO) per Scouting Party (5) or Hunting Party (10) free, Chief 50 points, Warchief 75 points, Grand Warchief 110.

1540-1710 Native units should have no firearms or horses.

1710-1750 Native units should have at least three bow or melee-armed men per five figures; the remainder should be armed with matchlock smoothbore carbines and a melee weapon. Every third unit may be mounted. After 1710 Puebloans are dressed similar to 19th century Apaches. They should have two bow or melee-armed men per five figures; the remainder should be armed with matchlock smoothbore muskets and a melee weapon and may have one 5-man mounted unit.

1751-1800 Native units should have at least two bow or melee-armed men per five figures; the remainder should be armed with matchlock smoothbore muskets and a melee weapon. Half the units may be mounted. Mounted Comanches and Utes may have the Expert Rider rule and may all be mounted.

1801-1860 Plains native should have at least one bow or melee-armed man per five figures; the remainder can be armed with flintlock smoothbore muskets or carbines and a melee weapon. All figures may be mounted (+5 points) and will have the Expert Rider rule (+2 points). May have shields (per model). Puebloans may have one 10-man mounted unit, but after 1800 all may be mounted.

<i>Native Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Pueblo	Skirmish	4	bow or smoothbore carbine, hatchet/club	13
<i>Special: Steady, Agile, Forester, Resolute, Woodcraft.</i>				
Navajo/Apache/Plains	Skirmish	3	bow or smoothbore carbine, hatchet/club	15
<i>Special: Drilled, Agile, Forester, Resolute, Woodcraft.</i>				
Comanche/Ute/Kiowa	Skirmish	2	bow or smoothbore carbine, hatchet/club	17
<i>Special: Bloodthirsty, Agile, Forester, Resolute, Woodcraft, Tenacious.</i>				

French Armies

Officers: Lieutenants will be armed with a spontoon and sword, Capitaines and higher ranks may have a sword; raiders and milice may have a sword and pistol or carbine. Musicien 20 points, Insigne 30, Lieutenante 50, Capitaine 75, Commandant 110. Chaplains act as noncombatant lieutenantes for irregulars (free).

NCOs: mounted armed with a sword and pistol or carbine, foot armed with a sword and halberd, but voyageurs, raiders, and milice may have firearms.

Native Allies – Woodland Amerindians

French Army 1608-1680 (Iroquois Wars)

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Dragon	Skirmish	4	sword, sb flintlock pistol or carbine	13
<i>Special: Wavering, Mounted. Option: may have a buff coat (+1pt), or heavy armor (+3pts).</i>				
<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Fusilier	Formed	3	smoothbore matchlock, sword, plug bayonet	11
<i>Special: Steady, First Volley. Note: The Carignon-Salières Regiment served in Canada from 1665-1668. Option: one unit in five (20%) may have smoothbore flintlocks.</i>				
Piquier	Box	3	pike, sword, light armor	12
<i>Special: Steady, Tenacious. Note: may have a half-pike (add -1pt); heavy armor (+3 pts).</i>				
Mousquetaire	Light	4	smoothbore matchlock, sword	8
<i>Special: Wavering. Note: may have heavy armor (+3pts) or buff coat (+1pt).</i>				
Marin	Skirmish	3	cutlass, pistol, flintlock musket or half-pike	9
<i>Special: Steady. Option: from 1650+- may add 1 boucanier flintlock musket (+3 pts)</i>				
<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
Artillerie	Light gun	3	light smoothbore gun (6-10#)	50
<i>Special: Steady. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.</i>				

French Army 1680-1713 (King William's War 1688-1697, Queen Anne's War 1702-1713)

<i>Canadian Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Raider Marine	Light	3	smoothbore flintlock, hatchet	12
<i>Special: Steady, Woodcraft.</i>				
Garrison Marine	Light	4	smoothbore flintlock, plug bayonet	9
<i>Special: Wavering, First Volley. Note: use this category for French Colonial Marines who garrisoned forts and towns. The Colonial Marines were organized in Canada in 1683. By 1703 they began to receive socket bayonets.</i>				
Raider Milice	Skirmish	4	smoothbore matchlock, hatchet	10
<i>Special: Wavering, Woodcraft.</i>				
<i>They were often sent on patrol to scout for enemy activity.</i>				
Garrison Milice	Skirmish	5	smoothbore matchlock	7
<i>Special: Inexperienced, Woodcraft. Note: these were militia used to garrison forts and towns, work in the fields, and to move supplies along the roads and waterways.</i>				
Coureur de Bois	Skirmish	2	smoothbore matchlock, hatchet	16
<i>Special: Small unit (5 figures); Drilled, Woodcraft.</i>				
<i>Note: one figure in a unit may have a rifle (add +1 point).</i>				
Marin	Skirmish	3	cutlass, pistol, carbine, musket, or pike	9
<i>Special: Steady. Note: one figure may have a boucanier flintlock musket (+2 points).</i>				
<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
Artillerie de marine	Light gun	3	light smoothbore gun (6-10#)	50
<i>Special: Various. Note: costs for various guns with crews, and limbers are listed on page 14. Metropolitan and Naval crews are Drilled, Troupe de la Marine crews are Steady, and Canadian crews (if any) are Wavering.</i>				

French Army (King George's War 1744-1748, and Seven-Years War 1754-1763)

Officers: Lieutenants will be armed with a spontoon and sword, Capitaines and higher ranks may have a sword; raiders and milice may have a sword and pistol or carbine. Musicien 20 points, Insigne 30, Lieutenante 50, Capitaine 75, Commandant 110. Chaplains act as noncombatant lieutenantes for irregulars (free).

NCOs: mounted troops armed with a sword and pistol or carbine, foot armed with a sword and halberd but voyageurs, light infantry, marine raiders, and milice may have firearms.

Native Allies – Northeastern and Midwestern Woodland Amerindians, Canada Mission Amerindians.

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Dragon Colonial	Light	4	sword, smoothbore flintlock carbine	13
<i>Special: Wavering, Mounted.</i>				

<i>Metropolitan Foot</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Grenadier	Formed	2	smoothbore flintlock, sword/bayonet	15
<i>Special: Drilled, First Volley, Tenacious, Stubborn.</i>				
Fusilier	Formed	3	smoothbore flintlock, bayonet	11
<i>Special: Steady, First Volley.</i>				
Piquet	Light	3	smoothbore flintlock, bayonet	13
<i>Special: Steady, First Volley, Fast, Extended Line.</i>				
Marine	Light	3	smoothbore flintlock, sword/bayonet	11
<i>Special: Steady, First Volley. Note: these are ship-borne marines.</i>				
Marin	Skirmish	3	cutlass, pistol, carbine, or musket, or half-pike	9
<i>Special: Steady.</i>				

Note: all units gain Woodcraft after 1756 (add +2 points).

