

Song of Drums and Tomahawks



Ranged Weapons Table

Weapons	Stick Type	x1 or less	x2	x3
Musket	Long	+2	+1	+0
Rifle	Long	+2	+2	+1
Bow	Medium	+0	-1	-2
Pistol	Short	+1	+0	-1
Tomahawk	Medium	+0	N/A	N/A
Matchlock	Medium	+1	+0	-1
Blunderbuss	Short	+2	+0	N/A

Shooting Modifiers

- 1 Target in Light cover (woods)
- 1 Target prone/fallen at greater than Long distance
- 2 Target in Heavy cover (buildings)

Aimed Shot: -1 to **opponent's** score



Shooting Results

** Beaten with odd number on winner's die:* Move up to 1 Short towards cover, or if already in cover, go prone

** Beaten with even number on winner's die:* Knocked down

Doubled: Wounded (out of action)

** If beaten while still knocked down, figure is wounded (out of action)*

Morale

When to test morale:

- Leader wounded or flees off table
- Player's force strength reduced **below** 50%
- Each additional figure wounded after 50% check

Roll 3 dice for each figure vs. Quality

- 0 Failures = model stands
- 1 Failure = flee 1 move
- 2 Failures = flee 2 moves
- 3 Failures = removed from table

Modifiers:

- + 1 Leader within 1 Long or NCO within 1 Short (not cumulative)
- + 1 Steadfast

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Melee Procedures

Melee Modifiers

- + 2 Attacking figure that has been knocked down (*wound if out of action*)
- + 1 Attacking figure that is prone
- + 1 Figure attacking from Ambush
- + 1 Figure behind obstacle or on higher ground
- + 1 Figure is Mounted
- 1 per additional enemy in contact after first opponent
- 1 Figure is mounted in difficult or dense terrain

Melee Results

- * *Beaten with an odd number on winner's die:* Recoil 1 base depth
 - * *Beaten with an even number of winner's die:* Knocked down
- Doubled:** Wounded (out of action)
- * *If beaten while already knocked down, then wounded (out of action)*

Power Attack (requires 2 actions):
- 1 to **Opponent's** score



Activation Procedure

- ♣ Choose to attempt 1, 2, or 3 activations. One die per attempt.
- ♣ Must roll equal to Quality score or greater for success.
- ♣ Every success equals on action.
- ♣ Two or more failures on an attempt for a single figure (or group) ends turn. If succeeded on 1, but failed on 2, then may still do that 1 action.
- ♣ Roll of a natural "1" is always a failure.
- ♣ Roll of a natural "6" is always a success.

Actions

Player choice of order -- may use an action to move first and then fire, or fire first, then move.

- ◆ 1 action = 1 move of appropriate distance (Long, Medium, or Short).
- ◆ 1 action = 1 attack (max. 1 attack per turn, *except see Tomahawks*).
- ◆ Reloading firearms = 2 actions in **same turn**. No partial reload.
- ◆ Rifle and Matchlock are "Slow Reload" -- may not reload and fire in the same turn.
- ◆ Powerful Blow or Aimed Shot require 2 actions (*opponents are -1 to combat roll*).

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