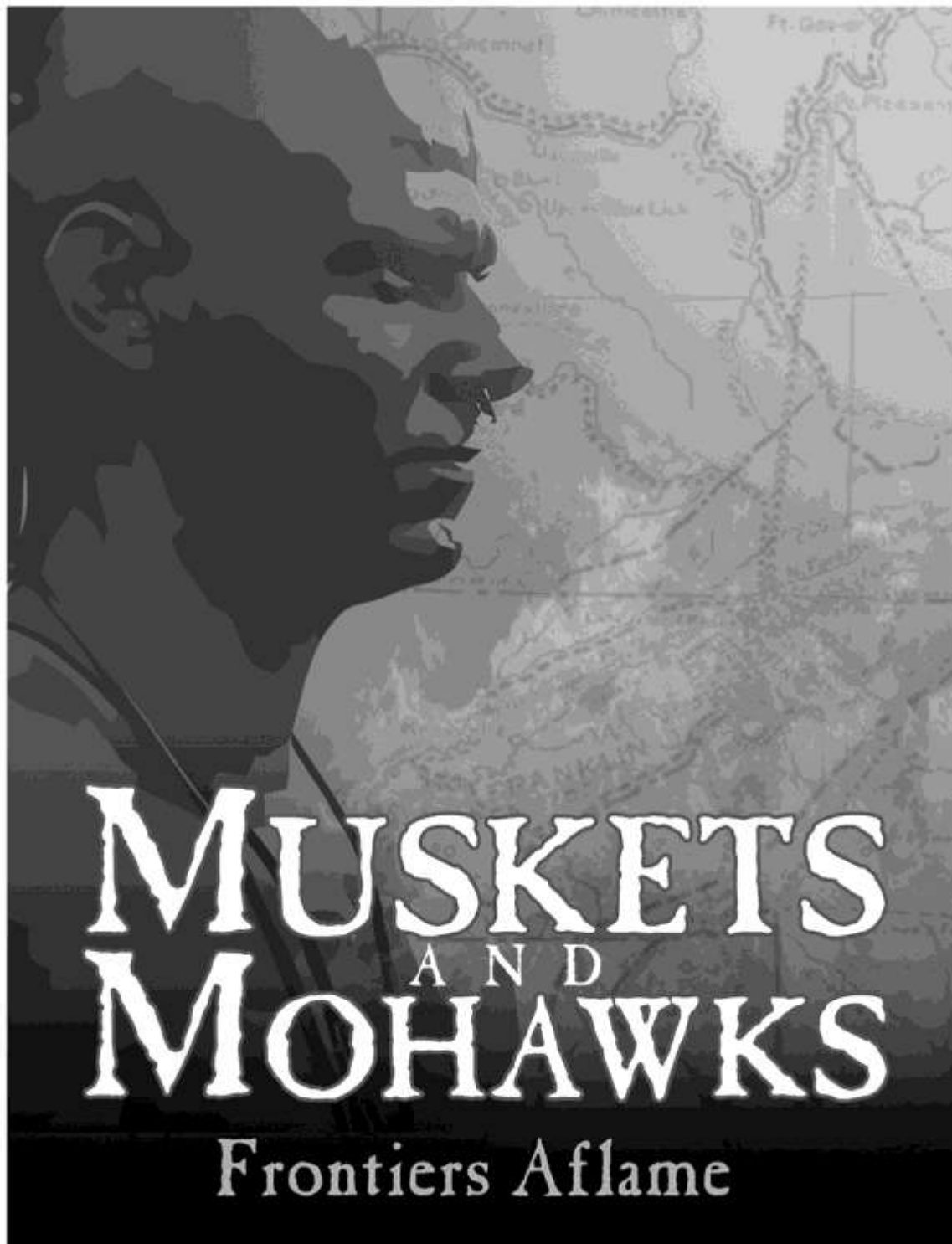




MUSKETS AND MOHAWKS

Frontiers Aflame



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MUSKETS & MOHAWKS

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The THW Yahoo Group: For continued support and ideas. 5100 members and still growing!

And Lil...

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"IT'S NOT MY FIGHT..."

It's 1754 and there's news of the impending war between France and Great Britain. But that's in Europe and between Kings and there aren't any Kings in North America. Life for both the French and British colonists is tough enough with trying to stabilize their respective frontiers and dealing with the local Indian tribes is a delicate balancing act. No, let the Kings fight amongst themselves across the pond. It's not my fight.

Or at least it wasn't until today. Word has spread along the frontier of open conflict. The tribes are choosing sides and the militias mobilizing. Settlements are suffering brutal raids causing harsh retaliation in kind. The frontier's aflame with war! The Kings may not be here but their war is and while many sides can lose only one side will win.

WHICH SIDE WILL YOU CHOOSE?

Muskets and Mohawks is a unit based game where units are composed of 5 to 10 figures. In *Muskets and Mohawks* you can choose from two sides with a total of four factions. You can be:

- British Regulars
- French Regulars
- British Allied Indians
- French Allied Indians

Whichever you choose you must lead one or more units of men through the war, the French and Indian War, fighting when needed because it's all about victory and glory, and in some cases, just survival!

The war drums are beating, the militias mustering, and now it's become your fight. Welcome to ...

MUSKETS & MOHAWKS

INTRODUCTION

Muskets & Mohawks is a set of unit based battle rules that can be played with any figures you may already have. Games are usually finished in two hours or less, hence the company name. Before we go into detail about the game let's explain the cornerstone of all Two Hour Wargames, the *Reaction System*.

Traditional games use a turn sequence known as "IGO, UGO". This means that I move my figures, fire, we do some melee and maybe you do a morale test or two. Then it's your turn to do the same.

THW uses what is called the Reaction System. In this system your side *activates* and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

IGO UGO

Our figures start on opposite sides of a building *and are out of sight* of each other.

- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are you shoot at me.
- You either hit me or not.
- If you get a hit you see how bad the damage is.
- If you don't get a hit maybe I take a morale test or maybe I don't.
- Now it's my turn again.

The big thing is I get to move and shoot at you when it's my turn and you can't do anything about it. Not too realistic.

THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building *and are out of sight* of each other.

- I *activate* and move first.
- I move my figure around the corner and your figure can see me.
- You take an In Sight Reaction Test.
- Maybe you shoot at me.
- Maybe you don't.
- If you do shoot at me either you hit me or you miss.
- If you hit me you see how bad the damage is.
- But if you miss me I take a Received Fire Reaction Test.
- Maybe I shoot you.
- Maybe I duck back for cover.
- Or maybe I runaway.
- We continue to fire back and forth until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.

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- When all my actions and all reactions that they have caused are finished, it's your turn to activate.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

There are a variety of Reaction Tests in *Muskets and Mohawks* but don't let that discourage you. You'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop sign* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads.

<http://games.groups.yahoo.com/group/twohourwargames/>

With over 5000 members you can expect a response within 24 hours.

Now let's get started.

NEEDED TO PLAY

You will need a few things to play *Muskets and Mohawks*. They are:

- Six-sided dice, also called d6. It is best to have at least six of them and the more you have, the quicker games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- Something to represent a unit that needs to reload its weapon. Cotton balls work great for this.
- A flat surface at least 3'x3' but you can play with a larger one if desired.

DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2D6

PASSING DICE

To *pass dice* roll a number of d6 and compare each die score individually to the *Target Number*. The Target Number can be *Reputation* (page, 5) or something entirely different.

- If the score is *equal or lower* than the *Target Number* the d6 has been *passed*.
- If the score is *higher* than the Target Number then the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.
- Isn't passing 0d6 like failing 2d6? No, because we are counting the number of *passed* dice.

Example - The Charge into Melee Table (page, 17) is used by rolling 2d6 versus the Rep of the unit. The Indian unit has a Rep of 4. I roll 2d6 and score a 5 and 2. The Indian unit has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: An Indian unit is in melee and rolls a total of 6d6. It scores a 1, 2, 2, 3, 5, and 6. The unit has scored 4 successes, a result of 1, 2, or 3.

POSSIBILITIES

Sometimes there are numbers in parenthesis such as (1-2). Immediately roll 1d6. If the number is scored then that event has happened.

Example - I roll for terrain and a road is called for. It will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6). I roll a 5. The road extends across the width of the table.

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READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example – On the Terrain Generator Table (page, 21) I roll a 3 and a 6 for a total of 9.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- (1-2) = 1
- (3-4) = 2
- (5-6) = 3

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 to roll. When a word appears that means 1d6 for each point of whatever word. When # appears in the Ranged Combat Table (page, 14) this means roll 1d6 for each figure firing.

Example - I establish Line of Sight (page, 13) to a PEF (page, 29). I must immediately resolve it. I look on the PEF Resolution Table (page, 30) and see a 2 in the upper left hand corner. I roll 2d6 versus the Rep of the PEF.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with *Muskets and Mohawks*. There aren't any official figures so play with whatever you have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *Muskets and Mohawks*. If you don't have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

Note that the rules are written for 28mm and if using a different scale adjust accordingly.

BASING FIGURES

The easiest way to base figures for *Muskets and Mohawks* is 1 figure on a round or square base. A mounted figure's base should be as deep as needed. Whatever size bases you decide to use be sure to use them consistently.

Wagons and artillery pieces do not need to be based but if they are use the smallest base necessary.

Figures previously mounted for other rule systems will also work.

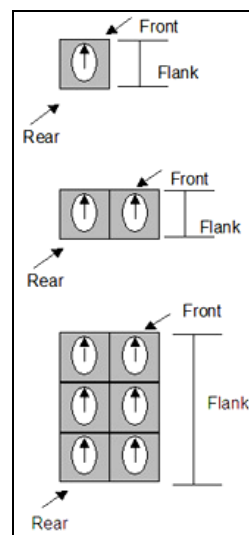
You can even mount multiple figures on one base if you like. For a ten figure unit try five bases. Two bases with three figures mounted on it, one base with two figures, and two bases with one figure. This way, when casualties occur, you can *make change* and remove them.

DEFINING FACINGS

Charging onto the flank or rear of an enemy or shooting to its flank or rear depends upon the actual physical location of the attacker.

- To qualify as a *rear attack* the attacker must begin its move behind the front facing of the target. The front facing is defined as the edge that the unit or figure is facing.
- To qualify as a *flank attack* the attacker must begin its move in the area between the front and rear facing of the unit. The rear facing is defined as the edge opposite the front facing.

The following illustration helps to define the front and rear facings.



TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets* also called the QRS. When reading a section it is recommended that you review the table in question.

WHY SO MANY?

Your *Muskets and Mohawks* games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want a realistic campaign then use the additional tables that are provided. *Muskets and Mohawks* is like a toolbox. You may not need all the tools but they are there when you do!

GAME BASICS

In *Muskets and Mohawks* each player controls one or more *units*. Units range in size from five to ten figures. They can represent and actual number of combatants allowing Muskets and Mohawks to be used to recreate any size battle from a few hundred men to literally thousands of men. Regardless of how many figures are in a unit they all share some common traits that define how they behave during the game.

DEFINING FIGURES

Four things define each figure in a unit:

- Training
- Reputation
- Weapon
- Special Characteristics

TRAINING

In *Muskets and Mohawks* troops have been divided into six types based on the formal or informal military training they have received.

REGULARS

Regulars are the drilled and disciplined troops employed by major European powers. Given the inaccuracy of the Regulars' primary weapon, the smoothbore musket, troops were drilled to keep in tight formations and fire on command. Formed elbow to elbow in lines two or three ranks deep, Regulars were able to maximize their

firepower against their foes. These linear tactics worked well in the relatively open spaces of Europe and the settled parts of the colonies but worked less well on the heavily wooded frontier. Grenadiers, and Guards are all subtypes of Regulars, with better training and *élan* than the average. Also included in this category are the British Regulars trained to operate as Light infantry in 1758. A standard Regular unit has ten figures.

- Regulars use the Regulars Reaction Tests.

MILITIA

Militias were drawn from the settlements in order to supplement the regular armies. Although armed and organized along the lines of the Regulars, Militiamen were part-time soldiers and suffered from both a lack of discipline and lack of hardening to the conditions of active campaigning. A standard Militia unit has ten figures.

- Militia use the Regulars Reaction Tests when in Formed Line (*page, 6*) and the Irregular Reaction Tests when Unformed (*page, 6*).

IRREGULARS

Conflict between the Indian tribes of the frontier was endemic. The culture of raid and counter-raid produced fighters that were in their element amid the vast forests of North America. Along the frontier regions where native and European cultures met, many Europeans adopted the American way of war. Units of Indian warriors, frontiersmen, rangers, *coureurs du bois*, and *marines militaires* all operate as Irregulars. A standard Irregular unit has ten figures.

- Irregulars use the Irregulars Reaction Tests.

CIVILIANS

Civilians are the villagers, homesteaders, and just plain folk caught up in the ravages of war. For game purposes the difference between Civilians and Militia is that the civilian lacks any military training. Civilians do not appear in the Army Lists (*page, 7*) but players may agree to have them inhabiting any buildings on the table if they desire. A standard civilian unit has ten figures.

- Civilians use the Irregulars Reaction Tests.

GUNNERS

A standard artillery unit consists of one gun and five crew figures. Three guns can combine to form a *battery*. For simplicity we have called all artillerymen *gunners*. Gunners are figures that are trained to use these artillery pieces.

- Gunners use the Gunners Reaction Tests.

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CAVALRY

Cavalry are Regular and Militia soldiers trained to fight from horseback. Typically these troops are armed with a sword and a pistol or carbine. In a European context some may be armed with lances rather than swords.

- Cavalry use the Cavalry Reaction Tests.

DISMOUNTING

Cavalry and mounted infantry will take one full turn of *activation* to dismount or to mount up. One-fifth of the unit will be placed 3" behind the unit with the horses and can do nothing but hold the horses.

While cavalry played no part in the French and Indian War, we include them here for those players wishing to expand the game to other times and/or places on the black powder battlefield.

REPUTATION

Reputation (Rep) represents a combination of experience, morale, and motivation and is an expression of a figure's overall fighting quality. Below are brief descriptions of the Reputation levels used in the game.

- **REP 6:** Troops of exceptional quality; they are often elite Guards or great warriors.
- **REP 5:** Veterans of long and successful service. These are professional soldiers or fearless warriors that have answered the call to battle many times.
- **REP 4:** Reliable soldiers and warriors of some experience, the bulk of most armies.
- **REP 3:** Green or poor-quality people with little motivation or desire for combat. Often levies, Civilians, or Militia.
- **Rep 2:** Usually reserved for the extremely old or young or those who are sick or infirm and only used in specific scenarios.

Players can assign any Reps to any units if they desire. Example - I decide that one Militia unit is Rep 4 instead of Rep 3.

WEAPONS

Most figures are assumed to have a ranged weapon whether rifle, musket or bow. Some figures such as Civilians may not.

Weapons are covered in more detail in the appropriate section entitled Ranged Combat (*page, 13*).

YEAH, BUT WHERE'S THE...

In *Muskets and Mohawks* we have grouped weapons into broad categories. If you don't see a weapon listed, use the stats for a weapon in the category that best fits it.

SPECIAL CHARACTERISTICS

The following *special characteristics* further define the figures you may use in your armies.

MOUNTED INFANTRY

Infantry sometimes rode horses to battle only to dismount and fight on foot. In *Muskets and Mohawks* they are called *mounted infantry*. Mounted infantry, or dragoons as they were styled, were sometimes equipped with muskets rather than carbines, or in rare cases rifles. When given the chance they will dismount and function as infantry.

- Mounted Infantry use the Irregular Reaction Tests when dismounted and the Cavalry Reaction Tests when mounted.

FEROCIOUS

These are troops that historically demonstrated an above average desire to melee with the enemy. All Irregulars are Ferocious as are Grenadiers and Guards. Ferocious troops receive a bonus on the Melee Resolution Table (*page, 18*).

DEFINING UNITS

The basic infantry unit in *Muskets and Mohawks* is ten figures.

The basic Cavalry unit is ten figures.

The basic Artillery unit is five figures and one gun.

The figures in a unit move, fire, melee, and test Reaction together. Figures may not leave a unit unless they become casualties.

Each unit will have a Leader. Every figure in the unit, except for the Leaders must have the same Reputation.

Example - I form a unit of ten Indians (Irregulars). The Rep of all the non-Leader figures in the unit is 4. I roll 1d6 on the Rep Generation Table and score a 4 for the Leader resulting in a Rep of 5.

PAPER VERSUS FIELD STRENGTH

The number of figures listed in a unit is called the *paper strength* of the unit. This is the *official* number of men that would be in each unit and the unit strength at the start

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of a campaign. When playing in a campaign, losses are removed from the unit and replacements may or may not arrive.

However, in the field quite often these strengths were not reached and occasionally they were even exceeded. In a non-campaign related game, or the start of a campaign if desired, we can use the *optional* following procedure to reflect this:

- Roll 1d6 versus the Rep of the unit.
- If the score is equal or higher than the Rep of the unit it is at full strength.
- If the score is lower than the Rep of the unit it is short the difference in figures.

Example - I decide to use this optional procedure. I roll 1d6 versus the Rep of my Indian unit. I score a 2. As the Rep of the unit is 4 the unit will have two less figures than its paper strength. How can a unit exceed its paper strength? If it takes one casualty in battle and when rolling for Replacements (page, 35) receives two additional figures.

GROUPING UNITS

If desired, players may group units together into larger *bodies*. This is done by putting the units in base to base contact. Here's how we do it:

- Units grouped together will *activate* together.
- Units grouped together still shoot and react individually.
- Bodies can be formed when desired and broken up when desired.

Example - I decide to form two units of the same platoon into one body. I do the same with two other units. When I activate I move one platoon into contact with the other forming a company. Next turn I detach one unit from the body and send it to the left. The other three units in the body stay together and I move them forward.

