

Fur Wars II

Adapted Shamelessly from Pig Wars and Fur Wars

Turn Sequence

Roll 1D10 for initiative, winner chooses A or B.
Side A rallies, moves, shoots.
Do melee then do morale checks.
Repeat for Side B, and the turn is over.

Movement Factors (rate in rough/dense)

Indians/Rangers/C de Bois:	9	(1:1)/(1:2)
Militia	7	(1:2)/(1:3)
Skirmish-trained Infantry:	8	(1:1)/(1:2)
Infantry in formation:	6	(1:2)/(1:4)
Cavalry:	16	(1:3)/(0)
Limbered gun, wagon:	4	(0)/(0)
Manhandled light gun:	6	(1:2)/(0)
Manhandled field gun:	4	(1:2)/(0)
On Road:		X1-1/2/
Falling back or routing:		X1-1/2/

Troops pay 1" per 45 turn. Charges are done at 1-1/2 X speed. Chargers must rest one turn before charging again. Mounted may charge three turns in a row. Chargers, routers, and FB troops may turn no more than 45° total during their move.

Shooting: Roll 1D10, hit on a 6-10 at close, 8-10 at far. Natural 10 is always a hit. Modify:

2 or 3 stripe shooter (elite):	+1
Target has 2" between bases:	-1
Vs. soft cover:	-2
Vs. hard cover:	-3
Non-firearm:	-1
Each wound:	-1

Ranges

Pistol:	5/10	Bow:	10/20
Musket:	10/20	Spear:	5/10
Rifle:	15/30	Knife/Axe:	-/5

Rifles must reload one turn. Other firearms may not shoot if they move, except for mounted pistols. Bows, etc. may shoot twice if stationary, or move and shoot once. Arc of fire is 45° to either side.

Scalping: Scalping is done as part of movement. Scalping costs half a move, and must be done to dead figures. The scalper must be on foot and touching the dead figure. Scalpers may count the scalp as victory points. All enemy figures seeing the scalping are affected if they must test morale that turn.

Areas still to be covered: Better troop definitions, artillery, fortress assaults, formations, boats and bateaux, terrain details.

Melee: Each figure rolls 1D10, add stripes plus weapon and tactical factors. High score causes wound if it beats enemy score by victory margin. If outnumbered, choose one enemy to strike at; the extra attackers get free strikes against your score (they might hit you, but you can't hit them).

Weapon Factors		Tactical Factors	
Improvised:	+0	Mtd vs. foot:	+2
Knife/Axe:	+1	Charging:	+1
Spear/club/bay:	+2	Vs. flank:	+1
Sword:	+3	Vs. rear:	+2
Formed bayonets:	+4	Uphill:	+1
		Vs. obstacle:	-1
		Each wound:	-1
		Vs. hard cover:	-2
Victory Margins			
Indians/rangers/c du bois:		4	
Regulars:		3	
Militia/gunners:		2	
Women and children, animals:		1	

Morale: Unit routs at 50% losses. Otherwise check at 20% and 40% losses, leader captured or killed, or any hits from formed fire. To test, roll 1D10 for each figure and modify as listed below, then cross-index on the chart to see the result. Formed units take one test as a whole.

Each 20% losses:	-1
Figure sees scalping:	-3
Leader killed/captured:	-3
Leader in front rank or in combat:	+2
-or- Leader within 4" or touching formed unit:	+1
Trained or elite troops in formation:	+1

Score	Raw	Green	Good	Elite
1	RT	RT	RT	FB
2	RT	RT	FB	FB
3	RT	FB	FB	NE
4	RT	FB	NE	NE
5-6	FB	NE	NE	NE
7+	NE			
Rally	9-10	8-10	6-10	4-10

Fallback (FB): Fall back at 1-1/2 X speed. Lose formation, and end the move backs to the enemy. Next move, no charge, but otherwise act normally.

Rout (RT): Turn and run at 1-1/2 X speed, keep running each move until rallied.