<i>Canadian Foot</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Raider Marine	Light	3	smoothbore flintlock, hatchet	13
<i>Special: Steady, First Volley, Woodcraft. Note: may fight in skirmish in woods.</i>				
Garrison Marine	Formed	4	smoothbore flintlock, sword/bayonet	9
<i>Special: Wavering, First Volley. Note: may fight in skirmish in woods.</i>				
Raider Milice	Skirmish	4	smoothbore flintlock, hatchet	11
<i>Special: Wavering, Good Shot, Woodcraft.</i>				
Garrison Milice	Skirmish	5	smoothbore flintlock	7
<i>Special: Inexperienced, Woodcraft. Note: colonial militia garrison troops.</i>				
Voyageur	Skirmish	2	smoothbore flintlock, hatchet	18
<i>Drilled, Woodcraft, Good Shot, Forester. Option: one figure may have a rifle (add +1 point).</i>				
Marin	Skirmish	3	cutlass, pistol, carbine, musket, or pike	9
<i>Special: Steady.</i>				

Note: all units gain Woodcraft after 1756 (add +2 points).

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
Artillerie du métro	Light gun	2	light smoothbore gun (6-10#)	60
Artillerie du métro	Medium gun	2	medium smoothbore gun (12-18#)	65
Artillerie de marine	Light gun	3	light smoothbore gun (6-10#)	50
Artillerie de marine	Medium gun	3	medium smoothbore gun (12-18#)	55

Note: costs for various guns with crews, and limbers are listed on page 14. Metropolitan and Naval crews are Drilled, Troupe de la Marine crews are Steady, and Canadian crews (if any) are Wavering. All are average in melee.

Limbers: 1-horse limber add +15 points, 2-horse limber add +25 points.

French military terms

sergent = sergeant	équipe = team	chapelain = chaplain	drapeau = flag
insigne = flag bearer	escouade = squad	tambour = drummer	bugler = clairon
lieutenant = lieutenant	peloton = platoon	ayudante = aide	
capitaine = captain	compagnie = company	monté = mounted	
comandant = major	bataillon = battalion	ped = foot	

English/British Armies

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110. Chaplains may act as noncombatant lieutenants for irregulars (free).

NCOs: mounted armed with a sword and pistol, foot armed with a partisan or halberd but hunters, light infantry, rangers, and militia will have firearms.

Native Allies: Mission (Praying) Amerindians and Mohegan Woodland Amerindians.

English Army 1608-1674 *(Colonial skirmishes, Pequot War)*

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Colonial Dragoon	Skirmish	3	sword, pistol/smoothbore flintlock carbine	15

Special: Steady, Mounted. Option: may have a buff coat (+1pt), or heavy armor (+3pts).

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Colonial Pikeman	Box	3	pike, sword, heavy armor	14

*Special: Steady, Tenacious. Note: may have a half-pike (add -1pt); heavy armor (+2 pts).
Note: pikes were not officially abandoned in Massachusetts until 1675.*

Provincial Shotte	Light	4	smoothbore matchlock, sword	8
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Special: Wavering. Option: May have heavy armor (+3pts) or buff coat (+1pt).

Militia Shotte	Skirmish	5	smoothbore matchlock, sword	6
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Special: Inexperienced. Option: May have heavy armor (+3pts) or buff coat (+1pt).

Sailor	Skirmish	3	cutlass, pistol, carbine, musket, or pike	9
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Special: Steady.

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Points</i>
Colonial Crew	Light gun	4	light smoothbore gun (6-10#)	45

Special: Wavering. Option: light limber add +30pts, full limber add +50pts.

English Crew	V. Light gun	3	light smoothbore gun (3-5#)	50
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Special: Steady. Option: light limber add +30pts, full limber add +50pts.

English Army 1675-1713 *(King Philip's War, King William's War, Queen Anne's War)*

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Colonial Dragoon	Skirmish	3	sword, pistol/smoothbore flintlock carbine	17

Special: Steady, Mounted. Option: may have a Buff Coat (+1pt).

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Trained Militia	Formed	4	smoothbore matchlock, sword	9

*Special: Wavering, First Volley. Option: May have a Buff Coat (+1pt).
Note: By 1676 all provincial troops were equipped with flintlocks.*

Untrained Militia	Skirmish	4	smoothbore matchlock, sword	8
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Special: Wavering.

Village Militia	Skirmish	5	smoothbore matchlock	5
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Special: Inexperienced.

Colonial Ranger	Skirmish	3	smoothbore flintlock, hatchet	14
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Special: Steady, Woodcraft.

Sailor	Skirmish	3	cutlass, pistol, carbine, musket, or pike	9
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Special: Steady.

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
Colonial Artillery	Light gun	3	light smoothbore gun (6-10#)	50

Special: Steady, Average. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.

British Army 1714-1763 (*War of Jenkin's Ear, King George's War, Seven Years War, Pontiac War*)

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110. Chaplains may act as noncombatant lieutenants for irregulars (free).

NCOs: mounted have sword and flintlock carbine or pistol, foot armed with a partisan or halberd, but hunters, rangers, and militia will have firearms.

Native Allies – Protestant Mission and Six Nations Amerindians.

<i>Mounted Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Provincial Cavalry	Light	3	sword, flintlock carbine or pistol	17
<i>Special: Steady, Mounted.</i>				

<i>British Foot</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
British Grenadier	Formed	2	smoothbore musket, sword/bayonet	15
<i>Special: Drilled, First Volley, Stubborn, Tenacious.</i>				
British Highlander	Formed	3	smoothbore musket, sword/bayonet	13
<i>Special: Steady, First Volley, Stubborn, Tenacious.</i>				
<i>Note: for Highlander Grenadier use British Grenadier (above).</i>				
British Fusilier	Formed	3	smoothbore musket, bayonet	11
<i>Special: Steady, First Volley.</i>				
British Light Inf.	Light	3	smoothbore musket, bayonet/hatchet	13
<i>Special: Steady, First Volley, Fast, Extended Line.</i>				
British Ranger	Skirmish	3	smoothbore musket, hatchet	12
<i>Special: Steady, Woodcraft. Option: one figure may have a rifle (add +1 point).</i>				
<i>Note: Rangers gain the Good Shot rule in 1757 (+1pt), and the Forester rule in 1758 (+1 pt).</i>				
British Sailor	Skirmish	3	cutlass, pistol, carbine, or musket, or half-pike	9
<i>Special: Steady.</i>				

Note: all British infantry units gain Woodcraft after 1758 (add +2 points).