UNIT FORMATIONS

Units will always be in one of three formations.

FORMED LINE

The figures in the unit are in base to base contact and all facing the same direction. They are in one rank, side by side.

- Formed line is only available to Regulars, Militia and Cavalry.

MOB

The figures in the unit are in base to base contact and all facing the same direction. They are in two or more equal ranks.

- Mob is available to all troop types.

UNFORMED

The figures in the unit have a base wide gap between each other and are all facing the same direction. They can be in up to three ranks with the exception of Gunners who are clustered around the artillery piece.

- Unformed is available to all unit types.

LEADERS

Leaders play a vital role in *Muskets and Mohawks*. Each unit has a Leader. When units are grouped together these larger formations will have additional Leaders.

Every army receives one Leader as part of its Basic Army (page, 7). This is your *Commander in Chief (CinC)*.

USING LEADERS

Leaders have two functions in *Muskets and Mohawks*.

- A *higher command* Leader can determine when a unit under his command will activate.
- All Leaders affect how a unit behaves when certain Reaction Tests are taken (page, 12).

OVERALL COMMANDER

Before the game starts each player must designate one figure as his *overall commander*. The overall commander can affect *all* the troops under his command.

The overall commander is the highest ranking Leader on the Table and can change during the game.

Example - I have a platoon on the table and the Lieutenant is the overall commander. Later in the game the Captain shows up with the other platoon. He is now the overall commander. Later still the Captain is disabled. The 1st platoon Lieutenant is now the overall commander.

HIGHER COMMAND

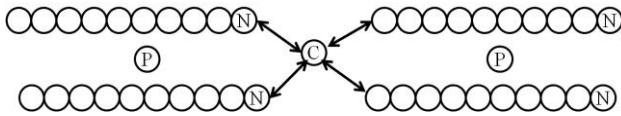
When playing with higher formations (page, 7) the following *higher command* rule is in place. When *active* any *higher command* Leader may activate one or more units ⁽¹⁾ under his control. Here's how we do it:

- The Leader must have LOS to the unit.

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- The Leader must be within 6" of the unit.
- The Leader may still move.
- The units being activated cannot have activated previously during the turn.
- The units being activated forfeit their activation during this turn.

(1) This also includes Leaders under their command.



Example - In the above illustration we see four units of Regulars. The two left units are in the same platoon as are the two on the right. Combined the four units make a company. The Leaders are Unit Leaders (N), Platoon Leaders (P) and the Company Commander (C). The Unit Leader can activate their individual units. The Platoon Leaders can activate their platoon of two units. The Company Commander can activate his company of four units.

MOUNTED OFFICERS

Every Regular higher command Leader has the option to be mounted on horseback. When doing so they increase their LOS from 6" to 12" and can look over intervening units.

TEMPORARY LEADERS

If a situation arises where a unit does not have a Leader it cannot be counted as having a Leader. They will automatically pass 0d6 when called upon to roll 1d6 versus the Rep of the Leader.

HIGHER FORMATIONS

In *Muskets and Mohawks* the basic unit is made up of five or ten figures. But each of these units can be organized into larger formations of multiple units. For Regulars, Militia and Irregulars we do it like this:

- Two 10 figure infantry units form a *platoon*. Add one additional Leader to command the *platoon*. This is a *Lieutenant*.
- Two *platoons* form a *company*. Add one additional Leader to command the *company*. This is a *Captain*. A company is the largest formation Irregulars can have.

- Six *line companies* and one *Grenadier company* make up a *battalion*. Add one additional Leader to command the *battalion*. This is a *Major*.

A battalion would rarely be played with each player fielding a company or two giving a very good game.

Cavalry would be organized the same way.

Three artillery pieces could combine to form a *battery*.

For Indians we do it like this:

- Two ten figure units form a *war party*. The unit Leader with the highest Rep will be the *war party* Leader.
- Two *war parties* will add one additional Leader as overall commander. This is a *War Chief*.

ARMY LISTS

This section will explain the Army Lists that are used in *Muskets & Mohawks*. Each List represents the following *factions*. You may play as any one of the four factions.

BRITISH

The forces of King George II include both the Regular forces of the British army and troops drawn from the American colonies. These last ran the gamut from the hardy frontiersmen who gained fame as *Rangers* to the rather less skilled Militias from the coastal region who fared less well. The British have the following units available:

- **Regular Line Infantry**- The bulk of their Regular infantry.
- **Light Infantry** - Regulars trained for fighting unformed in difficult terrain.
- **Regular Grenadier or Guard Infantry** - Men chosen for their strength, size and experience.
- **Cavalry** - Men trained to fight from horseback.
- **Artillery** - Cannon and the men that crew them.
- **Militia** - Men drawn from the local settlements to fight in the war.
- **Irregulars** - Frontiersmen, rangers and such.

BRITISH ALLIED INDIANS

The majority of the Iroquois Confederacy was pro-British neutral throughout the conflict. Having long been enemies of the French and Algonquin, most Iroquois still felt no great desire to get mixed up in the Anglo-French war. A notable exception was the Mohawk who served in small numbers alongside British troops. As a useful reminder that "Indian Nations" were not nations in the European sense, Mohawks actually served on both sides during the Battle of Lake George in 1755. The British Allied Indians have the following units available:

- **Irregular Infantry**- Indian warriors.

FRENCH

Subjects of His Most Catholic Majesty Louis XV, the residents of New France had a most difficult task in front of them. French "colonization" had been more concerned with the fur trade than settlement and while this made the French much more palatable to the Indians with whom they more or less peacefully co-existed, it left them woefully short of manpower with which to confront the British. The French have the following units available:

- **Regular Line Infantry**- The bulk of their infantry.
- **Light Infantry** - Men trained for fighting unformed in difficult terrain.
- **Grenadier or Guard Infantry**- Men chosen for their strength, size and experience.
- **Cavalry** - Men trained to fight from horseback.
- **Artillery** - Cannon and the men that crew them.
- **Militia** - Men drawn from the local settlements to fight in the war.
- **Irregulars** - Frontiersmen, *couriers du bois*, and *marines militaires*

FRENCH ALLIED INDIANS

This category includes the largely Algonquin and Huron peoples that formed the congregations of Jesuit *encounteraries* as well as the "heathen" nations from further west that saw the French, if not as friends, then certainly as the lesser of two evils. Over the course of the war, British successes and French failures eventually persuaded most nations that dropping out of the war was the prudent thing to do. The French Allied Indians have the following units available:

- **Irregular Infantry**- Indian warriors.

USING THE ARMY LISTS

Here's how to use the Army Lists.

- Decide which army you want to use and go to that list.
- Choose which unit or units you want to play.

We are firm believers in use the figures that you already have and want to use. Keeping this in mind we recommend using the following unit ratios for the British.

90% of the units should be infantry. Of that 90%:

- 30% could be Militia.
- 10% could be Irregulars.
- 10% could be Light, Grenadier or Guard infantry.

The remaining 10% of the units could be artillery.

Cavalry units could be added if desired or based on the scenario.

For the French we recommend.

90% of the units should be infantry. Of that 90%:

- 50% could be Irregulars.
- 10% could be Militia
- 10% could be Light, Grenadier or Guard infantry.

The remaining 10% of the units could be artillery.

Cavalry units could be added if desired or based on the scenario.

But remember, it's your game so play with what you have, just play the game!

GENERATING REP

Once you have decided on the units you wish to use it is time to determine their Rep. Here's how we do it:

- Consult the Rep Generation Table.
- Roll 1d6 for each unit.
- Modify the score by any applicable circumstances.
- Determine the Rep based on the modified score.
- Repeat the process for each unit Leader and each higher formation Leader.

1

REP GENERATION

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
NCO or Irregular Leader	+1
Guard, Grenadier or Light Unit	+1
Militia or Civilian Unit	-1

#	REP
1	3
2	4
3	4
4	4
5	5
6	5

STOP!

Make a copy of the Roster Sheet (page, 30) and recruit your force. We recommend starting with a platoon of two units if playing Regulars, Militia, Irregular or a war party of two units if playing Indians.

Now go to the Rep Generation Table.

Roll 1d6 to determine the Rep of the first unit. Note this in the *Unit Rep* box on the Roster Sheet. Write in the type of weapon (page, 13) used by the unit in the *Weapon* box. Write in the range of the weapon (page, 13) in the *Range* box. Do this for both units.

Name each unit (1st, 2nd, etc.) and write it in the *Unit Name* box. In the # of Men box put the number of figures in the unit. For simplicity, write 10 in the box if an infantry unit and 5 if a Cavalry or artillery unit.

Now roll 1d6 and determine the Rep of each unit Leader. Write this in the *Leader Rep* box for each unit. Name the Leader as well and fill in the appropriate box.

Now roll 1d6 and determine the Rep of the platoon or war party Leader. Write this in the appropriate box in the *Platoon or War Party Leader* section. Fill in the other boxes as you find them out.

Fill in the rest of the unit boxes with the last of the information you have learned.

If you have done this correctly you have a full platoon or war party. Check the Roster Sheet to see if all the boxes are filled in.

RULES OF WAR

Now let's go over the rules as you will use them during the game.

HOW THE GAME PLAYS

The game starts with the defending side or PEFs deployed on the table. The attacking side will move onto the table on turn one.

- At the start of each new turn roll 2d6 to determine if any Reinforcements (page, 27) will be entering the table. If there will be they will move when their side activates.
- The attacking side is allowed to activate first and is called the *active side*.
- The active side starts with the unit ⁽¹⁾ farthest to his right. He activates it if he desires. When he has finished activating the unit and all *actions* (page, 10) and *reactions* (page, 12) caused by the unit have finished he proceeds to the next unit, moving from his right to left.
- The active player continues until all of the units he wishes to activate have been moved and all actions and reactions they have caused have been resolved.

This means that the active player starts every turn on the far right of his army and finishes on the far left. Once finished the turn goes over to the other player, who is now active, and this player now follows the turn sequence. Play continues until the battle is over.

(1) This could also be a Leader or multiple units if they are grouped together into a body (Grouping Units, page, 6).

TURN SEQUENCE

Muskets and Mohawks is played in turns. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

- Select 2d6 of different colors.
- Assign one side as one color and the other side as the other color.

I choose to use a red and blue d6. I assign the British the red d6 and the French the blue d6.

- Roll these two dice at the same time to start each turn. This is called rolling for *Reinforcements*.

MUSKETS & MOHAWKS

The side with the higher score *may* receive Reinforcements (page, 27).

- The *active* player now starts activating his units from his right to his left.
- After *all* actions and reactions caused by the first unit are resolved the player moves to the next unit to the *left* of the first unit and the process is repeated.
- After all units in the player's army have finished their turn it becomes the other player's turn.
- The other player now becomes the *active player* and does the same thing that the previous player did.
- Once he has finished the turn is over and a new one starts.

Note that by each player starting from their right and finishing with their left the play will move in a circular pattern.

ACTIONS

Active units may perform one of the following actions *during* their turn. Here's how we do it:

INFANTRY AND CAVALRY ACTIONS

When an Infantry or Cavalry unit is active it may do any one of the following actions:

- Change the way the unit is facing and move half.
- Change formation and move half.
- Move up to their full distance and up to 45 degrees to the left or right of their front.
- Wheel by keeping one end figure stationary and moving the outer end figure up to 90 degrees. *Those that wheel less than normal move can continue in a straight line the remaining distance.*
- Formed line may move directly backwards their full move distance but must end facing the same direction taking the Rally or Form Line Reaction Test at the end of this movement.
- Unformed may move up to their full distance in any direction and end their move facing any direction.
- Attempt to Charge into Melee.
- Fire.
- Reload.

ARTILLERY ACTIONS

When artillery units are active they may do one of the following actions:

- Move the gun and crew up to full distance in any direction and end facing any direction.
- Remain stationary and change the way the weapon and crew is facing up to 90 degrees and fire.
- Fire.
- Limber the gun up to draft animals.
- Unlimber the gun from draft animals.
- Reload.

MOVEMENT

There are two types of movement, voluntary (when the unit is active) and involuntary (when caused by a Reaction Test).

NORMAL MOVEMENT

Normal movement is as follows:

- Infantry 8".
- Cavalry 12".
- Artillery 8" when limbered to draft animals and 1/2" per crew member when unlimbered.

Note that infantry move the same regardless of Formation (page, 6). *What? The difference is how maneuverable the formation is or isn't. The biggest example is that units cannot move through woods or on a road in Formed Line.*

FAST MOVEMENT

Infantry or Cavalry units may attempt to move faster than normal. Here's how we do it:

- Roll 2d6 versus the Rep of the unit.
- Determine how many d6 are passed.
- Consult the Fast Movement Test found in the QRS (pages, 39 & 40).

Fast moving units may not move closer than 24" of any enemy during their move.

Note that there is an option when fast moving of ending the move unformed or in Formed Line or Mob. Players can decide which they want to use but Non-Player Leaders will roll 1d6 versus their Rep. If they pass 1d6 they take the formed or mob option while if they pass 0d6 they take the unformed option.

GOING PRONE

When active, infantry units and gunners may voluntarily go prone. Here's how we do it:

- A unit can move or go prone at anytime during their move.
- A prone unit forfeits their movement when standing up.
- Prone figures count as if in cover when fired upon.

Figures may also be forced to go prone by a failed Reaction Test.

INTERPENETRATION

Interpenetration is when one unit moves through another.

- *Formed units* can move through *unformed units* at no penalty as long as the *formed unit* has enough movement to go completely through the *unformed unit*.
- *Unformed units* can move through *any units* at no penalty as long as the *unformed unit* has enough movement to go completely through the *formed unit*. If not, they stop in front of the *formed unit*.
- *Retiring units* that contact *unformed units* will cause the *unformed unit* to take a Received Casualty Test (*page, 12*). If the *unformed unit* scores a Carry On result it will stay in place and the *retiring unit* will pass completely through regardless of the remaining movement distance it may have. If the *unformed unit* scores any other result besides Carry On it will immediately carry out that result.

INVOLUNTARY MOVEMENT

Units may be forced into involuntary actions and movement due to the results of a Reaction Test (*page, 12*). The possible involuntary actions and moves are as follows.

CARRY ON

The tester continues the fight and can act when active and react when called upon.

CHARGE

The tester and target take the Charge into Melee Test (*page, 17*).

RETIRE

The *retiring unit* moves one full move directly away from the cause of the Reaction Test. The tester ends its move facing the cause of the Reaction Test but *unformed*. If its movement causes it to come into contact with a Leader the *retiring unit* will halt in place *unformed*.

On the next turn when the retiring unit or the Leader it contacted next activates the unit takes the Rally or Form Line Reaction Test (*page, 12*). It now counts the contacted Leader as the unit Leader.

RUNAWAY

The *running away unit* is immediately removed from the table.

If two opposing units score a Runaway result at the same time when in melee each unit will roll 1d6 and add it to their Rep. The higher total will Carry On instead. Re-roll all ties.

SEEK COVER

The unit will move to the nearest cover within 8" away from the cause of the Reaction Test ending its move facing and *unformed*. If already in cover it will remain in place. If no cover is within 8" infantry will instead go prone facing the enemy while Cavalry will move away to the nearest cover or 16" whichever is the shorter distance. This does not limit the unit's ability to move or fire when next active or when in reaction.

STOP!

Grab two d6 of different colors. Grab two units of ten figures from opposing sides and place them on the table 12" from each other. Assign each side one of the colored d6 and designate one side as the attacker. Both sides have a Rep of 4. Place one unit in Formed Line and the other in Mob formation.

Begin the turn. Roll the 2d6. Did you roll a "7"? What happens if you did?

Who moves first? Take a Fast Move Test. If you rolled a 3 and a 6 how far can the unit move?

What is the difference between Retire and Seek Cover? After you have done these actions it's time to move on to the next section, Reactions.

REACTION

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System*. Units will take Reaction Tests during the game when called upon when circumstances arise. Reaction Tests reflect how a unit will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *Muskets and Mohawks*:

- Received Fire (page, 12).
- Received Casualty (page, 12).
- Leader Lost (page, 12).
- Rally or Form Line (page, 12).
- Trophies (page, 12).

All of the tests, including the Fast Move Test, are grouped together on the individual Quick Reference Sheets in the rear of the book (pages, 39 & 40).

CHARGE INTO MELEE EXCEPTION

When units roll on the Charge into Melee Table (page, 17) they will be directed *not* to take Reaction Tests. *This is the only time that Reaction Tests are not taken when usually called for.*

HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.

- Determine which unit must test Reaction.
- Determine which test or tests apply.
- Start with 2d6.
- Modify this number by any applicable circumstances.
- Roll the modified number of d6 versus the Rep of the unit.
- Determine how many d6 were passed.
- Refer to the appropriate Reaction Tests based on the type of troop taking the test.
- Immediately carry out the result.

RECEIVED FIRE

Whenever a unit receives fire, *whether a casualty was taken or not*, the unit immediately takes the Received Fire Reaction Test. More than one unit firing at the same target at the same time will cause only one Received Fire Test to be taken.

RECEIVED CASUALTY

Each time a unit takes *one or more casualties* at the same time, regardless of reason, they must take the Received Casualty Reaction Test.

LEADER LOST

Whenever the Leader of a unit becomes a casualty the unit must take the Leader Lost Reaction Test.

RALLY OR FORM LINE

This test is taken for one of the following two reasons.

- If an Unformed unit wishes to Form Line.
- If a Retiring unit wishes to Rally.

TROPHIES

Taking trophies (scalping) was an important part of Indian warfare. The first time active Indians and non-Indian Irregulars win a melee this test is taken.

