



FLINT and Feather

28mm SKIRMISH
RULES for the
HEROIC AGE
of GREAT LAKES
FIRST NATIONS



HOWARD WHITEHOUSE RODERICK ROBERTSON



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4274 Turner Road, Kelowna, BC V1W 2N3

Email: cruciblecrush@hotmail.com

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Flint and Feather

War Parties Of The Great Lakes

By Howard Whitehouse and Roderick Robertson

We are well into our playtesting of the rules. This is the third official playtest edit of the rules. We hope that, through our own playtesting, editing and rewriting that these rules are a step closer to production.

What we need now is not just reading but actual playtesting and – this part is crucial – letting us know the parts that either made no sense or were hard to work out. If you have an idea that would make a rule better, that'd be great. If not, just tell us what you found to be a problem, and we'll work on a solution. If several people point to the same spot, we'll know it *really* needs to be resolved. Don't be shy about this – we checked our egos a long time ago!

What we don't have yet are a set of scenarios or rules for all the various native spirit/monsters that Bob has talked about making.

See how it all works for you, and let us know!

Howard and Roderick

Find us at professorbellbuckle@yahoo.com

Or send your playtesting results to cruciblecrush@hotmail.com



Introduction

FLINT AND FEATHER is a set of game rules for tribal warfare between the nations of the Great Lakes region in the era prior to the settlement of Europeans.

It is played on a miniature landscape set out on the floor or a tabletop. This can be as elaborate or as simple as you like; the game is best played on a board showing a lot of cover – forest, swamp, forest, creeks and streams, forest, rock formations and caverns, and yet more forest. You'll probably want a village in due course.

Each player controls a War Band of about a dozen models. Some forces may involve more models, since they consist of less skilled (or worse-armed) warriors depending on how you wish to design your War Band. A War Band level game should take about an hour to play.

Equipment Needed: *FLINT AND FEATHER* requires a handful of dice (ideally red, white and green), tape measures and printed copies of the cards and marker counters supplied with the game. A roster is provided in the back of the book that you may want to fill out listing the names of your gallant warriors, their Combat Values and Skills, and their weapons and equipment.



FLINT AND FEATHER is designed as an unpredictable game full of random events – sudden rushes, flurries of arrows, and men fading back into the forest. The winner is usually the player who can handle the chaos and follow through with his plan. One player takes his turn, rolling to see how many of his warriors will follow orders, and begins his series of actions. His opponent is allowed to *React* to his actions with a sudden volley of arrows, a sudden rush with clubs and knives, or fading off into the woods. The first player finishes his turn, and the sequence is reversed.

On Scales: *FLINT AND FEATHER* is set at a man-to-man level, where each miniature longhouse is exactly as shown, and where each door is precisely where it is shown on the model. The ground scale, in turn, is in relation the 28mm-sized models, so an inch is about five feet. This means, of course, that weapon ranges are far shorter than in real life; a weapon that shoots 24" on the table would be shooting only forty yards. Likewise, a moment's thought will suggest that the time scale must be very short, since moving, say, 4" equals only twenty feet, a bare few seconds for any moderately fit person to walk. As game designer, I ask you to think briefly of these issues, then set them aside in favor of simply playing a fast-moving game!

Your War Band

In *FLINT AND FEATHER* you command a small unit, which we'll call simply a *War Band*. It consists of 6-15 fighters, usually led by a war chief which is called a *Great Warrior* - with one or more veteran warriors, his *Companions*, acting as sub-leaders under him. Each player is represented by the Great Warrior figure.

The war band can be divided into two, three or more smaller sub-units – known simply as ‘Groups’ - as fits the situation. It's best to use the Companions to lead each group, since they are more likely to do what you want!

As Great Warrior your job is to carry out raids – sometimes at the wishes of the tribal council, sometimes by your own – but you also want to preserve the lives of your men as far as you can. Lightly wounded men may easily come back into action, but more serious wounded warriors may die or suffer crippling injuries, and dead men are lost for good.

Great Warriors are natural leaders of men, and warriors often ask to join their raids. Each additional warrior's aid is a debt which must be paid in furs at the end of the war season. Your Great Warrior starts with a personal ‘treasury’ of furs – for a small campaign, 200 furs is a good amount. He may recruit as many figures as he wants for a game (within the limits shown on the Warrior table), but he must be able to pay them at the end of the game session. If he can't (perhaps because he didn't capture as much treasure as he expected, or his trade goods were stolen), he'll have to make up the difference somehow, or he will be regarded as an unlucky cheat, and few warriors will want to join his war-parties - at least until he is able to make up the debt.

Warriors

A basic War Band is made up of warriors, and sometimes a shaman or healer. Historically, a Great Warrior would declare what sort of campaign he is expecting – raiding the enemy, trading up the river, hunting, etc. He then waits for other warriors to join his band. He has probably already talked to his Companions and knows that they'll join him, but other warriors will approach him to ask for places (assuming he has been successful in his past efforts).