<i>Colonial Foot</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Provincial Fusilier	Formed	4	smoothbore musket, bayonet/hatchet	11
<i>Special: Wavering, First Volley, Woodcraft. Note: may fight in skirmish in woods.</i>				
<i>Option: Grenadier gains Stubborn rule (add +2pts); Light gains Fast rule (add +2pts).</i>				
Provincial Ranger	Skirmish	4	smoothbore musket, hatchet	10
<i>Special: Wavering, Woodcraft. Option: one figure may have a rifle (add +1 point).</i>				
Colonial Hunter	Skirmish	2	smoothbore musket, hatchet	16
<i>Special: Small Unit (5 figures), Drilled, Woodcraft, Forester, Good Shot.</i>				
<i>Option: one figure may have a rifle (add +1pt), long rifle (add +2pts).</i>				
Colonial Militia	Skirmish	5	smoothbore musket	7
<i>Special: Inexperienced, Woodcraft. Note: includes 'batoemen' and waggoneers.</i>				
Provincial Sailor	Skirmish	4	cutlass, pistol, carbine, or musket, or half-pike	9
<i>Special: Wavering.</i>				

<i>Artillery Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/gun</i>
British Artillery	Light gun	2	light smoothbore gun (6-10#)	60
British Artillery	Medium gun	2	medium smoothbore gun (12-18#)	65
Provincial Artillery	Light gun	3	light smoothbore gun (6-10#)	50
Provincial Artillery	Medium gun	3	medium smoothbore gun (12-18#)	55

Note: costs for various guns with crews, and limbers are listed on page 14. British Army and Naval crews are Drilled, Provincial crews are Steady, and Militia crews (if any) are Wavering. All are average in melee. Limbers: 1-horse limber add +15 points, 2-horse limber add +25 points.

British Army 1764-1783 (American War of Independence)

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110. Chaplains may act as noncombatant lieutenants for irregulars (free).

NCOs: mounted troops sword and pistol, foot armed with a partisan or halberd, but hunters, rangers and militia will have firearms.

Native Allies – Mohegan and Iroquois Amerindians.

<u>Mounted Units</u>	<u>Type</u>	<u>Morale Weapons</u>		<u>Pts/ea</u>
British Dragoon	Light	3	sword, flintlock carbine or pistol	15
<i>Special: Steady, Mounted.</i>				

<u>Foot Units</u>	<u>Type</u>	<u>Morale Weapons</u>		<u>Pts/ea</u>
British Grenadier	Formed	2	smoothbore musket, sword/bayonet	15
<i>Special: Drilled, First Volley, Stubborn, Tenacious.</i>				
<i>Note: includes Highlander Grenadiers.</i>				
British Highlander	Formed	3	smoothbore musket, sword/bayonet	13
<i>Special: Steady, First Volley, Stubborn, Tenacious.</i>				
Highland Light Inf.	Formed	3	smoothbore musket, sword/bayonet	13
<i>Special: Steady, First Volley, Fast, Extended Line.</i>				
Queen's Rangers	Light	3	rifled musket, sword/bayonet	17
<i>Special: Steady, First Volley, Stubborn, Fast, Woodcraft, Extended Line.</i>				
British Light Inf.	Light	3	smoothbore musket, bayonet/hatchet	15
<i>Special: Steady, First Volley, Fast, Woodcraft.</i>				
British Fusilier	Formed	3	smoothbore musket, bayonet	11
<i>Special: Steady, First Volley.</i>				
British Marine	Light	3	smoothbore musket, sword/bayonet	11
<i>Special: Steady, First Volley.</i>				
British Sailor	Skirmish	3	cutlass or pistol or carbine or musket or half-pike	9
<i>Special: Steady.</i>				

German Mercenaries – Hessian Principalities: Hesse-Kassel, Hesse-Hanau, Waldeck, Brunswick, Anspach-Bayreuth, and Anhalt Zerbst; from 1776 they may comprise up to one third of the army; after 1777, Grenadiers lose the Stubborn rule (-2 points) and fusiliers and Jaegers become Unreliable (-1 point).

<u>Foot Units</u>	<u>Type</u>	<u>Morale Weapons</u>		<u>Pts/ea</u>
Deutscher Grenadier	Formed	3	smoothbore musket, bayonet	13
<i>Special: Steady, First Volley, Stubborn.</i>				
Deutscher Füsilier	Formed	3	smoothbore musket, bayonet	11
<i>Special: Steady, First Volley.</i>				
Deutscher Jäger	Light	3	rifled musket, bayonet	14
<i>Special: Steady, First Volley, Fast.</i>				

<u>Artillery Units</u>	<u>Type</u>	<u>Morale Weapons</u>		<u>Pts/gun</u>
British Artillery	Light gun	2	light smoothbore gun (6-10#)	60
British Artillery	Medium gun	2	medium smoothbore gun (12-18#)	65
Deutscher Artillerie	Light gun	3	light smoothbore gun (6-10#)	50
Deutscher Artillerie	Medium gun	3	medium smoothbore gun (12-18#)	55

Note: costs for various guns with crews, and limbers are listed on page 14. British Army and Naval crews are Drilled, German crews are Steady, and Militia crews (if any) are Wavering. All are average in melee. Limbers: 1-horse limber add +15 points, 2-horse limber add +25 points.

British Army 1784-1815 (*War of 1812*)

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Friar/Chaplain (*Sp. Fraile/Capellán*) may act as noncombatant lieutenants for irregulars (free).

Native Allies – Mohegan and Iroquois Amerindians.