- Any unit Rep 4 or less that takes a trophy will count +1 to its Rep for the rest of the game.
- If interrupted before able to spend the next turn of activation taking trophies they will stop and Carry On instead.

MULTIPLE TESTS

There may be times when a unit qualifies for more than one Reaction Test. In these cases one set of d6 are rolled and the results applied to *all* the tests with the *worse* result being counted.

Example - A unit of British Regulars fires at a unit of Indians. They score two kills on the unit with one being the Indian Leader. The Indian unit now rolls 2d6 versus their Rep and applies the results to the Leader Lost, Received Casualty and Received Fire Tests. The Indian unit must take the worse result.

REACTION TEST RESULTS

Here are the Reaction Test results from best to worst:

- Carry On
- Seek Cover (page, 11).
- Retire (page, 11).
- Runaway (page, 11).

STOP!

Take two units, one a British Regular unit Rep 4 and the other a French Irregular unit Rep 4. Place them 12" apart. The Regular should be in a *formed line* with each figure in base to base contact. The Irregular should be unformed with a one base gap between the figures.

The Irregular unit activates and fires at the British unit and scores two hits. Which tests should they take and how is it done?

If you passed 1d6 what happened? Your Leader is a Rep 4. Roll 1d6 versus its Rep and carry out the results. Look closely at how the reactions of Regulars and Irregulars are often different.

If you scored a result of Retire and Seek Cover from two Reaction Tests which one is worse?

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

Let's see how to shoot smallarms and cannons.

RANGED COMBAT

This section explains how to shoot with smallarms (muskets, carbines, bows etc.) and guns (cannon).

LINE OF SIGHT

To shoot something you must see it. Figures may fire up to 45 degrees to the left or right of their front. A straight line from the firing figure to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by terrain, buildings, intervening friendly figures, and sometimes weather.

- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as if in daylight for those firing at them.
- LOS in woods is reduced to 12" in the daytime and 6" at night.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

LIST OF SMALLARMS

Here's a list of the smallarms used in *Muskets and Mohawks*. If a specific weapon does not appear on the list use the type it most closely resembles. Here's a brief description of each weapon type.

BOW

Carried by many Indians this is their primary ranged weapon. It is possible to have both bows and muskets in the same unit. *Bows never have to reload but will receive a -1d6 when rolling on the Ranged Combat Table.*

CARBINE

Basically a sawed off musket, the shorter barrel of the carbine made it ideal for use by mounted troops. *The carbine must be reloaded.*

MUSKET

Basic firearm carried by most European armies. Most of the Indians involved in the war also had a good supply of muskets. *The musket must be reloaded.*

PISTOL

These short-ranged weapons were usually carried by officers. *The pistol must be reloaded.*

RIFLE

Specialty firearm carried by some designated Light units and American woodsmen. Its greater accuracy at longer range is coupled with a slower loading time than other firearms. In game terms a rifle takes longer to reload. *The rifle must be reloaded.*

LIST OF WEAPONS

WEAPON TYPE	RANGE	RELOAD	MODIFIER
Bow	18	no	-1d6
Carbine	12	yes	0
Musket	18	yes	0
Pistol	6	yes	0
Rifle	24	yes x2	0

WHEN UNITS CAN FIRE

Units can fire when chosen as their *action* (page, 10).

TYPES OF FIRE

There are two types of fire. They are:

- Volley fire.
- Firing at will.

MUSKETS & MOHAWKS

VOLLEY FIRE

Regulars that are in *formed line* are capable of volley fire as well as *firing at will*. Volley fire is when a unit fires all their weapons on command of the officer. A well-timed volley can be devastating when properly delivered. Here's how we do it:

- Volley fire can only be used when the unit does not need to *reload* (page, 14).
- Establish a LOS from the firing unit to a target unit that is in range.
- Only count the figures with an actual LOS for determining numbers modifiers when shooting.
- Consult the Ranged Combat Table.
- Start with 1d6 for each figure firing.
- Modify this number by any applicable circumstances.
- Roll the modified number of d6.
- Any result of a *one* is a hit.
- Place one marker in front of the unit to represent that it needs to *reload*.
- The unit may not volley fire again until it has *reloaded*.
- Until it does reload the unit can Fire at Will.

FIRING AT WILL

Firing at will is when the shooters fire as fast as they can. Firing at will represents each man firing and loading at their own pace. Here's how we do it:

- Establish a LOS from the firing unit to a target unit that is in range.
- Only count the figures with an actual LOS for determining numbers modifiers when shooting.
- Consult the Ranged Combat Table.
- Start with 1d6 for point of Rep of the firing unit.
- Modify this number by any applicable circumstances.
- Roll the modified number of d6.
- Any result of a *one* is a hit.
- Place one marker in front of the unit to represent that it needs to *reload*. *If the unit already has markers placed on it from previous firing it does not have more markers added with one exception. If a rifle unit fires while one marker is remaining it receives a second marker.*
- The maximum number of casualties that can be inflicted cannot exceed the number of shooters.

#/REP

RANGED COMBAT

(Read the score as rolled)

Each score of "1" is a hit.

CIRCUMSTANCE	MODIFIER
Firing at Mob or Formed unit	+2d6
Firing with 2x as many figures as targets	+2d6
Firing with 3x as many figures as targets	+3d6
Firing while mounted	-2d6
Firing with a bow	-1d6
Firing at a target in cover	-1/2 hits ⁽¹⁾
Firing at will at a charging enemy	-1/2 hits ⁽¹⁾
Firing into the flank of the target	2x the hits

(1) Number of hits scored reduced to half, rounding up.

Example- 1 hit = 1 hit, 6 hits = 3 hits, 7 hits = 4 hits

CONTINUOUS FIRE

Once a unit starts firing at a target, whether *volley fire* or *firing at will*, it will continue to do so until one of the following conditions are met:

- The target is no longer in the unit's LOS.
- The target or shooter has been forced to *retire*. It does not matter if the retiring unit is still within range.

When either of these occurs the unit will cease fire and reload when able.

RELOADING SMALLARMS

Once a unit has fired, whether *volley fire* or *firing at will*, it needs to be reloaded. Until it does reload it can only *fire at will* and *cannot move when active*.

This means that the units will not move forward with unloaded weapons!

HOW TO RELOAD

When all or part of a unit fires one marker is placed in front of it signifying that it has fired and needs to reload. *Note that rifles will place two markers after being fired.*

Here's how we do it:

- A unit can reload if it spends a full turn of activation as its *only* action. *This means it cannot do anything else.*
- When the full turn of activation has been spent remove one marker. When there are no markers in front of the unit it is reloaded and ready to fire.

MUSKETS & MOHAWKS

FIRING ARTILLERY

Artillery units can fire both canister and solid or ball shot. It is assumed that the Gunners have loaded the appropriate shot based on the distance to the target. Here's how we fire the gun:

FIRING CANISTER

Firing canister is done in the following way:

- Canister has a *cone of fire*. The cone is a rectangle that extends out to 18" from the barrel, maximum canister range, and is 4" wide, centered on the gun barrel.
- Any figure within this area may be hit.
- Roll 1d6 for *each figure* in the cone counting a hit for each 1 or 2 that is rolled. Casualties are always those closest to the gun.
- The maximum number of figures that may be hit is one per each inch the canister travels.

Example - A unit of ten French Irregulars are targeted by the gun. They are in mob formation and all eligible targets are within ten inches. This means that up to ten figures could be at risk. Only six figures are actually in the cone of fire. 1 roll 6d6 and score a 1, 2, 2, 3, 4, and 5. The closest three figures are hit.

FIRING BALL

Solid ball or round shot is handled as follows:

- Nominate the target of the shot. This target may be anywhere within a 15 degree arc to each side centered on the gun's barrel.
- Trace a line from the barrel of the cannon through the target and extend it out to 120". A length of twine or string works well for this.
- Any figures within one inch of either side of this line are eligible targets.
- Roll 1d6 for *each eligible figure* in this path counting a hit for each 1, 2, or 3 that is rolled. Casualties are always those closest to the gun.
- There is no maximum to the number of figures that may be hit.

Example - Refer back to the illustration on page 7. One cannon is firing from 60" away at the platoon on the left of the picture. Assume that each circle is 1" wide. The player places his line of fire from the gun barrel to a spot between the third and fourth circle from the left in the rear unit. This means that the third and fourth circle (figure) in each unit is at risk. I roll 4x6 and score a 1, 2, and 6. Three figures have been hit.

RELOADING ARTILLERY

After a gun is fired it cannot do so again until it has been reloaded. Here's how we do it:

- After the cannon has fired place *two* markers in front of the gun to denote that the weapon has been discharged.
- To reload the crew must be active and choose this for its only action.
- Roll 1d6 versus the number of crew available to load the gun.
- If there is not at least one gunner crew member involved subtract one from the result.
- Determine how many d6 were passed and consult the Cannon Reload Table.
- Immediately carry out the results.
- When there are no more markers in front of the cannon it has been reloaded.

1

CANNON RELOAD

(Taken vs. number of crew)

# D6 PASSED	RESULT
1	Cannon reloading on schedule. Remove one marker from the gun.
0	Argh! Fumble procedure, no progress made, no marker removed.

STOP!

Lay out three units. One is a Rep 4 French Regular line infantry in Formed Line (*page, 6*).

Opposite it is a Rep 3 British Irregular unit in Mob formation (*page, 6*) with three ranks (4, 3, and 3).

Next to it is a Rep 4 Indian unit that is Unformed and in a line (*page, 6*).

How many figures are eligible to fire in the French unit and which way should it fire for best effect? The answer is all ten and they should use volley fire as they will start with 10d6 and modify the total by any applicable circumstances.

How many figures are eligible to fire in the British Irregular unit and which way should it fire for best effect? The answer is the front 4 as friendly figures block LOS and they have to fire at will. They will start with 3d6 (Rep) and modify the total by any applicable circumstances. Note that units can fire up to 45 degrees so it will sometimes be possible for figures on the outside of the mob to add their fire, just trace a Line of Sight.

MUSKETS & MOHAWKS

How many figures are eligible to fire in the Indian unit and which way should it fire for best effect? The answer is 10 and they have to fire at will. They will start with 4d6 (Rep) and modify the total by any applicable circumstances.

Conduct a second round of fire with all three units. What is the major difference with this round versus the first round?

The French Regulars are continuously firing so switch to *fire at will*.

How do you reload a musket and a rifle?

Review the differences between canister and ball shot.
How do you reload artillery?

Let's move on to melee.

MELEE

Whenever opposing units come into contact with each other they must fight in hand to hand combat which is also called melee. Contact is defined as any part of the units in base to base contact even if it is only one figure. Once contact has been made all figures move into contact.

Do not be concerned how many figures actually make physical contact with the enemy as *all* the figures in a unit are counted in melee.

But before we can melee someone has to charge.

CHARGE INTO MELEE

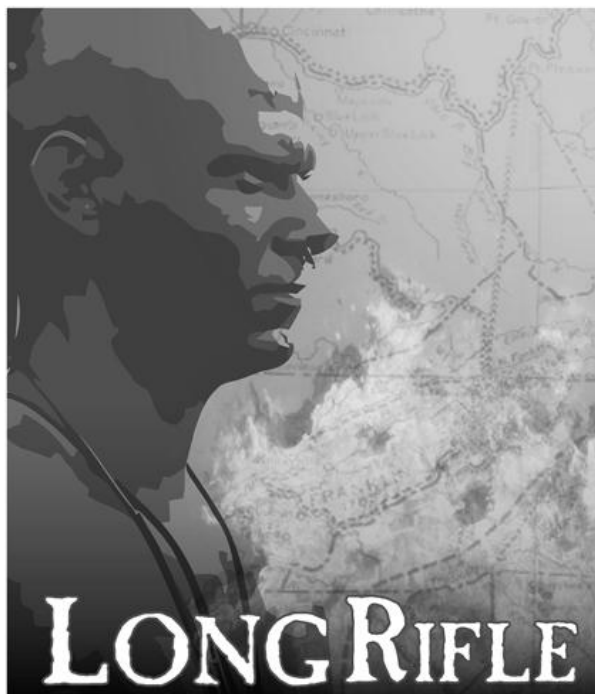
Whenever a unit can move to a spot 6" from an enemy unit it can attempt to charge. Here's how we do it:

- The charging unit must be active or is called upon to charge by a Reaction Test result.
- The charging unit must have LOS to the target unit. This can be at anytime during the turn.

Example - A unit of Indians moves 4" around a bend and sees a unit of French Regulars that is 8" away and out of normal move distance. The Indians declare their desire to charge and move two more inches to a spot 6" from the target.

- The charging unit must have sufficient move to reach a spot 6" from the target unit. *This means the charging unit need not have enough movement distance to physically touch the target unit, just reach the spot 6" away.*
- Move the charging unit to 6" from the target unit.
- Consult the Charge into Melee Table.

- Both units start with 2d6.
- Modify the number of d6 by any applicable circumstances.
- Both units roll the modified number of d6 versus their Reps.
- Determine how many d6 each unit passes.
- Compare the number of d6 passed by each side. One of four things will occur.
 - One side passes 3d6 or more than the other side.
 - One side passes 2d6 more than the other.
 - One side passes 1d6 more than the other.
 - Both sides pass the same number of d6.
- Consult the Charge Resolution Table. Be sure to use the appropriate row based on the d6 results and the appropriate column based on whether the charger or target passed more d6.
- Immediately carry out the results.
- If melee occurs move the units into contact. Do not worry how many figures on each side are in contact with enemy figures as *all* figures in a unit are counted in melee.



The stand-alone man-to-man skirmish rules based on Muskets and Mohawks.

MUSKETS & MOHAWKS

2

CHARGE INTO MELEE

(Taken versus Rep)

CHARGER IS:	MODIFIER
Formed	+1d6
Cavalry	+1d6
Irregular or Indian	+1d6
Charging onto the Flank	+1d6
Charging onto the Rear	+2d6
Outnumber enemy by 2:1 or more	+1d6
TARGET IS:	MODIFIER
Formed	+1d6
Cavalry	+1d6
In cover or gunner at the gun	+1d6
Need to reload	-1d6
Outnumber charger by 2:1 or more	+1d6
Retiring	-2d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3 or more than opponent	Target Runs Away. Charger occupies the spot that the target vacated.	Charger Retires. Target fires if able.
2 more than opponent	Target may not fire. Charger moves into melee. ⁽¹⁾ No Reaction Tests taken.	Charger halts in place. Target fires if able. No Reaction Tests taken.
1 more than opponent	Charger moves into melee. ⁽¹⁾ Target fires if able. No Reaction Tests taken.	Charger halts in place. Target fires if able. No Reaction Tests taken.
Same number as opponent	Charger rolls 1d6 versus Rep of the Leader. <ul style="list-style-type: none"> • Pass 1d6 count as if Charger passes one more than opponent. • Pass 0d6 count as if Target passes 1 more than opponent. 	Charger rolls 1d6 versus Rep of the Leader. <ul style="list-style-type: none"> • Pass 1d6 count as if Charger passes one more than opponent. • Pass 0d6 count as if Target passes 1 more than opponent.

(1) If cavalry charge infantry and the infantry stand their ground, the cavalry will not continue into contact but will Retire out of musket range instead. If the infantry scored a chance to shoot they can fire prior to the cavalry moving away.

Examples - The Indians move around the bend and see the French. They declare a charge and both sides go to the Charge into Melee Table.

The Indians start with 2d6 and add 1d6 for being Indian or Irregulars. They roll 3d6 versus their Rep of 4 and score a 2, 3, and 5, passing 2d6.

The French start with 2d6 and add 1d6 for being Formed. They roll 3d6 versus their Rep of 3 and score a 1, 4 and 5, passing 1d6. The Indians passed 1d6 more than the French.

Looking on the Charge Resolution Table we go to the 1 more than opponent row and look in the charger column. The result is the French are allowed to fire; the Indians will close into melee and need not take a Reaction Test.

The French volley fire and score 2 hits. The remaining 8 Indians move into contact and melee begins.

MULTIPLE CHARGES

There may be times when a charger runs into another opponent that was not the original target of the charge. When this occurs treat this as a new charge.

Example - A unit of Rangers charges a unit of French Allied Indians. The Indians score a Runaway result and are removed from the table. This reveals a unit of French Regulars. The Rangers have enough remaining move distance to reach a spot 6" from the new target. They move to 6" away and now take another Charge into Melee Test with the French Regulars.

CARRYING OUT MELEE

When both sides enter melee use the following procedure:

- At the start of melee each unit loses one figure for each unit it is meleeing with. So if in melee with two units you lose two figures at the start. Upon contact immediately remove these figures. *If only one figure is involved in melee then no units lose a figure at the start.*
- Consult the Melee Resolution Table.
- Each side then starts with 1d6 for each point of Rep of the unit.
- Modify this number of d6 by any applicable circumstances.
- Each side rolls the modified number of d6.
- Each side retains all successes, any result of a 1, 2, or 3.
- Subtract the lower number of successes from the higher number of successes.

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- The difference is the number of additional figures that the lower side will remove as casualties.
- When fighting more than one enemy unit the single unit must divide its d6 that are to be rolled and number of figures in the unit between the enemies and apply the results separately.

REP

MELEE RESOLUTION

(Looking for successes)

Subtract the lower number of successes from the higher number and the lower side loses that many additional figures.

CIRCUMSTANCE	MODIFIER
Unit is Ferocious	+2d6
Unit is Formed	+1d6
Unit is Cavalry	+1d6
Unit is uphill of all enemy	+1d6
Unit is defending fieldworks or wall	+2d6
Each additional figure in contact more than the enemy	+1d6
Lancer armed Cavalry on contact ⁽¹⁾	+1d6
If unit is Following Up	+1d6

(1) Lancers are included if the player desires to use the rules for a different black powder period.

Example - The 8 Indian figures are in melee with the 10 French figures. Both sides lose one figure (this will guarantee a Received Casualty Reaction Test at the end of the melee).

The Indians start with 4d6 for Rep. They count a +2d6 for being Ferocious and roll a total of 6d6. They score a 1, 2, 2, 3, 4, and 6 for a total of 4 successes, results of 1, 2, or 3.

The French start with 3d6 for Rep. They count a +1d6 for being Formed and +2d6 because they have 2 more figures in melee than the Indians have. They roll 6d6 and score a 1, 2, 4, 5, 6, and 6 for 2 successes, results of 1, 2, or 3.

We subtract the lower number of successes (2) from the higher number (4) and get a sum of 2. The French take 2 additional casualties. Each player now rolls 2d6 per casualty scored to see if any Leaders were casualties.

The melee is over and both sides now take the Received Casualty Reaction Test.

AFTER THE MELEE

After the casualties are removed and a check is made for Leader casualties each unit will take a Received Casualty Reaction Test if they received one or more casualties.

CASUALTY REMOVAL

Casualties are removed in the following ways:

- Casualties from ranged fire are removed from the rank closest to the shooter.
- Casualties from melee are removed from figures in contact. Any gap created is filled by any figures in the rear ranks and not already in contact.

LEADER CASUALTIES

Each time a unit takes a casualty from ranged combat or melee there is a chance that a Leader with the unit is a casualty. Here's how we do it:

- For each casualty scored roll 2d6 and add the scores together.
- If the Leader is on foot he is a casualty on a result of 11 or 12.
- If he is mounted he is a casualty on a result of 10, 11, or 12.
- Any other result means the Leader is unharmed and another figure is a casualty.

Mounted Leaders are treated normally except when hit by ranged combat, including artillery:

- A mounted Leader will roll 1d6 after he has been hit.
- If the result is a 1, 2, or 3 the horse has been hit and the Leader is unharmed but counts as Stunned (*page, ##*). The horse is no longer available to be used this game.
- If the result is a 4, 5, or 6 the Leader has been hit.

CONTINUOUS MELEE

After casualties are removed and the Received Casualty Reaction Tests are taken, if the sides are still in contact the melee will continue whenever *either* side Activates.

BREAKING OFF MELEE

Anytime a new turn starts and a unit that is in melee activates the player may choose to end the melee. Here's how we do it:

- If unable to move away, such as when having its back to impassable terrain, the unit cannot break off the melee.
- The unit will move directly away from the enemy 1+ 1d6 inches.
- The enemy will follow up 1 + 1/2d6 inches.
- If the enemy remains in contact another round of melee is immediately fought with the unit following up receiving an additional +1d6 for Following Up.

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- If the enemy does not make contact the melee has been broken off.
- The breaking off unit cannot perform any additional action while breaking off.

All units that lose contact after melee are considered to be unformed.

RECOVERING CASUALTIES

Casualties represent dead, wounded, those needed to carry them off, and sulkers that sneak off. There is a chance that those that were not casualties but were needed to remove the wounded to a safe spot could return to the unit. Here's how we do it:

- Only Regular units can attempt to recover figures.
- The unit must start its turn of activation at least 12" from the nearest enemy.
- The unit cannot move this turn of activation.

If it meets all three of these conditions it recovers half of its casualties, rounded down, at the end of this turn of activation. The other casualties may not be recovered the rest of the game.

As units take casualties the players should set them aside as they occur until this recovery process has been resolved.

LEAVING THE FIELD

If a player so desires he can voluntarily leave the field. Here's how we do it:

- The player declares that he has *had enough*.
- His units must now exit the table from the edge that they entered but always away from any enemy troops.
- Once the player has declared he has *had enough* he may not charge but can be charged. He cannot initiate fire but can return fire if fired upon.
- When the last unit has left the table the battle is over.

AFTER THE BATTLE

After the battle each unit must take the After the Battle Recovery Test. This is important if you are playing a campaign where losses from one battle can carry over to the next. Note that if you are playing solo you need not check for your enemy. Here's how we do it:

- Roll 1d6 versus the Rep of each unit that suffered a Runaway result. These units count all

their figures as casualties regardless of the actual number of casualties they received.

- Roll 2d6 versus the Rep of each unit that suffered casualties but did not Runaway.
- Determine how many d6 each unit passed.
- Consult the After the Battle Recovery Test and immediately carry out the results.

2/1 AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

# DICE PASSED	RESULT
2	All casualties return to the unit.
1	Half of the casualties, rounded up, return to the unit if the battle was won. None of the casualties return to the unit if the battle was lost.
0	None of the casualties return to the unit

Be sure to note the new strength of each unit.

Example - A unit of French Regulars (Rep 4) suffered three casualties. After the battle I roll 2d6 versus their Rep and score a 2 and 5, passing 1d6. The French won the battle so they recover half their casualties rounded up or 2 figures. The French unit now has 9 figures in it.

A unit of French Irregulars (Rep 3) suffered 2 casualties during the battle but also scored a result of Runaway so count the whole unit as casualties. They roll 1d6 versus their Rep and score a 3, passing 1d6. They won the battle so will recover 5 figures. The Irregular unit now has 5 figures in it.

STOP!

Go to the melee example with the 8 Indians and 10 French Regulars on page 18. Set up the melee and fight it out from contact starting with the removal of one figure on each side. Check for Leader casualties and take the appropriate Reaction Tests.

Assume that both units passed their tests and move on to the next turn. The side that activates will attempt to Break Off the Melee. Resolve it and any additional melees that may arrive.

Now separate the units and roll their After the Battle Recovery Test being sure to count one side as if it scored a Runaway result.

Congratulations, you're done. This is the last of the exercises you will be asked to do.

BUILDINGS

In this section we cover buildings, also called structures, and how they affect play in *Muskets and Mohawks*.

TYPES OF BUILDINGS/STRUCTURES

Buildings come in different shapes and sizes from thatched huts to brick mansions. *Muskets and Mohawks* categorizes them by Defensive Value or DV.

LIGHT ORGANIC FRAME

The structure is made from organic material. A temporary shelter or skin hut would be a light organic structure.

- These structures are DV 0.

WOOD STRUCTURE

The structure is made of wood. A house made of wooden planks would be a wood structure.

- These structures are DV 1.

REINFORCED STRUCTURES

The structure is made of logs or similar impact absorbing material. Log cabins and field works are reinforced structures.

- These structures have a DV of 2

MASONRY

Structures made of stone or masonry. A brick house is a masonry structure.

- These structures have a DV of 3.

ENTERING AND EXITING BUILDINGS

Units may enter or exit a building in the following way:

- Once the unit makes contact with the door the whole unit is considered to be inside the building.
- Units that exit a building do so through the door and are placed outside the building in Mob.

OCCUPYING BUILDINGS

Any infantry, gunners, or dismounted unit may occupy a building.

COMBAT IN & AROUND BUILDINGS

Units in a building count as unformed and in cover. They count only half their figures for firing but all of them for melee.

MOVING BETWEEN LEVELS

Movement between levels, whether up or down, takes one full turn of movement.

ATTACKING BUILDINGS

Buildings may be attacked either by artillery fire or with fire.

ATTACKING WITH ARTILLERY

Artillery fire may be used to destroy buildings. The gun is fired as previously outlined depending upon whether it is firing ball (*page, 15*) or canister (*page, 15*). Here's how we do it:

- A *cannon ball* has an Impact of 5.
- Subtract the DV of the structure from the Impact. The result is the size of the hole created in the structure.
- Any figure inside or within an inch of the hole that was created can be damaged.
- For each figure roll 1d6 for each inch of hole created.
- On any result of 1 or 2 the figure is hit.

Canister fire is handled a little differently.

- *Canister* has an Impact of 3.
- Subtract the DV of the structure from the Impact. If the result is 1 or more the canister will travel this far into the structure in inches.
- Any figure within the canister cone up to this distance can be hit.
- For each figure roll 1d6 with a hit scored on any result of 1, 2, or 3.

ATTACKING WITH FIRE

Lastly, buildings may be attacked by fire. Here's how we do it:

- The unit wishing to start a fire rolls 2d6 versus its Rep.
- Determine how many d6 are passed and consult the Starting a Fire Table.

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2	STARTING A FIRE <i>(Taken vs. Rep)</i>
----------	--

# D6 PASSED	RESULT
2	Fire started.
1	Fire starts to smolder and will light on next turn.
0	Argh! Can't get a spark, try again when next active.

- Fire has an Impact of 3.
- When the fire starts subtract the DV of the structure from the Impact of the fire.
- It will immediately create a hole in inches equal to the difference.
- At the start of the following turns, before Reinforcements are rolled, the fire will spread this many additional inches to the left (1-3) or right (4-6) of the initial hole.
- This continues until either the fire is extinguished or the structure burns to the ground, in effect the whole structure has been engulfed in flame.
- Structures that reach the point where half of it is on fire *must* be abandoned.
- Fires may only be extinguished by one or more figures carrying water to the fire and applying. Each bucket of water eliminates 1" of fire. If the fire is not extinguished it will continue to burn the whole game.

Note that flaming arrows may be used with no reduction in range and will use the Start the Fire Test.

TERRAIN

There are two ways to set up terrain in *Muskets and Mohawks*.

- One side lays out the terrain as it wants and the other side decides which end of the table it will occupy or enter from.
- The other way is to use the following Terrain Generation system.

Either will work fine and remember it's your game!

GENERATING TERRAIN

Here's how we do it:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure to divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

- Determine the Overall Terrain Type of the battlefield. This can either be chosen based on the actual areas that the armies historically fought over or roll 1d6 counting a score of 1 or 2 as Clear, 3 as Hilly and 4, 5, or 6 as Wooded.

After you have determined the type of terrain on the battlefield it's time to see what the table will look like. Here's how we do it:

- Start from section number one and work your way to section number nine.
- Roll 2d6 for each section on the Terrain Generator Table. This tells you the terrain type that occupies each section.
- When finished, keep section 5 as is. Group like terrain together into adjacent sections to form larger areas of the same terrain type.

2	TERRAIN GENERATOR <i>(Adding 2d6 together)</i>
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2D6	CLEAR	HILLY	WOODED
2	Hill	Hill	Woods
3	Clear	Wooded Hill	Woods
4	Hill	Clear *	Wooded Hill
5	Clear *	Road over Hill	Road through Woods
6	Road *	Hill	Clear
7	Hill	Hill	Woods
8	Clear	Wooded Hill	Woods
9	Woods	Hill	Wooded Hill
10	Clear	Clear	Clear
11	River over Clear	Wooded Hill	River through Woods
12	Hill	Clear	Woods

(There are also 1/2d6 buildings in this section forming a Settled Area (page, 23).*

MUSKETS & MOHAWKS

DEFINING TERRAIN

This section describes the terrain types and what effects it may have on your units. For ideas on terrain and buildings we suggest watching movies of the appropriate genre.

SIZE

Each terrain piece should be big enough to cover at least 75% of the section it occupies. The terrain feature can be represented by multiple pieces as long as when combined they cover at least 75% of the section.

CLEAR

Open areas that provide zero cover for figures moving over it.

HILL

A hill is a gentle elevation in the ground with a crest, ridgeline or high point in the middle.

- Figures touching the crest can see and be seen by figures on the opposite side and will count as if in cover.
- Those farther back from the crest cannot see or be seen.
- Movement up or down a hill is unaffected.
- A hill may have woods on it or a road running over it.

ROAD

A road that is as wide as two figures or one artillery piece, whichever is greater. If a unit is completely on a road it can add 1d6 when taking the Fast Move Test counting the best two results. Units must be unformed on the road to receive this bonus.

If a road is called for it will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6).

If additional roads are called for they will intersect the first road somewhere in the middle forming a crossroads.

WOODS

Densely wooded area that affects both movement and visibility in the following ways:

- Infantry and Cavalry units moving inside woods and off roads are always *unformed*.
- Artillery and wagons can only move through woods if they are on a road.
- Visibility inside woods is reduced to 12" during the day and 6" at night or in Inclement Weather (*page, 27*).

- Figures at the edge of the woods can see or be seen from outside the wood. Those over 1" deep into the woods cannot see or be seen from outside.

RIVER

When a river is called for it will actually be a creek (1-4), or river (5-6). Here's how they work:

CREEK

- A creek is 1/2d6" wide.
- A creek will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6).
- A creek is always fordable in the following way.
 - When active move the unit to the edge of the creek.
 - When next active move the unit into the creek.
 - When next active move the unit out of the creek.
- Units inside and exiting a creek will count as Unformed.
- Units fired at while inside a creek will count as if in cover and may only be fired on from the edge of the creek.
- Units inside a creek will fire with a -2d6 on the Ranged Combat Table.

RIVER

- If a river is called for in section 5 it is an impassable lake for all except those in boats or canoes.
- Otherwise a river will be 4+1/2d6" wide.
- A river will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6).
- A river will either have a bridge (1-2), one ford (3-4) or two fords (5-6). If two fords they will always be in different sections of the table rolled at random. Fords are always 1+1/2d6" wide.
- Rivers can only be crossed at a bridge or ford in the following manner.
- Crossing on a bridge is done using normal movement.
- Crossing via a ford is done in the following way.
 - When active move the unit to the edge of the river at the ford.
 - When next active move the unit into the river but staying inside the ford.
 - When next active move the unit out of the river.

- Units inside and exiting a river ford will count as Unformed.
- Units fired at while inside a river ford will count as if in cover and may only be fired on from the edge of the river.
- Units inside a river ford will fire with a -2d6 on the Ranged Combat Table.
- Units that are forced off the ford into the river count as suffering a Runaway result.

SETTLED AREA

A settled area is one or more buildings. We handle buildings in the following ways:

- If there is more than one section with buildings move the buildings so all of them are in sections adjacent to another section with buildings.
- Buildings are placed 1/2d6" from each other.
- Buildings will always be within 1" of a road or clustered around a crossroads if one is present.
- Buildings can be DV 0 only if an Indian camp and decided by the scenario. Otherwise they will be DV 1 (1-3), DV 2 (4-5) or DV 3 (6).

PLAYING THE GAME

As you may or may not know all Two Hour Wargames can be played solo, same side (cooperatively) and head to head (competitively). Everyone knows the benefits and pitfalls of head to head but let's discuss solo and same side.

THE NOT SO GOOD OLD DAYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

SOLO

Now it's not only possible to play solo it's also a joy. Why? Because we've done all the work for you and with the Reaction System and using PEFs we've added the element of surprise to your solo games.

From deciding the forces involved to the scenario you play all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. *And by doing this no two games will ever be alike.*

SAME SIDE

Play on the same side? No way. *That was until Two Hour Wargames came along.* So we've explained how THW handles solo play so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And it's a great way to get new players into the game whether it's your friend, your kids, wife or girlfriend. Give it a try!

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating the battles for you to use.

But what about those times you want to play head to head? It's real simple.

- Decide who is *controlling* or *contesting* the territory where the battle is being fought (*page, 25*).
- Agree on the Encounter Type (*page, 33*) and what role each player will play.
- Decide what forces each player will use.
- Each player receives three PEFs.
- Each player notes what each PEF, numbered 1 to 3, actually are. They can be actual troops or empty decoys.
- PEFs are placed as outlined in the Encounter and PEFs are used to replace the figures of the entering force. When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Encounter as written.

PEFs, Encounter Type, what the...?

No worries, just keep reading.

Now that we've explained the ways to play the game let's get started with the best part of *Muskets and Mohawks*. Let's talk about Campaigns.

CAMPAIGNS

Campaigns can be as simple or as detailed as you want. The choice is up to you. Feel free to use as little or as much of the following rules for your battles and campaigns.

In this part you will learn how to link your battles together into a continuous campaign where the result of one battle affects the course of the next.

YOUR ROLE

If you choose to play as a Regular, Militiaman or Irregular your role in the campaign is as a *Lieutenant* in charge of a *platoon* or a *Captain* in charge of a *company*.

If you choose to play as an Indian your role in the campaign is as a *war party Leader* or a *War Chief* in charge of two *war parties*.

Regardless of your choice your first job is to recruit your men and fill out a Roster Sheet. After that your job is to:

- Command your force in a *territory* (page, 25) seeking to destroy the enemy.
- Choose which units will undertake which mission or Encounter (page, 33).
- Manage your units keeping track of their status as they go up or down in Reputation (page, 36).
- Stay alive.

TIME IN THE CAMPAIGN

The French and Indian War lasted some six years with hostilities between British colonists and their French and Indian neighbors starting earlier.

To play the campaign game, pick a year in which you wish to start playing. The choices range from 1754 to 1760. The starting morale for you and your enemies will vary from year to year.

For simplicity's sake we track time in the campaign by the month. Players will have one Encounter (page, 33) per month.

WINTER QUARTERS

Regulars will only take the field from March to October. At that time they withdraw into winter quarters, well defended camps where they basically hang out until the weather gets warmer.

Irregulars tended to continue their *petite guerre* or *little war* year round. Therefore if you are commanding Irregulars and would like to fight winter battles, go ahead. The only restrictions are:

- Only Irregulars will be involved on either side. If the game tells you to deploy Regulars or Militia just deploy Irregulars instead.
- There will be no *Stand Up Fights* (page, 34).
- There is a chance (1-2) of snow. If desired the players can choose to have it snowing or with snow on the ground or both.
- When snowing visibility is reduced to 12" during the day and 6" at night.
- Movement in the snow is at 1/2 speed and Fast Move is reduced to only using 1d6. Note that the snow movement penalty is always applied even when Fast Moving.

If you like just skip the winter and take up the campaign in March of the following year.