<i>Mounted Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
British Dragoon	Light	3	sword, flintlock carbine or pistol	15
<i>Special: Steady, Mounted.</i>				

<i>Foot Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
British Grenadier	Formed	2	smoothbore musket, sword/bayonet	15
<i>Special: Drilled, First Volley, Stubborn, Tenacious.</i>				
<i>Note: includes Highlander Grenadiers.</i>				
British Highlander	Formed	3	smoothbore musket, sword/bayonet	13
<i>Special: Steady, First Volley, Stubborn, Tenacious.</i>				
Highlander Light Inf.	Formed	3	smoothbore musket, sword/bayonet	15
<i>Special: Steady, First Volley, Stubborn, Tenacious, Fast, Extended Line.</i>				
British Fusilier	Formed	3	smoothbore musket, bayonet	11
<i>Special: Steady, First Volley.</i>				
Fencible	Formed	4	smoothbore musket, bayonet	11
<i>Special: Wavering, Woodcraft, First Volley.</i>				
Canadian Militia	Light	4	smoothbore musket, hatchet	10
<i>Special: Wavering, Woodcraft.</i>				
British Marine	Light	3	smoothbore musket, sword/bayonet	11
<i>Special: Steady, First Volley.</i>				
Sailor	Skirmish	3	cutlass, pistol, carbine, or musket, or half-pike	9
<i>Special: Steady.</i>				

<i>Artillery Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/gun</i>
British Artillery	Light gun	2	light smoothbore gun (6-10#)	60
<i>Special: Drilled. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.</i>				
British Artillery	Medium gun	2	medium smoothbore gun (12-18#)	65
<i>Special: Drilled. Option: 2-horse limber add +25 points.</i>				

Spanish Army in the South and Southeast

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; ligera and milicia may have a sword and pistol or carbine instead. Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Friar/Chaplain (*Sp. Fraile/Capellán*) may act as noncombatant tenientes (free).

NCOs: mounted have sword and/or pistol (dragoons will have carbines), foot troops have a sword and halberd but light infantry will have firearms.

Spanish Army 1700-1783 (*War of Jenkin's Ear, King George's War, American War of Independence*)

<i>Mounted Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Dragón Español	Formed	3	sword, smoothbore carbine	17

Special: Steady, Mounted, Expert Rider. Note: may be St. Luis militia cavalry, Luisiana Dragoons, Havana Dragoons in Florida, and Puerto Rico militia cavalry.

<i>Foot Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Granadero español	Formed	2	smoothbore musket, sword/bayonet	15

Special: Drilled, First Volley, Stubborn, Tenacious.

Fusilero español	Formed	3	smoothbore musket, bayonet	11
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Special: Steady, First Volley.

Ligera español	Light	3	smoothbore musket, bayonet	13
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Special: Steady, First Volley, Fast, Extended Line.

Option: one figure may have a rifle (add +1 point).

Fusilero provincial	Light	4	smoothbore musket, bayonet	8
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Special: Wavering. Note: Florida, Central American, and Louisiana Colonial Regiments.

Milicia	Skirmish	5	smoothbore musket or farm tool	5
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Special: Inexperienced.

Marinero	Skirmish	3	cutlass/pistol/carbine/musket/pike	9
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Special: Steady.

<i>Artillery Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/gn</i>
Artillería español	Light gun	2	light smoothbore gun (6-10#)	60

Special: Drilled. Option: 1-horse limber add +15 pts, 2-horse limber add +25 pts.

Artillería provincial	Light gun	3	light smoothbore gun (6-10#)	50
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Special: Steady. Option: 1-horse limber add +15 pts, 2-horse limber add +25 pts.

Artillería español	Medium gun	2	medium smoothbore gun (12-17#)	65
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Special: Drilled. Option: 2-horse limber add +25 points.

Artillería provincial	Medium gun	3	medium smoothbore gun (12-17#)	55
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Special: Steady. Option: 2-horse limber add +25 points.

Spanish military terms

sargento = sergeant
alférez = flag bearer
teniente = lieutenant
capitán = captain
comandante = major

equipo = team
escuadra = escuadra
pelotón = platoon
compañía = company
batallón = battalion

capellán = chaplain
tambor = drummer
ayudante = aide
montado = mounted
pie = foot

bandera = flag
bugler = corneta

Spanish and Mexican Armies in the Southwest and Mexico

Officers: Officers will have a lance, sword and/or a smoothbore pistol. Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Friar/Chaplain (*Sp. Fraile-Capellanes*) may act as noncombatant tenientes (free).

NCOs: mounted may have a lance and/or a sword; foot have a sword and a halberd.

Native Allies – local native Amerindians

Castellano (Castilian) Conquistador Army 1500-1580 (*Cortez, Pizarro, Coronado*)

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Caballero español	Light	2	lance, sword	24
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Special: Drilled, Mounted, Expert Rider, Tenacious. Armor: heavy-armor, shield.

Hidalgo español	Light	3	lance, sword	20
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Special: Steady, Mounted, Expert Rider. Armor: light-armor, shield.

Arcabucero español	Skirmish	3	smoothbore matchlock carbine, sword	18
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Special: Steady, Mounted, Expert Rider. Armor: light-armor.

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Piquero español	Box	2	pike, sword	18
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Special: Drilled, Stubborn. Armor: heavy-armor.

Rodelero español	Light	2	sword	17
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Special: Drilled, Stubborn. Armor: heavy-armor, buckler.

Mosquetero español	Skirmish	3	smoothbore matchlock musket, sword	11
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Special: Steady. Armor: light-armor.

Arcabucero español	Skirmish	3	smoothbore matchlock carbine, sword	11
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Special: Steady. Armor: light-armor.

Balletero español	Skirmish	3	crossbow, sword	12
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Special: Steady. Armor: light-armor.

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
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Artillería marino	Light gun	2	light smoothbore gun (6-10#)	60
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Special: Drilled. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.

Artillería marino	Medium gun	2	medium smoothbore gun (12-17#)	65
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Special: Drilled. Option: 2-horse limber add +25 points.

<i>Amerindian Allies</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Guerrero mexicano	Skirmish	1	warclub (<i>Maquahuitl</i>)	16
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Special: Bloodthirsty. Armor: light armor, shield.

Arquero mexicano	Skirmish	3	spear thrower (<i>Atlatl</i>)	9
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Special: Steady.

<i>Enemies</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Pueblo Warrior	Skirmish	3	bow/spear, hatchet/club	14
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Special: Steady, Forester, Woodcraft, shield.

Navajo/Apache	Skirmish	2	bow/spear, hatchet/club	16
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Special: Drilled, Forester, Woodcraft, shield.

Spanish Army in the Southwest

Officers: Officers will have a lance, sword and/or a smoothbore pistol. Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Friar/Chaplain (*Sp. Fraile-Capellanes*) may act as noncombatant tenientes (free).

NCOs: mounted may have a lance and/or a sword, dragoons will have a sword and a smoothbore matchlock carbine, foot have a sword and a halberd.