LOCAL CAMPAIGN MORALE

Before the campaign starts we must establish your Local Campaign Morale. As a low ranking Leader you cannot control your King's or tribe's overall strategy. What you can control is the morale of your troops. How do you do this? Complete your Encounters successfully!

So what is your starting Local Campaign Morale and that of your enemy? Looking at the Local Campaign Morale Table tells you this.

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X LOCAL CAMPAIGN MORALE

FACTIONS	MORALE
French 1754-58	4
French 1759-60	3
French Allied Indians 1754-58	4
French Allied Indians 1759	3
French Allied Indians 1760	2
British 1754	3
British 1755	4
British 1756-57	3
British 1758-60	4
British Allied Indians 1754-58	2
British Allied Indians 1759-60	3

CONTROLLED OR CONTESTED TERRITORY

Fighting during the French and Indian War took place from Louisburg in Nova Scotia in the east to the Ohio Valley country in the west.

Rather than fighting a map based campaign, we concentrate on your little patch of the war. We call this a *territory*.

First you must determine which side *controls* the *territory* (defending) and which side is *contesting* it (attacking). Here's how we do it:

- Decide which armies will be opposing each other.
- Each side now rolls 1d6 and adds their score to their Local Campaign Morale (*page, 25*).
- The side with the higher total is the *contesting* army. Re-roll all ties.

Example - I am playing French versus British in 1759. I roll 1d6 for the French. I score a 3 and add it to the Campaign Morale of 3 for a total of 6. I roll 1d6 for the British. I score a 5 and add it to the Campaign Morale of 4 for a total of 9. The British are contesting the territory while the French are controlling it.

AFTER EACH ENCOUNTER

After each Encounter you will have been a success or a failure. Let's see how your success or failure affects the Local Campaign Morales of all factions that were involved in the Encounter. Here's how we do it:

- *Each faction that was in the Encounter starts with 2d6.*
- If they were successful they will add 1d6.

- Each faction rolls their modified total d6 versus their current respective Local Campaign Morale.
- Any score of a "6" is always a failure.
- Determine how many d6 each faction passed.
- Consult the Local Campaign Morale Effects Table based on how many d6 more you scored than the opponent. This may be different for each faction.
- Immediately make the necessary adjustments.

2 LOCAL CAMPAIGN MORALE EFFECTS

(Taken versus Campaign Morale)

A result of "6" is always a failure

CIRCUMSTANCE	MODIFIER
Last Encounter was a success	+1d6

# D6 PASSED	RESULT
2 or more than opponent	<i>Your Morale</i> increased by one. <i>Enemy Morale</i> reduced by one. <i>Enemy Investment Level</i> reduced by one.
1 more than opponent	<i>Enemy Morale</i> reduced by one.
Same number as opponent	<i>No changes</i> to you or the enemy.
1 less than opponent	<i>Your Morale</i> reduced by one.
2 or more less than opponent	<i>Enemy Morale</i> increased by one. <i>Your Morale</i> reduced by one. <i>Your Investment Level</i> reduced by one.

- "Your Morale" is both that of your force and *any allied force* that may have participated.
- "Enemy Morale" is the morale of *each enemy army that had forces* in the Encounter just completed.

DESERTED BY ALLIES

It is possible that after a Local Campaign Morale has been adjusted that your force might still have a Local Campaign Morale of greater than one while your Allied army has been reduced to zero.

It is also possible that only one of the armies facing you has had their Local Campaign Morale drop to zero.

If this is the case, the campaign continues but only forces from armies with a Local Campaign Morale of one or greater may take part.

MUSKETS & MOHAWKS

Should reinforcements be called for from an army with a Local Campaign Morale of zero *those forces do not appear, nor are they replaced by any other forces.*

Example - You are playing the French and have a Local Campaign Morale of 3. Your Allied Indians have a Local Campaign Morale of 1. You and your allies have just lost a battle and both of your morale drops by 1. The Indian are now at zero and out of the war, choosing to leave the territory. Later you are to receive Indian Reinforcements, this is changed to zero reinforcements instead.

ENDING THE CAMPAIGN

If the enemy's Local Campaign Morale is reduced to zero you have won and they have vacated the *territory*:

- You are a *local hero* and on your next campaign the starting friendly Local Campaign Morale is increased by one. You may choose to stay in the territory and face a new enemy force or move on to another territory.

If your Campaign Morale is reduced to zero you have lost the campaign and your side vacates the *territory*:

- You have questions to answer and are regarded lightly by your superiors. In your next campaign the starting friendly Local Campaign Morale is reduced by one.

SET UP

The campaign in *Muskets and Mohawks* revolves around how your force carries out their Encounters. The Encounters are interlocking and the results of one can affect the results of the next.

FIRST ENCOUNTER

Your first Encounter will be Scout (page, 33). But before you can go on your Encounter you must determine the following:

- Who are you?
- Who is your *main opponent*?
- What are the Investment Levels of both sides?
- What's the Weather like?

WHO ARE YOU?

At this point you must choose which force to play:

- French.
- French Allied Indians.

- British.
- British Allied Indians.

MAIN OPPONENT

Now you determine who will be your *main opponent*. Here's how we do it:

- Roll 1d6.
- Add 1 to the score if you are the British.
- (1-3): You are fighting the rival European Army.
- (4-6): You are fighting the rival Indian Allies.

INVESTMENT LEVEL

Not all of the *territories* fought over during a campaign were equally contested. Whether you were in the thick of things or on the fringe of the fight determined the level of enemy activity you could expect. The important question you have to ask is how important is this *territory* to the enemy and to your superiors?

The Investment Level (IL) is a number that reflects how important the *territory* is and the probability of a side receiving Reinforcements (page, 27). *Territories* with a higher Investment Level can expect to receive more reinforcements than those with a lower Investment Level.

Each army has two Investment Levels as listed on the Maximum Investment Level Table. One is when they are the *controlling* force (defending the *territory*) and the other when they are the *contesting* force (attacking the *territory*).

The numbers listed are the *maximum* possible Investment Levels and *not* guaranteed.

X MAXIMUM INVESTMENT LEVELS

ARMY	CONTROLLING TERRITORY	CONTESTING TERRITORY
French	4	2
French Allies	3	3
British	4	4
British Allies	3	2

DETERMINING THE IL

Here's how we determine the Investment Level of each side:

- At the start of the campaign, or each battle if playing a one off game, each side will roll 2d6.
- Compare the scores from each d6.

- The higher d6 score will be the Investment Level of that force. *The Investment Level cannot exceed the maximum Investment Level for that side.*

Example - A British force (contesting) is on the attack at a French Allied Indian (controlling) territory. The British player rolls 2d6 and scores a 4 and a 5. The player counts the higher score, 5. Looking on the Maximum Investment Level Table we see that the highest Investment Level for the British when contesting is a 4. This means the actual level used would be 4.

I now roll 2d6 for the French Allied Indians and score a 1 and 2. I count the higher score, 2. Looking on the Maximum Investment Level Table we see that the highest Investment Level for the French Allied Indians when defending is a 3. Therefore the Investment Level of the French Allied Indians is 2, the higher result that I rolled.

INCLEMENT WEATHER

Unless specified otherwise there is a chance (1) that there could be inclement or bad weather that will affect the battle. When inclement weather occurs (fog, rain, snow, etc), roll 1d6 and consult the Inclement Weather Table to determine the particulars of the weather.

1 INCLEMENT WEATHER

(Read result as rolled)

#	RESULT
1	Terrible weather. No ranged weapons may be fired and no fires will burn! Visibility reduced to 12" during daylight, 6" at night.
2	Inclement weather but getting better. Count as if scored a result of "3" at the start of the Encounter. When <i>doubles</i> are scored for Reinforcements weather lifts and becomes clear.
3	Inclement weather during the whole Encounter. Ranged weapons misfire on a 5 or 6. Visibility reduced to 12" during daylight, 6" at night.
4	Inclement weather during the whole Encounter. Ranged weapons misfire on a 5 or 6. Visibility reduced to 12" during daylight, 6" at night.
5	Inclement weather worsening. Count as if scored a result of "4" at the start of the Encounter. When <i>doubles</i> are scored for Reinforcements weather turns to a result of "6".
6	Terrible weather. No ranged weapons may be fired and no fires will burn! Visibility reduced to 12" during daylight, 6" at night.

MISFIRE

During Inclement Weather there is a chance that any non-bow weapon can misfire. Before firing roll the total d6 that will be used when firing. Discard any result of 5 or 6 as they have misfired. Fire is conducted with the remaining d6.

REINFORCEMENTS

Support may occasionally arrive on the battlefield as Reinforcements. The number of Reinforcements that each side will receive is in direct relationship to their Investment Level.

In traditional gaming, the players usually have prior knowledge of the forces that they have available, and sometimes an idea of what the enemy will have as well. This is especially true when playing solo or same side. In reality all that the field commander could be sure was available were his men. To recreate this uncertainty we use Investment Level (*page, 26*) and the Reinforcements Tables (*page, 27-28*).

WHEN REINFORCEMENTS ARRIVE

At the start of each turn if the dice, when added together, come up "7", there is a chance that the side with the higher score will receive Reinforcements. Here's how we do it.

- Determine which side scored the higher number.
- There is a chance that this side will receive reinforcements.
- Roll 2d6 versus the Investment Level of the side and consult the Reinforcements Table.

2 REINFORCEMENTS TABLE

(Taken versus Investment Level)

# D6 PASSED	RESULT
2	Reinforcements arrive! Roll 1d6 and add the result to the Investment Level. Check the appropriate Reinforcements Table using this new total.
1	Reinforcements arrive! Roll 1d6 and check the appropriate Reinforcements Table using only this number.
0	No Reinforcements.

If the army does not have any figures on the table the reinforcement will be a PEF instead.

MUSKETS & MOHAWKS

- Roll 1d6 and the result is the section that the PEF is placed. If there are enemy in the section then the PEF is placed in the closest empty section.

Example - Reinforcement dice are rolled and a British 3 and French 4 come up. The total is 7 so the French player, who scored higher, could get Reinforcements. I roll 2d6 versus their Investment Level of 3 and score a 1 and a 2. Reinforcements will arrive. I now roll 1d6 and add the Investment Level of 3 to the score of 4. I look on the French Reinforcements Table under "7" and they receive 1 Unit of Irregulars + 1 Unit of Indians.

1 FRENCH REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Irregulars ⁽¹⁾
4	1 Unit of Irregulars ⁽¹⁾
5	1 Unit of Regulars ⁽¹⁾
6	1 Unit of Regulars ⁽¹⁾
7	1 Unit of Irregulars ⁽¹⁾ + 1 Unit of Indians
8	1 Platoon of Regulars
9	1 Platoon of Regulars
10	1 Platoon of Regulars + 1 Unit of Irregulars

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

1 FRENCH ALLIED INDIAN REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Indians
4	1 Unit of Indians
5	1 Unit of Irregulars ⁽¹⁾
6	1 War Party of Indians
7	1 War Party of Indians
8	1 War Party + 1 Unit of Irregulars ⁽¹⁾
9	2 War Parties of Indians
10	2 War Parties of Indians

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

1 BRITISH REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Militia ⁽¹⁾
4	1 Unit of Militia ⁽¹⁾
5	1 Unit of Regulars ⁽¹⁾
6	1 Unit of Irregulars ⁽¹⁾
7	1 Platoon of Regulars
8	1 Platoon of Regulars
9	1 Platoon of Regulars
10	1 Platoon of Regulars + 1 Unit of Militia ⁽¹⁾

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

1 BRITISH ALLIED INDIAN REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Indians
4	1 Unit of Indians
5	1 Unit of Irregulars ⁽¹⁾
6	1 War Party of Indians
7	1 War Party of Indians
8	1 War Party + 1 Unit Irregulars ⁽¹⁾
9	2 War Parties of Indians
10	2 War Parties of Indians

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

WHERE REINFORCEMENTS ARRIVE

When reinforcements are called for we must determine where they will arrive. Here's how we do it;

- Roll 1d6.
- Read the result as rolled and consult the Reinforcement Entry Table.

1 REINFORCEMENT ENTRY

(Read the result as rolled)

#	RESULT
1	Enter the table edge to that side's left 6 + 2d6" up that edge.
2	Enter the left edge of the table behind that side 6 + 2d6" towards the center.
3	Enter the table edge behind that side 1d6" to the left of the center.
4	Enter the table edge behind that side 1d6" to the right of the center.
5	Enter the right edge of the table behind that side 6 + 2d6" towards the center.
6	Enter the table edge to that side's right 6 + 2d6" up that edge.

NEXT ENCOUNTER

What happens after your first Encounter? What is next?

Here's how we do it:

- After each Encounter consult the Next Encounter Table to see what your next Encounter is.
- Start in the column that is labeled Last Encounter.
- Go down to the type of Encounter you just completed.
- Go across to the appropriate counter whether you were a Success or Failure.
- This tells you the next Encounter you will have.

X NEXT ENCOUNTER

<i>LAST ENCOUNTER</i>	<i>SUCCESS</i>	<i>FAILURE</i>
Scout	Raid: Attack	Raid: Defend
Raid: Attack	Raid: Attack ⁽¹⁾	Scout
Raid: Defend	Scout	Raid: Defend ⁽¹⁾
Stand Up Fight	Scout	Scout

(1) If using Stand Up Fights in your campaign you can substitute a Stand Up Fight but the Main Opponent must be the British or French.

PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition and location. PEFs are used in every Encounter. Here's how we use PEFs:

- Unless specified differently, after the table has been set, forces generated, and the player side has completed their first turn of activation it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the map could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the board to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board. It is possible to have more than one PEF in the same section.

PEF REP

Just as figures have Reputations so do PEFs. The Rep of a PEF is equal to the Enemy Investment Level. Once the PEF is resolved the figures replacing it will use their own Rep.

MOVING THE ENEMY

The enemy will take two forms. It will either be a PEF or it will be one or more units once the PEF is resolved. Let's see how each type moves starting with PEFs.

PEF MOVEMENT

PEFs move just like they were enemy units. Here's how we do it:

- When the enemy is active they activate from their right to their left.
- When it is a PEF's turn to activate roll 2d6 versus the Rep of the PEF.
- Determine how many d6 it has passed.
- Consult the PEF Movement Table (*page, 43*) and carry out the results.

MUSKETS & MOHAWKS

- If the PEF must be resolved it is done prior to moving the next PEF.
- When done move on to the next unit or PEF to the left.
- Continue the activation sequence normally.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

RESOLVING PEFs

When PEFs are resolved it could be enemy forces, an Enemy Defensive Position (page, 30) or maybe just a bad case of nerves. Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player unit *or* the active player unit moves into LOS of the PEF. In either case this will trigger PEF Resolution.
- Roll 2d6 versus the Enemy Investment Level modifying it if circumstances apply.
- Determine how many d6 are passed and consult the PEF Resolution Table.
- Immediately carry out the result.

2 PEF RESOLUTION (Taken versus the Enemy Investment Level)

CIRCUMSTANCE	MODIFIER
If you are <i>contesting</i> the territory.	+1
If you <i>control</i> the territory	-1

# D6 PASSED	RESULT
2	Contact with the enemy. Roll 1d6: <ul style="list-style-type: none"> • (1-4) Roll 1d6 and add the result to Enemy Investment Level. Check the appropriate Reinforcements Table using this new total. • (5-6) Roll 1d6 and add the result to Enemy Investment Level. Check the appropriate Reinforcements Table using this new total. The Enemy is in Defensive Positions.
1	Roll 1d6 and check the appropriate Reinforcements Table using only this number.
0	False alarm. Just a case of the nerves!

Example - The enemy activates from right to left and it is now the time for a PEF to activate. It rolls 2d6 on the PEF Movement Table and moves into LOS of my Irregular unit. It is time to resolve it. I roll 2d6 versus the Enemy Investment level of 4 and score a 4 and a 2. Passing 2d6 I look on the PEF Resolution Table. I roll 1d6 and score a 3, the enemy are not in defensive positions. Instead I am directed to roll 1d6. I score a 5 and add the Investment Level of 4 for a total score of 9. Looking on the Reinforcements Table of my main opponent (British) I see that the PEF is a platoon of Regulars. I then roll 1d6 on the Reinforcements Entry Table and score a 3. The platoon of Regulars will enter the table edge behind the enemy 1d6" to the left of the center.

ENEMY DEFENSIVE POSITIONS

You have found the enemy, rolled to determine who they are on the appropriate Reinforcements Table, and they are in defensive positions. The question is what type?

- The Defensive Position will be 6 + 1/2d6 inches per unit in length. Defensive Positions may be a DV 1 building (1), a shallow gully (2-4) counting as if woods or temporary DV 2 fieldworks (5-6).

PEFS THAT HAVE PREVIOUSLY MOVED

PEFs that have previously moved can still be Enemy Defensive Positions. This represents the uncertainty of their location and not actual movement.

Example - The French are active and two units of Irregulars are grouped together so activate at the same time. They move and come into LOS of a PEF. I immediately roll 2d6 versus the Enemy Investment Level of 3. I am contesting the territory so this is adjusted to 4. I score a 3 and a 2. Passing 2d6 I contact the enemy. I roll 1d6 and score a 5. I have contacted the enemy and they are in defensive positions. I roll 1d6, add the Enemy Investment Level of 3 to it and get a total of 9. My main opponents (page, 26) are British Regulars so looking on their Reinforcements Table I have run into a platoon of them. They are in defensive positions with each 6+1/2d6 inches long. I roll a 3 (2) and a 1 (1). One unit is behind a 7" length of defensive positions and the other behind an 8" length. I roll 1d6 for each position and score a 1 and a 6. One is a DV 1 building and the other DV 2 fieldworks.

WHAT HAPPENS NOW?

If the PEF is resolved as enemy figures deploy them normally and continue the turn sequence.

NP ENEMY MOVEMENT

Once a PEF has been resolved and replaced with actual enemy forces, these Non-Player or NP Enemy Forces are moved in the following way:

- When it is the NP Enemy Force's turn to activate roll 2d6 versus their Leader's Rep.
- Determine how many d6 are passed.
- Consult the NP Enemy Movement Tables (*page, 32 & 44*) and carry out the results. Be sure to use the appropriate table based on the type of Encounter *they* are on.
- If you are on a Scout (*page, 33*) they are on a:
 - Scout (1-3).
 - Raid: Defend (4).
 - Raid: Attack (5-6).
- If you are on a Raid: Defend they are on a:
 - Raid: Attack.
- If you are on a Raid: Attack they are on a:
 - Raid: Defend.

Any contact caused by the NP Force must be immediately resolved.

NP FORCE TACTICS

We've already explained how PEFs move using the PEF Movement Table now let's go into some detail of the *basic* tactics enemy figures will use on the battlefield.

NP FORCE BASIC TACTICS

NP forces will behave as follows:

- They will group their units into the largest formation consistent with their instructions on the NP Troops Movement tables.
- They will move in cover as long as the end point of the move meets the requirement listed in their NP Troops Movement Table.
- If no cover is present they will move in the open as long as the end point of the move meets the requirement listed in their NP Troops Movement Table.

NP SCOUT TACTICS

NP troops on a Scout Encounter and who contact enemy forces will either go to the defensive, hoping for reinforcements or withdraw from the table back the way they entered. Here's how we do it:

- When the NP unit runs into an opposing force roll 2d6 versus the Enemy Investment Level.
- Determine how many d6 are passed, consult the NP Scout Reaction Table and carry out the results.

2	NP SCOUT REACTION
<i>(Taken versus Enemy Investment Level)</i>	

CIRCUMSTANCE	MODIFIER
If Non-Player side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Scouting party takes cover and converts into NP Defend Tactics. If beat away enemy will revert to a Scout Encounter.
1	Scouting party takes cover and converts into NP Defend Tactics. If beat away enemy will withdraw from the table back the way they entered.
0	Scouting party converts into a fighting withdrawal moving from cover to cover until withdraw from the table back the way they entered. See the section called Leaving the Field (<i>page, 19</i>).

NP ATTACK TACTICS

A unit following Attack Tactics will roll on the NP Troops Movement - Attack Table when active and act as follows:

- When beginning its move within 12" of the enemy it will attempt to Charge into Melee (*page, 17*).
- Roll 2d6 versus the Rep of the Leader.
- Determine how many d6 are passed.
- Consult the NP Movement - Attack Table and carry out the results.

MUSKETS & MOHAWKS

2 NP MOVEMENT - ATTACK *(Taken versus Rep)*

CIRCUMSTANCE	MODIFIER
The NP side has 2x as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Foot will move into smallarms range. ⁽¹⁾ Cavalry will attempt to encircle the flanks of the enemy. If already in charge reach will take the Charge into Melee Test. Artillery will move into range and unlimber. ⁽²⁾
1	Foot will halt in place but fire if in range. Cavalry will halt in place but fire if in range. Artillery will halt in place but fire if in range.
0	Foot will Retire full move away from the enemy. Cavalry will Retire full move away from the enemy. Artillery will Retire full move away from the enemy.

(1) If already in range, will fire at you instead. (2) If already in range, will fire at you instead.

NP DEFEND TACTICS

A unit following Defend Tactics will roll on the NP Troops Movement - Defend Table when active and act as follows:

- The unit will start or move to cover then stay put and fire.
- When additional NP units arrive they will deploy to the left (1-3) or right (4-6) of the unit or units already on the table. If the unit cannot tie in to a flank, then it will take up position behind the NP units already on the table.
- NP units in Defensive Positions will stay in those positions and shoot unless another unit loses a Defensive Position in sight and within move distance. In this case when Active that unit will attack to retake the position.

2 NP TROOPS MOVEMENT - DEFEND *(Taken versus Rep)*

CIRCUMSTANCE	MODIFIER
If in cover	+1d6
If Non-Player side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Foot: If have twice or more your number: Move half of force, to cover, to fire at you. ⁽¹⁾ Move other half, if cover available, encircle your left (1-3) or right (4-6) flank. Otherwise: Will move to cover to fire at you. If no cover will stand and fire at you. Irregulars will drop prone and fire at you. Cavalry will attempt to encircle the flanks and attack the enemy. Artillery will move into range and unlimber. ⁽²⁾
1	Foot will remain in cover to fire at you. If not in cover will stand and fire at you. Irregulars will drop prone and fire at you. Cavalry will halt in place but fire if in range. Artillery will halt in place but fire if in range.
0	Foot will remain in cover to fire at you. If not in cover will stand and fire at you. Irregulars will drop prone and fire at you. Cavalry will Retire full move away from the enemy. Artillery will Retire full move away from the enemy.

(1) If already in cover and in range, will fire at you instead. (2) If already in range, will fire at you instead.

You've fielded your force, set up the terrain, and chosen the type of battle, Encounter, you wish to fight. So let's get going.

ENCOUNTERS

It's time to go over the Encounters found in *Muskets and Mohawks*. Although they may be different from each other they are always presented in the same form.

- **Encounter Name** - This tells you the type of Encounter it will be.
- **Objective** - This tells you how to be successful.
- **Forces** - This tells you the forces involved.
- **Terrain** - This outlines the terrain of the table.
- **Deployment** - This tells you where the forces and PEFs are placed.
- **Special Instructions** - This is information that is not covered in the other sections.

SCOUT

This will be your first Encounter. Scouting the territory was a very common mission during this time period.

OBJECTIVE

- Your objective is to scout the table.
- To be successful *you* or one of your Leaders must spend *one turn* with LOS to the center of every section of the table. Once you have accomplished this you must report back by exiting the table from the edge that you entered.

FORCES

- You will scout with one or more units.
- Decide who will be your *main opponent* (page, 26). Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The overall terrain type of the table is wooded. The table is divided into nine sections and terrain generated normally (page, 21).

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page, 29).
- Your unit will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- Only the enemy side can receive Reinforcements (page, 27).

- The Encounter takes place during the day.
- Establish your Investment Level (page, 26).
- Establish the Enemy Investment Level (page, 26).
- There is a chance (1) of Inclement Weather (page, 27).
- Now move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Once the terrain has been placed and you have entered the table it's time to generate and place the PEFs (page, 29).
- Resolve PEFs as needed (page, 30).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

RAID: ATTACK

Raids were commonplace in the French & Indian War. In this Encounter you are the raiding side.

OBJECTIVE

- Your objective is to loot or burn the enemy stores.
- Once you have accomplished this you must exit the table from the edge that you entered.

FORCES

- You may choose up to a company of four units or a large war party of four units.
- Decide who will be your *main opponent* (page, 26). Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The overall terrain type of the table is clear (1-2), hilly (3) or wooded (4-6). The board is divided into nine sections and terrain generated normally (page, 21).
- Place 1/2d6 structures in section 2 as the objective that must be raided.

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page, 29).
- Your force will enter the board from the edge bordering sections 7, 8, and 9.

MUSKETS & MOHAWKS

SPECIAL INSTRUCTIONS

- Reinforcements are handled normally (*page, 27*).
- The Encounter takes place during the day (1-5) or night (6).
- Establish your Investment Level (*page, 26*).
- Establish the Enemy Investment Level (*page, 26*).
- There is a chance (1) of Inclement Weather (*page, 27*).
- Now move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Once the terrain has been placed and you have entered the table it's time to generate and place the PEFs (*page, 29*).
- Resolve PEFs as needed (*page, 30*).
- When one or more player figures enter a building roll 1/2d6. This is the number of turns it will take to loot or destroy that building.
- The defender can still receive Reinforcements even when it doesn't have any units or PEFs on the table.
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

RAID: DEFEND

Raids were commonplace in the French & Indian War. In this Encounter you are the defending side.

OBJECTIVE

- Your objective is to prevent the enemy from looting or burning your stores.
- The Encounter is over when you have chased off or destroyed all enemy forces and PEFs on the table.

FORCES

- You may choose up to a company of four units or a large war party of four units.
- Decide who will be your *main opponent* (*page, 26*). Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The overall terrain type of the table is clear (1-2), hilly (3) or wooded (4-6). The board is divided

into nine sections and terrain generated normally (*page, 21*).

DEPLOYMENT

- You are allowed to choose which end of the table has sections 1, 2, and 3.
- PEFs are generated and deployed as outlined in the Special Instructions section below.

SPECIAL INSTRUCTIONS

- Reinforcements are handled normally (*page, 27*).
- The Encounter takes place during the day (1-5) or night (6).
- Establish your Investment Level (*page, 26*).
- Establish the Enemy Investment Level (*page, 26*).
- There is a chance of Inclement (1) Weather (*page, 27*).
- Once the terrain has been set place 1 building for each unit you are using in section 2. These are the targets of the raiding force. After they are placed set up your force in sections 1, 2, or 3 or any combination of those sections if you choose to split your force.
- Generate and have the PEFs enter through sections 7, 8, or 9 at random.
- Resolve PEFs as needed.
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

STAND UP FIGHT

You will see after a few games that you can easily command larger forces on the table top. So this special Encounter is when you want to fight these battles.

OBJECTIVE

- If attacking you must drive the enemy from the table.
- If defending you must not be driven from the table.

FORCES

- You may choose at many units as you wish to field. A game of ten to twelve units makes a pretty good game.
- Decide who will be your *main opponent* (*page, 26*). Do not worry about gathering their force as

MUSKETS & MOHAWKS

all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The overall terrain type of the table is clear (1-2), hilly (3) or wooded (4-6). The board is divided into nine sections and terrain generated normally (page, 21).

DEPLOYMENT

- The defender is allowed to choose which end of the table has sections 1, 2, and 3. The defender/PEFs will set up in these sections.
- After the defender has set up the attacker will enter the table into sections 7, 8, or 9 as desired.
- PEFs are generated and deployed as outlined in the Special Instructions section below.

SPECIAL INSTRUCTIONS

- Reinforcements are handled normally (page, 27).
- The Encounter takes place during the day (1-5) or night (6).
- Establish your Investment Level (page, 26).
- Establish the Enemy Investment Level (page, 26).
- There is a chance (1) of Inclement Weather (page, 27).
- Once the terrain has been set place the defending force in sections 1, 2, or 3 or any combination of those sections if you choose to split your force or rolled at random if playing solo.
- Generate and have the PEFs enter through sections 7, 8, or 9 or any combination at random.
- Resolve PEFs as needed (page, 30).
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the table.

AFTERWARDS

After the Encounter is over its time to see what happens to your troops. Start with the After the Battle Recovery Test (page, 19) then continue with the following rules.

REPLACING LEADERS

Leaders lost during the Encounter will leave openings for new Leaders. Here's how we do it:

- All current Leaders in the same higher formation will move up if there is an opening in the company and the lowest Leaders are always the ones that are replaced.

- When replacing Captains they are rolled normally from the List.
- When replacing platoon Leaders the NCO from the 1st Unit is promoted to Lieutenant in the following order with everyone else moving up:
 - 1st Unit NCO.
 - 2nd Unit NCO.
 - 3rd Unit NCO.
 - 4th Unit NCO.
- Note that when replacing NCOs they are rolled normally from the List.

IMPROVING REP

During the campaign there is a chance that a unit can see its Rep improve after an Encounter. This is taken before Replacements arrive. Here's how we do it:

- The unit shot at and scored a casualty or meleed with the enemy.
- The unit did not Retire or Runaway.
- The unit was not reduced to below half strength during the Encounter.
- The Encounter was a success.

If *all* four conditions are met the unit has a chance to increase its Reputation. Here's how we do it:

- Roll 1d6 versus the Rep of the unit.
- If the score is higher than the current Rep of the unit or a "6" the unit is allowed to raise its Rep by one level. The maximum Rep the unit can ever be raised to will be six.
- Any other score and the Rep remains the same.

DECREASING REP

Just like a unit can have its Rep increase so can it see its Rep reduced after an Encounter. This is taken *before* Replacements arrive. Here's how we do it:

- The unit suffered a Runaway result.
- The unit was reduced to below half strength during the Encounter.

If *either* of the two conditions is met the unit has a chance to see its Reputation reduced. Here's how we do it:

- Roll 1d6 versus the Rep of the unit.
- If the score is a "1" the unit reduces its Rep by one level. This can be due to fatigue, new or lack of replacements or any other combination of factors. Any other score and the Rep remains the same.

MUSKETS & MOHAWKS

REPLACEMENTS

After all figures have rolled on the After the Battle Recovery Table (page, 19) it's time to see if your units will receive any Replacements. Here's how we do it:

- Roll 1d6 versus the Rep of the unit Leader. If he was a casualty use the Rep of the Replacement Leader.
- Roll 1d6 versus the Investment Level of your force.
- Determine how many d6 were passed between both rolls.
- Consult the Replacements Table and immediately apply the results.

2	REPLACEMENTS <i>(Taken vs. the Rep of the Unit Leader & Investment Level)</i>
----------	---

# D6 PASSED	RESULT
2	Contesting unit that is over 1/2 strength will receive one replacement figure. Controlling unit that is over 1/2 strength will receive two replacement figures. All units at or below 1/2 strength will receive replacements to bring the unit back up to paper strength.
1	All units that are over 1/2 strength will not receive any replacements. All units at or below 1/2 strength will receive one replacement figure.
0	All units that are over 1/2 strength will not receive any replacements. All units at or below 1/2 strength will not be available for any Encounters next month. Available the following month and at full paper strength.

Example - After the Encounter and after rolling the After the Battle Recovery Test (page, 19) I roll for my French Irregular unit. It took casualties and is now down to 6 figures. I roll 1d6 versus the Leader Rep of 3 and score a 5. I roll 1d6 versus the Investment Level of 4 and score a 3. Passing 1d6 I see "All units that are over 1/2 strength will not receive any replacements." I do not receive any Replacements.

DESERTIONS

After Replacements have been rolled for it's time to see if any of your men have had enough of a soldier's life and made a run for it. Here's how we do it:

- Take this test once for each unit under your command.
- Roll 2d6 versus your Rep.
- Determine how many d6 are passed and consult the Desertion Table.
- Immediately carry out the results.

2	DESERTION <i>(Taken versus Rep)</i>
----------	---

# D6 PASSED	RESULT
2	Sense of duty! None of the men desert the unit.
1	Rascal! One of the men disappears overnight. Remove one figure from the unit.
0	Base Scoundrels! Two of the men disappear overnight. Remove two figures from the unit.

A POTTED HISTORY OF THE FRENCH AND INDIAN WAR

It is perhaps not surprising that the long standing rivalry between the kingdoms of Britain and France should have been mirrored in the relations between both kingdoms' North American colonies.

Indeed by 1750 English and French factions had already clashed several times, most recently during King George's War (1744-48). Throughout these conflicts, both European nations cultivated relations with the Indian nations along their frontiers. In this the French were more successful, and during the coming conflict the number of Indians supporting the French cause far out stripped those supporting the British.

In 1752, a French led expedition raided the village of "Old Britain", a Miami leader who, as his nick name indicates was a friend of the British. "Old Britain" was slain and eaten by indigenous members of the expedition. This, followed by the 1753 construction of a series of French forts in the disputed Ohio Valley region provoked a response from the Virginia colony.

A small expedition led by 21 year old George Washington was sent to tell the French in no uncertain terms that Virginia claimed the Ohio Valley. While some of the details remain obscure, by July 4th, 1754 shots had been

MUSKETS & MOHAWKS

fired and Washington's expedition had been defeated and began marching back to Virginia.

In time this proved too much of an insult for the British government to bear and for the first time a sizeable force of British Regulars was sent to the colonies under General Braddock.

The plan Braddock laid down was three fold. His main force of two regiments would march from Alexandria Virginia to contest the Ohio Valley. A second force composed solely of colonial troops would simultaneously march for the Lake George/Lake Champlain area with orders to reduce the French fort at Crown Point.

Finally a third force would march on Fort Beausejour in present day New Brunswick.

As it happened Braddock met his death in the wilds of modern Pennsylvania and his column was routed. The New York expedition stalled well south of its objective and built Fort William Henry on the southern shore of Lake George.

The assault on Fort Beausejour was the only British success of 1755.

Braddock's defeat had a catastrophic effect on the British, leaving the settlers of the western frontier at the "mercy" of French raiders and their Indian allies.

The war would drag on for six long years, during which the British stuck to Braddock's original plan with less and eventually more success.

By the end of 1758 the Ohio Valley and perhaps more importantly to French fortunes, the fortress of Louisberg in Nova Scotia had fallen under British control.

With the fall of Louisberg, French America was largely isolated from metropolitan France and French dominion over Canada was near an end.

The year 1760 saw a formal end to hostilities although scattered fighting still occurred. France and Britain, engaged not only in North America but in Europe, the Caribbean, and India as well as part of the larger Seven Years War came to terms with all of French Canada ceded to Britain.

BIBLIOGRAPHY

This is perforce a very general summary of a fascinating subject and those looking for more detail are directed to, in no particular order:

Braddock's March: How the Man Sent to Seize a Continent Changed American History, Thomas Crocker.

White Devil: A True Story of War, Savagery and Vengeance in Colonial America, Stephan Brumwell.

Crucible of War: The Seven Years' War and the Fate of Empire in British North America, 1754-1766, Fred Anderson

Journals of Robert Rogers of the Rangers, Robert Rogers.

Leatherstocking Tales, James Fenimore Cooper.

This last is of course fiction, however very fine fiction indeed!

Bob Minadeo - 12/01/2011

OTHER PERIODS

Muskets and Mohawks is the unit based game for the French and Indian War from Two Hour Wargames. But it can be used for any black powder time period as well.