Native Allies: Pueblo Amerindians

Spanish Early Colonial Army 1580-1680 (*Amerindian Wars, Pueblo Revolt*)

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Dragón presidial	Skirmish	2	sword, s.b. flintlock pistol, carbine	17
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Special: Steady, Mounted, Expert Rider. Option: may have a cuera (+1pt), or heavy armor (+3pts).

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Piquero colonial	Box	3	pike, sword, light-armor	12
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Special: Steady, Tenacious. Note: may have a half-pike (add -1pt); heavy armor (+2 pts).

Arcabucero colonial	Light	4	smoothbore matchlock carbine, sword	8
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Special: Wavering. Note: may have heavy armor (+3pts) or a cuera (+1pt).

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
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Artillería colonial	Light gun	3	light smoothbore gun (6-10#)	50
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Special: Steady. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.

Spanish Middle Colonial Army 1693-1749 (*Reconquista, Amerindian Wars*)

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Dragón presidial	Skirmish	2	lance, sword, sb matchlock carbine	21
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Special: Steady, Mounted, Expert Rider. Armor: adarga, cuera. Note: soldados de cuera, Catalan Volunteers, mounted.

Milicia montada	Skirmish	3	lance, sword, sb matchlock carbine,	18
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Special: Wavering, Mounted, Expert Rider. Armor: cuera.

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Presidial	Skirmish	3	smoothbore matchlock carbine, sword	11
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Special: Steady. Armor: cuera. Note: may be Catalonian Volunteers as infantry.

Milicia	Skirmish	4	smoothbore matchlock carbine, sword	8
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Special: Wavering. Option: may have a cuera (add +1pt).

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
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Artillería presidial	Light gun	3	light smoothbore gun (6-10#)	50
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Special: Steady. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.

Note: probably around 1700 the Spanish mounted troops in the New World switched out their arcabuces (arcabuses) for smoothbore flintlock carbines which they called escopetas. Today, the word means "shotgun" but in those days it was a smoothbore carbine. The shorter weapons were easier for mounted soldiers to use.

Spanish Army in the Southwest *(Amerindian Wars, War of Mexican Independence)*

Spanish Late Colonial Army 1750-1820 *(Amerindian Wars)*

<i>Mounted Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Dragon presidial	Light	2	lance, sword, smoothbore flintlock carbine	20
<i>Special: Steady, Mounted, Expert Rider. Armor: adarga, cuera.</i>				
<i>Note: The cueras and adargas were dropped around 1800.</i>				
Caballeria vaquero	Light	3	lance, sword, sb flintlock carbine,	19
<i>Special: Steady, Mounted, Expert Rider. Option: may have a cuera (add +1pt).</i>				
<i>Note: This category includes Hidalgos and their best men.</i>				
Genizaro	Skirmish	1	sb flintlock carbine or spear/bow, or hatchet/club	24
<i>Special: Small Unit (5 figures), Bloodthirsty, Mounted, Expert Rider, Forester, Woodcraft.</i>				
<i>Option: may have a cuera (add +1pt). Note: includes comancheros, and ciboleros.</i>				
Milicia	Skirmish	3	smoothbore flintlock carbine	12
<i>Special: Wavering, Mounted.</i>				
<i>Option: may have a cuera (add +1pt), may have a sword (+1 pt).</i>				

<i>Foot Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
Presidial	Skirmish	3	sb flintlock carbine, sword	11
<i>Special: Steady. Armor: cuera.</i>				
Genizaro	Skirmish	2	sb flintlock carbine, hatchet	17
<i>Special: Small Unit (5 figures) Bloodthirsty, Forester, Woodcraft.</i>				
<i>Option: may have a cuera (+1 pt). Note: includes comancheros, and ciboleros.</i>				
Milicia	Skirmish	4	sword or sb flintlock carbine or farm tool	7
<i>Special: Wavering. Option: may have a cuera (+1pt).</i>				
Peone	Skirmish	5	sb musket or bow or machete or farm tool	5
<i>Special: Inexperienced.</i>				

<i>Artillery Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/gun</i>
Artillería provincial	Light gun	3	light smoothbore gun (6-10#)	50
<i>Special: Steady. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.</i>				
Artillería provincial	Medium gun	3	medium smoothbore gun (12-17#)	55
<i>Special: Steady. Option: 2-horse limber add +25 points.</i>				

Mexican Armies in Mexico and the Southwest

Officers: have one less benefit than usual: Lieutenants 0, Captains +1, and Majors or higher +2. Officers will have a sword and pistol; genizaros and milicía may have a sword and pistol or carbine instead. Músico 20 points, Alférez 30, Teniente 50, Capitán 75, Comandante 110. Fraile/Capellán may act as noncombatant tenientes for irregulars (free).

NCOs: mounted armed with a sword and pistol or carbine or lance, foot armed with a flintlock smoothbore and sword. but rifleros and vaqueros may have rifled flintlocks, Vecinos, and Peones may have a farm tool, smoothbore flintlock, or machete.

Mexican Army 1821-1847 (*The Pastry War, Texas War of Independence, Mexican-American War*)

<i>Caballería mexicana</i>	Type	Morale	Weapons	Pts/ea
Coracero	Formed	2	smoothbore flintlock carbine, sword, heavy armor	21
<i>Special: (cuirassier) Drilled, Mounted, Expert Rider, Poor Powder.</i>				
Caballería	Formed	3	smoothbore flintlock carbine, sword	16
<i>Special: (cavalry) Steady, Mounted, Expert Rider, Poor Powder.</i>				
Caballería ligero	Light	3	sword	18
<i>Special: (light cavalry) Steady, Mounted, Expert Rider, Fast. Option: Lanceros have lances (add +1 point).</i>				

<i>Infantería mexicana</i>	Type	Morale	Weapons	Pts/ea
Granadero	Formed	2	smoothbore flintlock musket, bayonet	13
<i>Special: (grenadier) Drilled, Stubborn, Poor Powder.</i>				
Fusilero	Formed	3	smoothbore flintlock musket, bayonet	9
<i>Special: (fusilier) Steady, Poor Powder.</i>				
Ligero	Light	3	smoothbore flintlock musket, bayonet	11
<i>Special: (light infantry) Steady, Fast, Poor Powder, Extended Line.</i>				
Riflero	Light	3	rifled flintlock musket, bayonet	10
<i>Special: (rifleman) Steady, Poor Powder.</i>				
Milicía activo	Formed	4	smoothbore flintlock carbine/musket, bayonet	7
<i>Special: (active militia) Wavering, Poor Powder.</i>				

<i>Artilería mexicana</i>	Type	Morale	Weapons	Pts/gun
Artilería regular	Light gun	3	light smoothbore gun (6-10#)	60
<i>Special: Steady. Option: 1-horse limber add +15 pts, 2-horse limber add +25 pts.</i>				
Artilería regular	Medium gun	3	medium smoothbore gun (12-18#)	65
<i>Special: Steady. Option: 2-horse limber add +25 points.</i>				
Artilería presidial	Light gun	4	light smoothbore gun (6-10#)	50
<i>Special: Wavering. Option: 1-horse limber add +15 pts, 2-horse limber add +25 pts.</i>				

<i>Tierra adentro</i>	Type	Morale	Weapons	Pts/ea
Dragón presidial	Light	3	smoothbore flintlock carbine, sword	7
<i>Special: Steady, Poor Powder.</i>				
Genizaro	Skirmish	1	smoothbore flintlock carbine, knife/hatchet	16
<i>Special: Small Unit (5); Bloodthirsty, Forester, Woodcraft, Poor Powder.</i>				
Milicía vaquero	Skirmish	3	rifled flintlock carbine, knife	10
<i>Special: Steady, Poor Powder. Option: rifles +1. Note: includes hacenderos and their best men.</i>				
Milicía vecino	Skirmish	4	smoothbore flintlock carbine	6
<i>Special: Wavering, Poor Powder.</i>				
Milicía peón	Skirmish	5	sb flintlock carbine/sword/machete/farm tool	4
<i>Special: Inexperienced, Poor Powder.</i>				

Note: except for Peones all Tierra Adentro (Upcountry) Units may be mounted (add +5pts), they automatically gain the Expert Rider rule (add +2pts). They may have lances (add +1pt) in addition to their usual armament. Californios will rarely be dismounted and will have lances and possibly swords but no firearms.

United States Armies

Officers: Lieutenants will have a spontoon and sword, Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110. Chaplains act as noncombatant officers (free).

NCOs: mounted armed with a sword and pistol or carbine, foot armed with a partisan or halberd, but hunters, rangers and militia will have firearms.

Continental Army 1761-1783 *(American War of Independence)*

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Continental Dragoon	Light	3	sword, flintlock carbine or pistol	15
<i>Special: Steady, Mounted.</i>				

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
Continental Grenadier	Formed	4	smoothbore musket, bayonet	12
<i>Special: Wavering, Woodcraft, Stubborn. Note: very rare.</i>				
Continental Fusilier	Formed	4	smoothbore musket, bayonet	10
<i>Special: Wavering, Woodcraft. Note: become Steady after 1777 (+2pts).</i>				
Continental Light	Light	4	smoothbore musket, bayonet	12
<i>Special: Wavering, Woodcraft, Fast.</i>				
Continental Riflemen	Light	4	rifled musket, hatchet/knife	11
<i>Special: Wavering, Woodcraft. Option: switch to long rifles (+1 pt).</i>				
Colonial Militia	Skirmish	5	smoothbore musket	5
<i>Special: Inexperienced. Note: includes 'batoemen' and waggoneers.</i>				
Colonial Hunter	Skirmish	2	rifled musket, hatchet	19
<i>Special: Small Unit (team) Drilled, Woodcraft, Forester, Good Shot.</i>				
Sailor	Skirmish	3	cutlass/pistol/carbine/musket/half-pike	9
<i>Special: Steady.</i>				

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
Continental Artillery	Light gun	3	light smoothbore gun (6-10#)	50
<i>Special: Steady. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.</i>				
Continental Artillery	Medium gun	3	medium smoothbore gun (12-18#)	55
<i>Special: Steady. Option: 2-horse limber add +25 points.</i>				

United States Armies

Officers: Lieutenants will have a pistol and sword; Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110. Chaplains act as wavering noncombatant officers (free).

NCOs: mounted armed with a sword and pistol or carbine, foot troops, hunters, rangers and militia will have firearms.

American Legion 1792-1796 (*Iroquois War*), and

U. S. Army 1797-1839 (*War of 1812, Seminole Wars, Mexican-American War*)

<i>Mounted Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
U.S. Dragoon	Light	3	sword, flintlock carbine or pistol	15
<i>Special: Steady, Mounted.</i>				

<i>Foot Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
U.S. Fusilier	Formed	3	smoothbore musket, bayonet	12
<i>Special: Steady, Woodcraft.</i>				

U.S. Light Infantry	Light	3	long rifled smoothbore musket, bayonet	15
<i>Special: Steady, Woodcraft, Fast, Extended Line.</i>				

State Militia	Skirmish	4	smoothbore musket, hatchet	10
<i>Special: Wavering, Woodcraft. Note: includes waggoneers.</i>				

U.S. Sailor	Skirmish	3	cutlass, pistol, s.b. carbine/musket, half-pike	9
<i>Special: Steady.</i>				

<i>Artillery Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/gun</i>
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U.S. Artillery	Light gun	3	light smoothbore gun (6-10#)	50
<i>Special: Steady, Average. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.</i>				

U.S. Artillery	Medium gun	3	medium smoothbore gun (12-18#)	55
<i>Special: Steady, Average. Option: 2-horse limber add +25 points.</i>				

Filibusterers, Mountain Men, and Santa Fe Trail Traders and Teamsters 1821-1840

<i>Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Filibusterer	Skirmish	4	rifled flintlock carbine (round ball), knife/hatchet	13
<i>Special: Wavering. Option: may be mounted (add +5pts). Note: may switch to caplocks mid-1830s.</i>				

Mountain Man/Trapper	Skirmish	3	rifled flintlock carbine (round ball), knife/hatchet	15
<i>Special: Steady, Forester, Tenacious, Woodcraft. Note: normally a small unit (5), may be mounted (+5 pts). Note: the majority seem to have preferred flintlocks.</i>				

Trader/Teamster	Skirmish	3	rifled flintlock carbine (round ball), knife/hatchet	12
<i>Special: Steady, Tenacious. Note: may be mounted. Note: may switch to caplocks mid-1830s.</i>				

Texan Troops 1810-1840 (*Filibusters, War of Texan Independence*)

<i>Units</i>	<i>Type</i>	<i>Morale</i>	<i>Weapons</i>	<i>Pts/ea</i>
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Texas Rangers	Skirmish	2	sword, flintlock carbine (round ball), revolver	17
<i>Special: Drilled, Mounted, Tenacious. Option: may have revolvers for +1pt, and rifles +1pt.</i>				

Texan Cavalry	Skirmish	3	sword, flintlock carbine/pistol	16
<i>Special: Steady, Mounted. Option: may have revolvers for +1pt, and rifles +1pt.</i>				

Texan Infantry	Skirmish	3	rifled flintlock musket/pistol, hatchet/knife	13
<i>Special: Steady, Woodcraft.</i>				

United States Armies 1840-1860 *(Mexican-American War)*

Officers: Lieutenants will have a pistol and sword; Captains and higher ranks will have a sword; rangers and militia may have a sword and pistol or carbine instead. Musician 20 points, Ensign 30, Lieutenant 50, Captain 75, Major 110. Chaplains act as noncombatant officers (free).