We've added lists for four additional periods:

- The American Revolution.
- The War of 1812.
- The Napoleonic Wars.
- The Texas War of Independence.

Recognize three things with these lists.

1 - We assume that the people using these lists will have a workable knowledge of the time period and if not, even better! They are done for the casual gamer who wants to play games as soon as possible. Consequently the lists are user friendly and light on historical data. Use them as a guideline and feel free to dig deeper into these periods to get historical info on the units that fought during these wars.

2 - The lists are a bit different that those used in *Muskets and Mohawks*. You only have to go down each list and roll 2d6 when called upon to determine the Rep of the unit. The Rep Generation Table found in *Muskets and Mohawks* is only used for generating the Rep of the Leaders.

3 - The lists can be used with *Long Rifle* as well if desiring to game those bloody little skirmish fights in the Spanish Peninsula as well as similar actions in similar wars.

Here they are and enjoy!

YEAH BUT!

If you come across information on a period that indicates other unit types that are not on the lists just make the stats and use them. It's you game so tweak the lists as much as you want, just play the game!

AMERICAN REVOLUTION

In this section we cover the American Revolution. The *Muskets and Mohawks* rules as well as *Long Rifle* can be used as is.

AMERICAN (4)

TYPE	TRAINING	REP	WEAPON
Regulars	Regular	4	As figure
Irregulars	Irregulars	4	As figure
Militia	Regular/Irregular	3	As figure
Cavalry ⁽¹⁾	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) May also have Militia Cavalry at Rep 4.

FRENCH (3)

TYPE	TRAINING	REP	WEAPON
Regulars	Regular	4	As figure
Cavalry ⁽¹⁾	Cavalry	5	As figure
Artillery	Artillery	4	na

(1) May have one unit of Hussars.

BRITISH (4)

TYPE	TRAINING	REP	WEAPON
Regulars ⁽¹⁾	Regular	4	As figure
Irregulars ⁽²⁾⁽³⁾	Irregulars	4	As figure
Cavalry ⁽⁴⁾	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) Includes Light and Grenadiers as well.

(2) Tories.

(3) May also be Allied Indians.

(4) May have up to two units of Rep 4 Dragoon units and Rep 4 Tory Cavalry.

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

WAR OF 1812

In this section we cover the War of 1812. The *Muskets and Mohawks* rules as well as *Long Rifle* can be used as is.

AMERICAN (4)

TYPE	TRAINING	REP	WEAPON
Infantry	Regular	3/4 ⁽¹⁾	As figure
Rangers	Irregulars	4	As figure
Militia	Regular/Irregular	3/4 ⁽²⁾	As figure
Lt Dragoons ⁽³⁾	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) Infantry would be Rep 3 in 1812 and a mixture of Rep 3 and Rep 4 afterwards. (2) Militia would normally be Rep 3 but one could make a case for Tennessee and Kentucky Volunteers being Rep 4. (3) May also have Militia Cavalry at Rep 4.

BRITISH (4)

TYPE	TRAINING	REP	WEAPON
Regulars ⁽¹⁾	Regular	4	As figure
Indians	Irregulars	4	As figure
Cavalry ⁽²⁾	Cavalry	4	As figure
Artillery	Artillery	4	na

(1) Includes Light and Grenadiers as well. (2) May also have Militia Cavalry at Rep 4.

NAPOLEONIC WARS

These lists loosely cover the armies that fought in these wars which were fought from 1799 to 1815. Originally an attempt to maintain French strength gained during the French Revolutionary Wars, they became efforts by Napoleon to affirm his supremacy over Europe.

The battles raged the entire length of Europe from Portugal in the west to Russia in the east. Nor was it confined to Europe as French and British forces combated each other in Egypt as well.

These lists cover the armies that fought these wars including those that participated in the final campaign upon Napoleon's return from exile culminating in his defeat at Waterloo.

These are not the definitive army lists for this time period but provide enough variety to capture the flavor of the period and provide a good game.

SPECIAL NOTES

The following rules are available for use with *Muskets and Mohawks*.

CAMPAIGN MORALE

Each army has a number in parenthesis after its name. This is their starting Local Campaign Morale. Feel free to modify this as desired.

CAVALRY

Cavalry are armed with sabers (swords) except for lancers. All will carry the carbine as well.

CUIRASSIERS

Cuirassiers are large men on large horses that also wore a breastplate that provided some protection. To reflect this cuirassiers are count an additional +1d6 when rolling on the Charge into Melee and Melee Resolution Tables.

GUNNERS

For simplicity sake all Gunners are Rep 4.

REGULAR AND LIGHT TROOPS

All troops on the lists count as Regulars and are limited to formed line or square if using the optional Square Formation rule. Those designated as Light Infantry (LT) will count as Irregular when Unformed as well as Regular when using formed line or square.

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

All infantry are armed with muskets unless specified otherwise.

SQUARE FORMATION

If desired players may choose to add the use of the square formation by Regular infantry with the following adjustments:

- Squares are represented by the figures in mob facing all directions.
- Squares cannot move.
- Artillery will roll double the normal number of d6 when inflicting casualties on a square.
- Forming a square can only be done from formed line and takes a full turn.
- If charged by cavalry and the infantry choose to attempt to form a square roll 1d6. Add the result to the Rep of the unit. Subtract the number of inches that the charging cavalry unit is to the target infantry. If the result is zero or a positive number the infantry has formed square. If the result is a negative number the attempt was unsuccessful and the infantry are instead unformed.
- Cavalry charging a formed square will "Retire" instead.

FRANCE AND HER ALLIES

These are the lists of France and the allied armies that fought with her at various times during the wars.

FRANCE (4)

<i>INFANTRY</i>	<i>REP</i>
National Guard	3
Line	4 ⁽¹⁾
Legere (LT)	4 ⁽¹⁾
Swiss (LT)	4
Vistula Legion (LT)	5 (1-2) or 4 (3-6)
<i>CAVALRY</i>	<i>REP</i>
Chasseurs	4
Lancers - Lance	4
Hussars	5
Vistula Uhlans - Lance	4
Dragoons	4
Cuirassier	5

(1) If 1814 count as Rep 3.

French Leaders receive an additional +1 to their Reputation Generating roll.

BADEN (3)

<i>TYPE</i>	<i>REP</i>
Line	4
Jagers (LT) - Rifle	5
<i>CAVALRY</i>	<i>REP</i>
Lt. Dragoons	4
Hussars	5

BAVARIA (3)

<i>TYPE</i>	<i>REP</i>
Line	4
Shutzen/ Jagers (LT) - Rifle	5
Light (LT)	4
<i>CAVALRY</i>	<i>REP</i>
Chevauleger	4
Uhlans - Lance	4
Dragoons	4

BERG (3)

<i>TYPE</i>	<i>REP</i>
Line	4
<i>CAVALRY</i>	<i>REP</i>
Lancers - Lance	5

CONFEDERATION OF THE RHINE (3)

<i>TYPE</i>	<i>REP</i>
Line	4
Light (LT)	4
<i>CAVALRY</i>	<i>REP</i>
Chevauleger	4

HESSE-DARMSTADT (3)

<i>TYPE</i>	<i>REP</i>
Line	4
<i>CAVALRY</i>	<i>REP</i>
Chevauleger	4
Hussars	5

GRAND DUCHY OF WARSAW (4)

<i>TYPE</i>	<i>REP</i>
Line	4
<i>CAVALRY</i>	<i>REP</i>
Chasseurs	4
Uhlans - Lance	4
Hussars	5

Polish Leaders receive an additional +1 to their Reputation Generating roll.

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

ITALY (3)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chasseurs	4
Dragoons	4

NAPLES (2)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chasseurs	4
Dragoons	4

Neapolitan Leaders receive an additional -1 to their Reputation Generating roll.

SAXONY (3)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chevauleger	4
Dragoons	4
Hussars	5
Cuirassiers	5

WESTPHALIA (3)

TYPE	REP
Line	4
Light (LT)	4
CAVALRY	REP
Chevauleger	4

WURTEMBERG (3)

TYPE	REP
Line	4
Jagers (LT) - Rifle	5
Light (LT)	4
CAVALRY	REP
Chevauleger	4

ENEMIES OF FRANCE

These are the lists of the nations that fought against France at various times during the wars.

AUSTRIA (2)

TYPE	REP
Line	4
Jagers (LT) - Rifle	5
Grenz (LT)	4
CAVALRY	REP
Chevauleger	4
Uhlans - Lance	4
Dragoons	4
Hussars	5
Cuirassiers	5

Austrian Leaders receive an additional -1 to their Reputation Generating roll.

GREAT BRITAIN (5)

TYPE	REP
Line	4
Rifles (LT) - Rifle	5
Light (LT)	4
CAVALRY	REP
Light Dragoons	4
Hussars	5
Dragoons	4
Guard Dragoons	5

British Leaders receive an additional +1 to their Reputation Generating roll.

PORTUGAL (3)

TYPE	REP
Militia	3
Line	4
Cacadores (LT)	4
CAVALRY	REP
Light Dragoons	4

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

PRUSSIA (3)

<i>TYPE</i>	<i>REP</i>
Landwehr	3
Line	4
Shutzen/Jagers (LT) - Rifle	4
<i>CAVALRY</i>	<i>REP</i>
Landwehr - Lance	4
Uhlans - Lance	4
Dragoons	4
Hussars	5
Cuirassiers (#)	5

(#) Prussian cuirassiers do not get the cuirassier bonus.

RUSSIA (4)

<i>TYPE</i>	<i>REP</i>
Line/Musketeers	4
Jagers	4
<i>CAVALRY</i>	<i>REP</i>
Cossacks - Lance - Irregular	4
Uhlans - Lance	4
Dragoons	4
Hussars	5
Cuirassiers	5

Russian Leaders receive an additional +1 to their Reputation Generating roll.

SPAIN (2)

<i>TYPE</i>	<i>REP</i>
Guerillas - Irregular	3
Militia	3
Line	4
Light (LT)	4
<i>CAVALRY</i>	<i>REP</i>
Chasseurs	4
Dragoons	4
Hussars	5

Spanish Leaders receive an additional -1 to their Reputation Generating roll.

TEXAS WAR OF INDEPENDENCE

In 1833 Mexico, of which Texas was a province, was in turmoil. Into this confused setting stepped Antonio Lopez de Santa Anna who, in a daring coup, became the new Mexican president. Among the factions supporting Santa Anna were the Texans, or Texians as they referred to themselves. Santa Anna promised reform but once in power the governmental restrictions applying to Texas remained in place. Attempts to present Texian grievances only resulted in numerous arrests, and eventually open warfare between the Mexican government and their Texian subjects.

These disputes culminated with the forming of a provisional Texian government in 1835, followed in 1836 by a declaration of independence from Mexico. The most famous of all the battles that occurred during this time occurred at the Alamo.

Much has been written about this famous siege, which lasted from February 23 to March 6, 1836. The defenders sought to make a stand and delay the Mexican army giving time for the Texian settlers to organize into a military force. In the early morning of the 6th the Mexican band struck up the "Deguello", the Spanish tune signifying no quarter. Soon the Mexicans had breached the walls and the defenders were killed. Among the dead were the famous frontiersmen Jim Bowie and Davy Crockett.

However, they had succeeded in their mission in buying time and as a result, on April 21st Sam Houston led an attack on the unprepared Mexican army at the San Jacinto River. In a matter of minutes, the battle was over and Santa Anna was captured. This was the decisive engagement of the war, ensuring independence for what would eventually become the state of Texas.

The War of Texan Independence was more than Texians fighting Mexicans. Much like the American War of Independence, it was more a revolution of the people who lived in Texas against an oppressive tyrant who ruled from afar. It should be noted that many of the armed settlers in Texas were Mexicans who fought side by side with their Anglo-American neighbors.

CAMPAIGN MORALE

Each army has a number in parenthesis after its name. This is their starting Local Campaign Morale. Feel free to modify this as desired.

ADDITIONAL ARMY LISTS FOR MUSKETS & MOHAWKS

TEXIANS

Texian was the term Anglo-American settlers of Texas used to refer to themselves. The Texian army of this period was composed of a variety of troop types. Few had any formal military experience, while a few more had some experience in Indian fighting while some had no military experience at all. Steeped in the American tradition of citizen soldiers called to arms in emergencies, few Texians held much regard for professional soldiers.

In addition to native Texians, many volunteers arrived from the United States to swell the ranks of the Texian army. These ranged from relatively green bands of adventurers to well organized companies. Some of these volunteers were “deserters” from the U. S. Army who brought their weapons and gear with them.

TEXIAN (3)

TYPE	TRAINING	REP	WEAPON
Mounted Scout ^(#)	Irregular	4	^(#)
Trained Volunteer	Regular	4	⁽¹⁾
Citizen Volunteer	Irregular	3	⁽¹⁾
Rancheros ⁽²⁾	Irregular	4	⁽²⁾
Texian Regulars	Regular	4	Musket
Gunners	Artillery	4	na

(#)Not “cavalry” in the true sense of the word, these mounted men served as the “eyes and ears” of the Texian army. Whether they were Texian (1-4) or Tejano (5-6) (Mexicans that sided with the Texians) these men were used to spy on the enemy and for raiding deep into enemy territory. Whenever possible they avoided contact with Mexican cavalry. This is reflected by counting one Rep lower when rolling on the Charge into Melee Table. Each scout carries a rifle (1-3), musket (4-5), or carbine (6), in addition to a tomahawk or knife. Some carry two pistols (1-3) in addition to a long arm. Briscoe’s company at Mission Concepcion furnishes an example of mounted scouts.

(1) Armed with rifle (1-4) and tomahawk/knife or musket (5-6) and tomahawk/knife.

(2)These Tejanos were mounted cowboys of the large haciendas who sided with the Texians. They are armed with knives, as well as one of the following: pistol (1-2), carbine (3-4), or lance (5-6). Juan Seguin’s company provides an example of rebel rancheros. These troop types were available starting in 1835.

MEXICAN ARMY OF OPERATIONS

The Mexican Army was divided into “Permanente”, or full time, soldiers and “Activo”, or State militia.

A dwindling treasury, the need to quash frequent rebellions, and anti-military legislation had all combined to leave the Mexican army ill prepared for a campaign in far away Texas. That Santa Anna secured sufficient loans to raise and equip the Army of Operations was quite a feat in itself.

Sadly for the Generalissimo the ad hoc nature of the force meant that it had more than its share of green recruits and unwilling conscripts around a dwindling core of seasoned troops.

What Santa Anna did have going for him, when the army crossed the Rio Grande bent on the re-conquest of Texas in February 1836, was numbers. “*Quantity has a quality all its own*”, as the saying goes.

MEXICAN (2)

TYPE	TRAINING	REP	WEAPON
Cazadores ^(#)	Regular	4	^(#)
Grenadaros ⁽¹⁾	Regular	4	Musket
Activo Fusileros	Regular	3	Musket
Permanente Fusileros	Regular	4	Musket
Zapadores ⁽²⁾	Regular	5	Musket
Cavalry	Regular	4	Lance ⁽³⁾
Rancheros ⁽⁴⁾	Irregular	4	⁽⁴⁾
Gunners	Artillery	4	na

(#)One company of each infantry battalion was designated a cazador company. These were regularly trained sharpshooters occasionally armed with Baker Rifles (1-2) or usually muskets (3-6). Cazadores were picked for their marksmanship and count as light troops.

(1) One company of each infantry battalion was designated a grenadier company. Composed of the best soldiers of the battalion, Grenadaros were used primarily as reserve or shock troops.

(2) These were the army sappers and these elites were used as assault troops.

(3) Cavalry were divided into two types, “Presidial” (1 – 3), or frontier lancers that excelled at tracking bandits and Indians, and Lancers (4 – 6). These last were designated light cavalry, dragoons, or similar with all types filling interchangeable roles. Presidials and Lancers will be armed with lance and carbine.

(4)These were mounted cowboys of the large haciendas who sided with the Mexicans. They are armed with knives, as well as one of the following: pistol (1-2), carbine (3-4), or lance (5-6). Used primarily as scouts.

MUSKETS & MOHAWKS

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ONE MORE THING

You may have noticed that there aren't any artificial rules for ending a battle. That's because you haven't lost a battle until you think you have which is right around when your units stop fighting.

If you're playing a one off battle you're going to fight until the end anyway as there's no reason to save any troops as there's no tomorrow.

But in a campaign, which Muskets and Mohawks is ideal for, leaving the field early may be a good idea at times. We've built in some incentives for cutting your losses. Take a look at the After the Battle Recovery Table. Units that runaway are heavily penalized, especially if you lose the battle. But because it's a campaign Replacements play a big role as well. Units that are destroyed will miss one Encounter but be back at full strength the next month. This gives the winning general a short term benefit in regards to Local Campaign Morale.

So how do you determine who has won a battle or lost. If only one side has troops still on the table they've won the battle. If both sides have troops on the table and neither wants to continue fighting then it's a draw. In this case both sides will count as if having won the battle. In some cases it may be a good idea to offer a draw to your opponent as it may be in both of your interests if he accepts.