NCOs: mounted armed with a sword and pistol or carbine, foot troops, hunters, rangers and militia will have firearms.

<i>Mounted Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
U.S. Dragoon	Light	3	sword, smoothbore flintlock carbine	15
<i>Special: Steady, Mounted.</i>				
Texan Cavalry	Skirmish	3	revolver/rifled flintlock musket	17
<i>Special: Steady, Mounted, Stubborn, Tenacious.</i>				
The California Battalion	Skirmish	4	rifled flintlock musket	14
<i>Special: Wavering, Mounted. Note: Fremont's naval battalion of mounted rifles</i>				
U.S. Mounted Volunteers	Light	3	rifled caplock carbine/revolver, large knife	16
<i>Special: Steady, Mounted. Note: includes the Missouri Volunteers.</i>				
Arkansas Mounted Rifles	Skirmish	4	rifled caplock carbine/revolver, large knife	14
<i>Special: Wavering, Mounted.</i>				
American Militia	Skirmish	3	revolver/rifled rifled caplock musket	15
<i>Special: Steady, Mounted. Note: territorial settlers.</i>				
<i>Foot Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/ea</i>
U.S. Infantry	Line	3	smoothbore flintlock musket, bayonet	10
<i>Special: Steady.</i>				
U.S. Voltigeur	Line	3	rifled caplock musket, bayonet	12
<i>Special: Steady, Fast.</i>				
U.S. Volunteer	Light	3	rifled flintlock musket, sword	11
<i>Special: Steady.</i>				
Texan Foot	Light	3	rifled flintlock musket, sword	14
<i>Special: Steady, Stubborn, Tenacious.</i>				
American Militia	Skirmish	4	rifled caplock carbine	8
<i>Special: Wavering. Note: territorial settlers.</i>				
<i>Artillery Units</i>	<i>Type</i>	<i>Morale Weapons</i>		<i>Pts/gun</i>
U.S. Artillery	Light gun	3	light smoothbore gun (6-10#)	50
<i>Special: Steady. Option: 1-horse limber add +15 points, 2-horse limber add +25 points.</i>				
U.S. Artillery	Medium gun	3	medium smoothbore gun (12-18#)	65
<i>Special: Steady. Option: 2-horse limber add +25 points.</i>				

American Army 1860-1870 *(American Civil War)*

The training and temperament of various regiments on both sides necessitates the appointment of traits per unit by scenario, but generally, Confederate infantry and cavalry would be steady and the Union troops wavering in the first two years of the war while Union artillery should be drilled and Confederate wavering. Most well-trained units would be capable of fighting as Line or Light infantry. Even the type of weapons might vary from unit to unit and from time to time.

Ship Templates - Sloop, Schooner, Brigantine, Bomb Ketch

Speed	# Masts	Wind on Stern	Stern Quarter	Beam	Bow Quarter
	1	6"	8"	4"	2"
	2	8"	10"	6"	4"

Gunnery Long Range Smoothbore hits: roll 1-d3: 1=rigging, 2=deck, 3=hull.

Short Range and Rifles: player's choice, rigging, deck, or hull; at 12" hull only.

Critical Damage	Die Roll	Rigging	Deck	Hull	Indirect Fire
	1 =	Rigging x2	PO/Officer	Gun	PO/Officer
	2 =	Troops aloft*	Gun	Rudder	Wheel
	3 =	Mast/rigging x2	Gun	Waterline	Powder magazine

Crew

Captain_____ Lieutenant_____ Helmsman_____

Crew capacity: Sloop/Schooner/Brigantine/Ketch 12 Actual_____

Troop capacity Sloop 10, Schooner/Brigantine 21, Ketch 0 Actual_____

Cargo capacity: Sloop 1 lot, Schooner/Brigantine 2 lots, Ketch none Actual_____

Rigging

Foremast Rigging 9 pts damage_____ Mast destroyed_____

Mainmast Rigging 9 pts damage_____ Mast destroyed_____

Hull

Heavy 12 pts Hull damage_____ Deck damage_____

Waterline_____ Magazine_____

Guns

	<u>Gun size</u>	<u>Mark gun crew kills</u>	<u>Mark gun kills</u>
Port Gun 1	Size_____	Crew:_____	Gun destroyed_____
Port Gun 2	Size_____	Crew:_____	Gun destroyed_____
Port Gun 3	Size_____	Crew:_____	Gun destroyed_____
Port Gun 4	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 1	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 2	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 3	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 4	Size_____	Crew:_____	Gun destroyed_____
Mortar	Size_____	Crew:_____	Gun destroyed_____

Longboats (2)

Boat 1 damage_____ Boat destroyed_____

Boat 2 damage_____ Boat destroyed_____

Ship Combat Templates - Merchantman, Barque

Speed	# Masts	Wind on Stern	Stern Quarter	Beam	Bow Quarter
	1	6"	8"	4"	2"
	2	8"	10"	6"	3"
	3	10"	12"	8"	6"

Gunnery Long Range Smoothbore hits: roll 1-d3: 1=rigging, 2=deck, 3=hull.
 Short Range and Rifles: player's choice, rigging, deck, or hull; at 12" hull only.

Critical Damage	Die Roll	Rigging	Deck	Hull	Indirect Fire
	1 =	Rigging x2	PO/Officer	Gun	PO/Officer
	2 =	Troops aloft*	Gun	Rudder	Wheel
	3 =	Mast/rigging x2	Gun	Waterline	Powder magazine

Crew

Captain_____ Lieutenant_____ Helmsman_____ Drummer_____

Crew capacity: Merchantman 17, Barque, 43 Actual_____

Troop capacity: Merchantman 44, Barque 21 Actual_____

Cargo capacity: Merchantman 4 lots, Barque 2 lots Actual_____

Rigging

Foremast Rigging 9 pts damage_____ Mast destroyed_____

Mainmast Rigging 9 pts damage_____ Mast destroyed_____

Mizzenmast Rigging 9 pts damage_____ Mast destroyed_____

Hull

Very Heavy 16 pts Hull damage_____ Deck damage_____

Waterline_____ Magazine_____

Guns

	Gun size	Mark gun crew kills	Mark gun kills
Port Gun 1	Size_____	Crew:_____	Gun destroyed_____
Port Gun 2	Size_____	Crew:_____	Gun destroyed_____
Port Gun 3	Size_____	Crew:_____	Gun destroyed_____
Port Gun 4	Size_____	Crew:_____	Gun destroyed_____
Port Gun 5	Size_____	Crew:_____	Gun destroyed_____
Port Gun 6	Size_____	Crew:_____	Gun destroyed_____
Port Gun 7	Size_____	Crew:_____	Gun destroyed_____
Port Gun 8	Size_____	Crew:_____	Gun destroyed_____
Port Gun 9	Size_____	Crew:_____	Gun destroyed_____
Port Gun 10	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 1	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 2	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 3	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 4	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 5	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 6	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 7	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 8	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 9	Size_____	Crew:_____	Gun destroyed_____
Starboard Gun 10	Size_____	Crew:_____	Gun destroyed_____

Longboats (2)

Boat 1 damage_____ Boat destroyed_____

Boat 2 damage_____ Boat destroyed_____

Gauntlet Run FIW Combat Charts (d12)

<u>Movement</u>	<u>Run</u>	<u>Morale DMs (d6/d12)</u>
Formed infantry*	8"	+1/squad casualty
Skirmish infantry	12"	+2 NCO casualty
V. light & light artillery	6"	+3 ambushed
Medium artillery	3"	+2 hit by artillery
Vehicle 1-2 animals	12"	+3 attacked by natives
Vehicle 3-4 animals	18"	+2 attacked on flank
Formed cavalry*	12"	-1 in heavy cover
Skirmish cavalry	18"	-2 officer attached
*March Column +2", roads +1". or within 6"		
Teams d6/squads d12		

Ranged Weapon Hits 7+

Firer: moved +1
Firer: long range +2
Firer: 1 st volley -1
Firer: rifles/long rifles -2/-3
Firer: good shot
Firer: poor powder/firearm +1
Target: formed -1
Target: mounted +1
Target light cover +1
Target: heavy cover +2
Target: crouching +2

Melee Wounds 9+

Att: charging in open -1
Att: formed -1
Att: melee weapons -1
Att: flanking, higher -1
Att: mounted vs. foot x2
Def: formed +1
Def: mounted +1
<u>Ranged & Melee Wnds</u>
Def: shield +1*
Def: armor +2*
Heavy armor +3*
*Firearms ignore armor

Ranged Weapon Wounds 7+

Weapons

Melee & Primitive Ranged Weapons

	<u>Range</u>	<u>Notes</u>
spears/lances	--	1st charge round: spears -1/mounted lances -2
Native bows and slings	12"	fire every turn, use caplock skirmish rate
Native long bows and atlatl	18"	use flintlock skirmish rate
European crossbows	18"	use matchlock skirmish rate

Firearms

	<u>SB</u>	<u>Rifled</u>	<u>Skirmish & Melee</u>		<u># of figures = # of dice rolled</u>					
			<u>Firearm</u>	<u>Melee</u>	<u>1D</u>	<u>2D</u>	<u>3D</u>	<u>4D</u>	<u>5D</u>	<u>6D</u>
sb Pistol/rfld revolver	9"	12"	Matchlock	Inexp.	2-4	5-8	9-10+	--	--	--
Carbine w/round ball	15"	18"	Flintlock	Waver	2-3	4-6	7-9	10+	--	--
Musket w/round ball	18"	24"	Caplock	Steady	2-3	4-5	6-7	8-9	10+	--
boucanier/long rifle	24"	30"	Breechloading	Drilled	2-2	3-4	5-6	7-8	9-10+	--
rifle w/minie ball	---	36"								

Gauntlet Run Artillery Charts 1d6 per gun firing, 1s always miss, 6s always hit.

Direct Fire – hit 4+, DMs: moved +1, close range -1, long range +1, rifled gun -1, target heavy cover +1, firer half or inexperienced crew +1, previous hit -1 (not cumulative).

Indirect Fire – first hit 5+, subsequent hits 3+ (no DMs). Minimum distances mortars 12", howitzers 24", always hit targets on top (ignore cover unless in a bunker). If the gun or the target moves start over at 5+. Half/inexp. crew +1.

Bursting – reroll 1s to hit: bronze barrel 1=burst, iron barrel 1-2, old iron gun 1-3. Remove gun and crew.

Wounding/damage – roll the # of d6s listed on the chart below. Wounding personnel and damaging structures on 4+. Firing shot to enfilade line or at square or attack march double dice. When firing canister roll to wound only.

Critical Hits – reroll damage 6s: on 6 = an NCO or officer within 6" is wounded or gun & crew are destroyed.

Artillery Stats

<u>Size of Gun</u>	<u>Req. crew</u>	<u>Max range</u>	<u>Shells troops</u>	<u>Shells struct.</u>	<u>Shot troops</u>	<u>Shot struct.</u>	<u>Canister/grape to hit (18")</u>	
Swivel guns (1-2#)	2	18"	---	---	1d	---	3d	
Very light smoothbore guns (3-5#)	3	24"	---	---	1d	2d	4d	
Light smoothbore guns (6-9#)	4	6"	36"	3d	4d	2d	3d	5d
Medium smoothbore guns (10-12#)	4	12"	48"	4d	5d	2d	4d	6d
Heavy smoothbore guns (13-18#)	4	12"	60"	5d	6d	3d	5d	8d
Siege artillery (19#+)	6	12"	72"	6d	7d	3d	6d	10d

Structure Strengths

<u>Type of Structure</u>	<u>Deck/Wall</u>	<u>Door/Roof</u>
Very light – Amerindian lodge, shack, outbuilding, artillery gun, small boat, canoe	3	1
Light – wood fence, barricade, plank house, wagon, medium boat	6	3
Medium – longhouse, log cabin, palisade, gabions, stone fence, large boat	9	5
Heavy – garrison house, fort gate, small ship	12	8
Very Heavy – blockhouse, redoubt, adobe or stone building, timber fort, medium ship	16	10
Vauban fort – stone & earth reinforced fort, trench, redoubt, iron gate	--	16