MUSKETS & MOHAWKS

ROSTER SHEET

COMPANY COMMANDER

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	WEAPON	RANGE

LIEUTENANTS

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	WEAPON	RANGE

1ST PLATOON

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	UNIT REP	WEAPON	RANGE

2ND PLATOON

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	UNIT REP	WEAPON	RANGE

WAR CHIEF

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	WEAPON	RANGE

WAR PARTY LEADERS

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	WEAPON	RANGE

1ST WAR PARTY

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	UNIT REP	WEAPON	RANGE

2ND WAR PARTY

UNIT NAME	# OF MEN	LEADER NAME	LEADER REP	UNIT REP	WEAPON	RANGE

INFO

LOCAL CAMPAIGN MORALE _____ INVESTMENT LEVEL _____ ENEMY INVESTMENT LEVEL _____

MUSKETS & MOHAWKS

2

REACTION TESTS CAVALRY AND GUNNERS

(Taken vs. Rep)

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
In cover or friendly units in base to base contact with both flanks	+1d6
At half strength or less	-1d6
Higher command Leader attached to unit	+1d6

<i>Reason</i>	<i>Pass 2d6</i>	<i>Pass 1d6</i>	<i>Pass 0d6</i>
Received Fire	<i>Cavalry:</i> Carry On. <i>Gunners:</i> Carry On.	<i>Cavalry:</i> Charge if in range. Stand if not. Mounted Infantry dismount. <i>Gunners:</i> Carry On.	<i>Cavalry:</i> Retire. <i>Gunners:</i> Retire - Leave Gun.
Received Casualty	<i>Cavalry:</i> Carry On. <i>Gunners:</i> Carry On.	<i>Cavalry:</i> Roll 1d6 versus Rep of Leader. <ul style="list-style-type: none"> • Pass 1d6: Count as passed 2d6. • Pass 0d6: Count as passed 0d6. <i>Gunners:</i> Carry On.	<i>Cavalry:</i> Retire. If Leader lost Runaway. <i>Gunners:</i> Retire - Leave Gun.
Leader Lost	<i>Cavalry:</i> Carry On. <i>Gunners:</i> Carry On.	<i>Cavalry:</i> Retire. <i>Gunners:</i> Carry On.	<i>Cavalry:</i> Runaway. <i>Gunners:</i> Carry On.
Rally or Form Line <i>Used to Rally a Retire or Form Line.</i>	<i>Forming Line:</i> Unit Forms Line. <i>Retire:</i> Unit Forms Up.	<i>Forming Line:</i> Unit Forms Line. <i>Retire:</i> Unit halts in place unformed.	<i>Forming Up:</i> Unit halts in place unformed. <i>Retire:</i> Unit retires half the distance it did last turn. If reach the edge of the table will leave the field.
Fast Move	<i>All:</i> Unit moves up to twice its move ending unformed or up to one and half times normal move ending in Formed Line or Mob. ⁽¹⁾	<i>All:</i> Unit moves up to one and half times its move ending unformed or up to normal move ending in Formed Line or Mob. ⁽¹⁾	<i>All:</i> Unit moves its normal movement ending unformed.

(1) Non-player unit rolls 1d6 versus Leader Rep. Pass 1d6 move the formed option, if pass 0d6 move the unformed option.

MUSKETS & MOHAWKS

2	REACTION TESTS INFANTRY <i>(Taken vs. Rep)</i>
----------	--

CIRCUMSTANCE	MODIFIER
In cover or friendly units in base to base contact with both flanks	+1d6
At half strength or less	-1d6
Higher command Leader attached to unit	+1d6

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Received Fire	<i>Regulars:</i> Carry On. <i>Irregulars:</i> Carry On.	<i>Regulars:</i> Roll 1d6 versus Rep of Leader. <ul style="list-style-type: none"> • Pass 1d6: Count as passed 2d6. • Pass 0d6: Count as passed 0d6. <i>Irregulars:</i> Seek Cover. If already in cover halt in place.	<i>Regulars:</i> Retire. <i>Irregulars:</i> Runaway.
Received Casualty	<i>Regulars:</i> Carry On. <i>Irregulars:</i> Carry On	<i>Regulars:</i> Roll 1d6 versus Rep of Leader. <ul style="list-style-type: none"> • Pass 1d6: Count as passed 2d6. • Pass 0d6: Count as passed 0d6. <i>Irregulars:</i> If Leader lost Runaway. Retire if not in cover. Otherwise Carry On.	<i>Regulars:</i> Retire. If Leader lost Runaway. <i>Irregulars:</i> Runaway.
Leader Lost	<i>Regulars:</i> Carry On. <i>Irregulars:</i> Carry On.	<i>Regulars:</i> Roll 1d6 versus Rep of Leader. <ul style="list-style-type: none"> • Pass 1d6: Count as passed 2d6. • Pass 0d6: Count as passed 0d6. <i>Irregulars:</i> Retire.	<i>Regulars:</i> Runaway. <i>Irregulars:</i> Runaway.
Rally or Form Line <i>Used to rally a Retire or Form Line.</i>	<i>Forming Line:</i> Unit Forms Line. <i>Retire:</i> Unit Forms Up.	<i>All:</i> Roll 1d6 versus Rep of Leader. <ul style="list-style-type: none"> • Pass 1d6: Count as passed 2d6. • Pass 0d6: Count as passed 0d6. 	<i>Forming Line:</i> Unit halts in place Unformed. <i>Retire:</i> Unit retires half the distance it did last turn. If reach the edge of the table will leave the field.
Trophies	<i>All:</i> Unit does not stop to take trophies.	<i>All:</i> Roll 1d6 versus Rep of Leader. <ul style="list-style-type: none"> • Pass 1d6: Count as passed 2d6. • Pass 0d6: Count as passed 0d6. 	<i>All:</i> Unit spends next Activation taking trophies. If interrupted will Carry On instead.
Fast Move	<i>All:</i> Unit moves up to twice its move ending unformed or up to one and half times normal move ending in Formed Line or Mob. ⁽¹⁾	<i>All:</i> Unit moves up to one and half times its move ending unformed or up to normal move ending in Formed Line or Mob. ⁽¹⁾	<i>All:</i> Unit moves its normal movement ending unformed.

(1) Non-player unit rolls 1d6 versus Leader Rep. Pass 1d6 move the formed option, if pass 0d6 move the unformed option.

MUSKETS & MOHAWKS

LIST OF WEAPONS

WEAPON TYPE	RANGE	RELOAD	MODIFIER
Bow	18	no	-1d6
Carbine	12	yes	0
Musket	18	yes	0
Pistol	6	yes	0
Rifle	24	yes x2	0

#/REP

RANGED COMBAT

(Read the score as rolled)

Each score of "1" is a hit.

CIRCUMSTANCE	MODIFIER
Firing at Mob or Formed unit	+2d6
Firing with 2x as many figures as targets	+2d6
Firing with 3x as many figures as targets	+3d6
Firing while mounted	-2d6
Firing with a bow	-1d6
Firing at a target in cover	-1/2 hits ⁽¹⁾
Firing at will at a charging enemy	-1/2 hits ⁽¹⁾
Firing into the flank of the target	2x the hits

(1) Number of hits scored reduced to half, rounding up. Example- 1 hit = 1 hit, 6 hits = 3 hits, 7 hits = 4 hits

2

CHARGE INTO MELEE

(Taken versus Rep)

CHARGER IS:	MODIFIER
Formed	+1d6
Cavalry	+1d6
Irregular or Indian	+1d6
Charging onto the Flank	+1d6
Charging onto the Rear	+2d6
Outnumber enemy by 2:1 or more	+1d6
TARGET IS:	MODIFIER
Formed	+1d6
Cavalry	+1d6
In cover or gunner at the gun	+1d6
Need to reload	-1d6
Outnumber charger by 2:1 or more	+1d6
Retiring	-2d6

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3 or more than opponent	Target Runs Away. Charger occupies the spot that the target vacated.	Charger Retires. Target fires if able.
2 more than opponent	Target may not fire. Charger moves into melee. ⁽¹⁾ No Reaction Tests taken.	Charger halts in place. Target fires if able. No Reaction Tests taken.
1 more than opponent	Charger moves into melee. ⁽¹⁾ Target fires if able. No Reaction Tests taken.	Charger halts in place. Target fires if able. No Reaction Tests taken.
Same number as opponent	Charger rolls 1d6 versus Rep of the Leader. <ul style="list-style-type: none"> Pass 1d6 count as if Charger passed one more than opponent. Pass 0d6 count as if Target passed 1 more than opponent. 	Charger rolls 1d6 versus Rep of the Leader. <ul style="list-style-type: none"> Pass 1d6 count as if Charger passed one more than opponent. Pass 0d6 count as if Target passed 1 more than opponent.

REP

MELEE RESOLUTION

(Looking for successes)

Subtract the lower number of successes from the higher number and the lower side loses that many additional figures.

CIRCUMSTANCE	MODIFIER
Unit is Ferocious	+2d6
Unit is Formed	+1d6
Unit is Cavalry	+1d6
Unit is uphill of all enemy	+1d6
Unit is defending fieldworks or wall	+2d6
Each additional figure in contact more than the enemy	+1d6
Lancer armed Cavalry on contact ⁽¹⁾	+1d6
If unit is Following Up	+1d6

(1) Lancers are included if the player desires to use the rules for a different black powder period.

MUSKETS & MOHAWKS

2 REINFORCEMENTS TABLE

(Taken versus Investment Level)

# D6 PASSED	RESULT
2	Reinforcements arrive! Roll 1d6 and add the result to the Investment Level. Check the appropriate Reinforcements Table using this new total.
1	Reinforcements arrive! Roll 1d6 and check the appropriate Reinforcements Table using only this number.
0	No Reinforcements.

1 FRENCH REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Irregulars ⁽¹⁾
4	1 Unit of Irregulars ⁽¹⁾
5	1 Unit of Regulars ⁽¹⁾
6	1 Unit of Regulars ⁽¹⁾
7	1 Unit of Irregulars ⁽¹⁾ + 1 Unit of Indians
8	1 Platoon of Regulars
9	1 Platoon of Regulars
10	1 Platoon of Regulars + 1 Unit of Irregulars

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

1 FRENCH ALLIED INDIAN REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Indians
4	1 Unit of Indians
5	1 Unit of Irregulars ⁽¹⁾
6	1 War Party of Indians
7	1 War Party of Indians
8	1 War Party + 1 Unit of Irregulars ⁽¹⁾
9	2 War Parties of Indians
10	2 War Parties of Indians

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

1 BRITISH REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Militia ⁽¹⁾
4	1 Unit of Militia ⁽¹⁾
5	1 Unit of Regulars ⁽¹⁾
6	1 Unit of Irregulars ⁽¹⁾
7	1 Platoon of Regulars
8	1 Platoon of Regulars
9	1 Platoon of Regulars
10	1 Platoon of Regulars + 1 Unit of Militia ⁽¹⁾

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

1 BRITISH ALLIED INDIAN REINFORCEMENTS

(Read the result as rolled)

#	REINFORCEMENTS
1	1 Unit of Indians
2	1 Unit of Indians
3	1 Unit of Indians
4	1 Unit of Indians
5	1 Unit of Irregulars ⁽¹⁾
6	1 War Party of Indians
7	1 War Party of Indians
8	1 War Party + 1 Unit Irregulars ⁽¹⁾
9	2 War Parties of Indians
10	2 War Parties of Indians

(1) If a single unit is on the table this is the second unit completing the platoon. Add the Lieutenant.

1 REINFORCEMENT ENTRY

(Read the result as rolled)

#	RESULT
1	Enter the table edge to that side's left 6 + 2d6" up that edge.
2	Enter the left edge of the table behind that side 6 + 2d6" towards the center.
3	Enter the table edge behind that side 1d6" to the left of the center.
4	Enter the table edge behind that side 1d6" to the right of the center.
5	Enter the right edge of the table behind that side 6 + 2d6" towards the center.
6	Enter the table edge to that side's right 6 + 2d6" up that edge.

MUSKETS & MOHAWKS

2 PEF MOVEMENT (Taken versus the Enemy Investment Level)

#D6 PASSED	RESULT
2	<p>If there are other PEFs on the table roll 1d6:</p> <ul style="list-style-type: none"> (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. (3-6) - PEF moves 16" towards nearest enemy cover at all times. <p>If no other PEFs are on table roll 1d6:</p> <ul style="list-style-type: none"> (1-2) - PEF splits into two separate PEFs. (3-6) - PEF moves 16" towards nearest enemy through cover at all times.
1	<p>If there are other PEFs on the table roll 1d6:</p> <ul style="list-style-type: none"> (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. (4-6) - PEF moves 8" towards nearest enemy through cover at all times. <p>If no other PEFs on table roll 1d6:</p> <ul style="list-style-type: none"> (1) - PEF splits into two separate PEFs. (2-6) - PEF moves 8" towards nearest enemy through cover at all times.
0	PEF doesn't move.

NOTE

When moving towards the enemy PEFs will always stay in cover if possible. If they come within small arms range to the enemy they will halt in cover forfeiting any remaining move.

Example - A PEF is supposed to move 16" towards the nearest enemy. It moves 4" and reaches the edge of the woods and in range to fire at the enemy. The PEF will halt in cover and forfeit the additional 12" of movement.

CASUALTY REMOVAL

Casualties are removed in the following ways:

- Casualties from ranged fire are removed from the rank closest to the shooter.
- Casualties from melee are removed from figures in contact. Any gap created is filled by any figures in the rear ranks and not already in contact.

2 PEF RESOLUTION (Taken versus the Enemy Investment Level)

CIRCUMSTANCE	MODIFIER
If you are <i>contesting</i> the territory.	+1
If you <i>control</i> the territory	-1

#D6 PASSED	RESULT
2	<p>Contact with the enemy. Roll 1d6:</p> <ul style="list-style-type: none"> (1-4) Roll 1d6 and add the result to Enemy Investment Level. Check the appropriate Reinforcements Table using this new total. (5-6) Roll 1d6 and add the result to Enemy Investment Level. Check the appropriate Reinforcements Table using this new total. The Enemy is in Defensive Positions.
1	Roll 1d6 and check the appropriate Reinforcements Table using only this number.
0	False alarm. Just a case of the nerves!

LEADER CASUALTIES

Each time a unit takes a casualty from ranged combat or melee there is a chance that a Leader with the unit is a casualty. Here's how we do it:

- For each casualty scored roll 2d6 and add the scores together.
- If the Leader is on foot he is a casualty on a result of 11 or 12.
- If he is mounted he is a casualty on a result of 10, 11, or 12.
- Any other result means the Leader is unharmed and another figure is a casualty.

Leaders are treated normally when fired upon by artillery with the following exception:

- A mounted Leader will roll 1d6 after he has been hit.
- If the result is a 1, 2, or 3 the horse has been hit and the Leader is unharmed but loses one turn of Activation. The horse is no longer available to be used this game.
- If the result is a 4, 5, or 6 the Leader has been hit.

MUSKETS & MOHAWKS

2 NP SCOUT REACTION (Taken versus Enemy Investment Level)

CIRCUMSTANCE	MODIFIER
If Non-Player side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Scouting party takes cover and converts into NP Defend Tactics. If beat away enemy will revert to a Scout Encounter.
1	Scouting party takes cover and converts into NP Defend Tactics. If beat away enemy will withdraw from the table back the way they entered.
0	Scouting party converts into a fighting withdrawal moving from cover to cover until withdraw from the table back the way they entered. See the section called Leaving the Field (page, 19).

2 NP MOVEMENT - ATTACK (Taken versus Rep)

CIRCUMSTANCE	MODIFIER
The NP side has 2x as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Foot will move into smallarms range. ⁽¹⁾ Cavalry will attempt to encircle the flanks of the enemy. If already in charge reach will take the Charge into Melee Test. Artillery will move into range and unlimber. ⁽²⁾
1	Foot will halt in place but fire if in range. Cavalry will halt in place but fire if in range. Artillery will halt in place but fire if in range.
0	Foot will Retire full move away from the enemy. Cavalry will Retire full move away from the enemy. Artillery will Retire full move away from the enemy.

(1) If already in range, will fire at you instead. (2) If already in range, will fire at you instead.

2 NP TROOPS MOVEMENT - DEFEND (Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If in cover	+1d6
If Non-Player side has twice as many figures on the table	+1d6

# D6 PASSED	RESULT
2	Foot: If have twice or more your number: Move half of force, to cover, to fire at you. ⁽¹⁾ Move other half, if cover available, encircle your left (1-3) or right (4-6) flank. Otherwise: Will move to cover to fire at you. If no cover will stand and fire at you. Irregulars will drop prone and fire at you. Cavalry will attempt to encircle the flanks and attack the enemy. Artillery will move into range and unlimber. ⁽²⁾
1	Foot will remain in cover to fire at you. If not in cover will stand and fire at you. Irregulars will drop prone and fire at you. Cavalry will halt in place but fire if in range. Artillery will halt in place but fire if in range.
0	Foot will remain in cover to fire at you. If not in cover will stand and fire at you. Irregulars will drop prone and fire at you. Cavalry will Retire full move away from the enemy. Artillery will Retire full move away from the enemy.

(1) If already in cover and in range, will fire at you instead. (2) If already in range, will fire at you instead.



"IT'S NOT MY FIGHT..."

It's 1754 and there's news of the impending war between France and Great Britain. But that's in Europe and between Kings and there aren't any Kings in North America. Life for both the French and British colonists is tough enough with trying to stabilize their respective frontiers and dealing with the local Indian tribes is a delicate balancing act. No, let the Kings fight amongst themselves across the pond. It's not my fight.

Or at least it wasn't until today. Word has spread along the frontier of open conflict. The tribes are choosing sides and the militias mobilizing. Settlements are suffering brutal raids causing harsh retaliation in kind. The frontier's aflame with war! The Kings may not be here but their war is and while many sides can lose only one side will win.

WHICH SIDE WILL YOU CHOOSE?

Muskets and Mohawks is a unit based game where units are composed of 5 to 10 figures. In *Muskets and Mohawks* you can choose from two sides with a total of four factions. You can be:

- British Regulars
- French Regulars
- British Allied Indians and Irregulars
- French Allied Indians and Irregulars

Whichever you choose you must lead one or more units of men through the war, the French and Indian War *, fighting when needed because it's all about victory and glory, and in some cases, just survival!

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