In game terms it is assumed that your Great Warrior has made a call for a raid or other expedition. For the first game of a campaign, the Great Warrior has a number of furs stockpiled that he'll be able to pay off the debts he owes the warriors. After that, though, he will have to be successful raiding (or hunting or trading) to be able to afford to take on more debt. A bad raiding season can reduce his potential recruits to just his Companions. More on this in the Campaign Rules Book.

The available warriors that will make up the War Band are as follows:

Great Warrior: your personal figure, a powerful leader. May have up to two chosen abilities.

Companion: your trusted friend, who is a skilled fighter and a dependable sub-leader. May have one random ability.

Healer: a member of a Medicine Society, who may heal wounds after – and sometimes during – a fight. The Healer is not a combatant, but will defend him or herself if necessary. May have one random ability.

Shaman: a wise, perhaps sorcerous, person who can invoke the powers of the spirit world. The Shaman is not a combatant, but will defend him or herself if necessary, and counts as *Frightening* if attacked. May have one free chosen ability.

These four classes are sometimes referred to as ‘Key Characters’ (KCs) and they are treated in more detail than the following warriors, whom we term ‘Basic Characters’ (BCs).

Veteran Warrior: very experienced and capable in combat, but not suitable for leading others because he’s unlucky, impulsive, unlikeable, or just plain stupid. May have one random ability.

War-Bearer: an experienced warrior. No ability to start the game.

Stripling: a boy just approaching adulthood. He is too young to have honed any special abilities.

Key Characters have something called *Orenda*, measured in Orenda Points (RPs) equal to their value in Furs. Orenda is an Iroquoian word that means magic/power/reputation. These improve (or not) according to success in battle, wounds inflicted, wounds taken (and ignored), enemies shamed and – regrettably – those moments where our character is shamed.



Warriors

Type	Numbers Allowed	Furs	Combat Value	Equipment Points	Abilities
Great Warrior	1	50	5	5	Up to two chosen abilities
Companion	0-3	25	4	4	One free random ability
Veteran Warrior	0-2	15	4	4	One free random ability
War-Bearer	Infinite	10	3	3	No abilities to start the game
Stripling	0-3	5	2	2 (no armor)	No abilities to start the game
Healer	0-1	25	2	Knife only	One free random ability. Heal CV3
Shaman	0-1	30	2	Knife + ceremonial equipment	One free chosen ability. Orenda CV3

1. **Numbers Allowed** - You can’t have a warband of all Great Warriors, nor of only Striplings – if nothing else, the number of Great Warriors or Striplings in a tribe is limited. Each category of warrior has a maximum number of figures allowed of that grade – except war bearers; you can have as many as you want.
2. **Furs** - Furs represent the reputation, fame and wealth of the warrior, as well as the size of the debt incurred by inviting him to join your warband.

3. **Combat Value** - Each character has a Combat Value (CV) between 5 (very good) and 1 (very bad) which represents his ability in battle. This is explained in the basic rules.

4. **Equipment**

Equipment for each figure is bought out of its 'Equipment Points' allowance. A figure armed with a spear may not have a bow, and vice versa. Everyone has a knife, small club or tomahawk, whether it is a handcrafted piece of obsidian, or a cheap iron trade knife. Think of this as a secondary weapon. Most warriors can be considered either as archers (with bow, and sometimes an axe or club) or as close combat fighters (with spear, axe or club, and often a shield), although Great Warriors and Companions have sufficient equipment points to carry a wider selection of weapon and armor types. Other gear may come with the scenario: for example, river scenarios involve canoes, but you don't have to pay extra for them.

Equipment points value

Item	Equipment Points	Other notes
Knife, small club or tomahawk (secondary weapon)	free	Everyone has one!
Axe or club	1	Good for taking captives
Spear or huge club	2	Can't use alongside bow
Bow and quiver	2	Can't use alongside spear or huge club
Shield	1	Doesn't count while shooting bow
Wooden chest armor	1	Saves 1st wound in close combat, -1 shooting damage roll
Full Wooden armor	1	Saves 1 st two wounds in close combat, -2 shooting damage roll Slows you down in Woods or Rough Terrain.



Abilities

Your figures may have special abilities, called *Advantages* or *Disadvantages*. You may choose the appropriate number of abilities for Key Figures. Most Basic Figures do not get abilities to start the game. For each random ability roll 1D6: on 1-4 it is an Advantage, on 5-6 it is a Disadvantage. Once it is determined if it is an Advantage or Disadvantage, roll on the appropriate table.

Advantages – Roll 1d6 to determine chart, and then roll 1d6 to decide the ability

Chart One – Attacks - 1, 2 or 3 on 1d6

	Ability	Effects
1	Powerful Swing	+1D6 for <i>Swing</i> attack.
2	Heavy Hand	+1D6 when using a <i>Bash</i> attack.
3	Serpent's Blade	+1D6 when using a <i>Lunge</i> attack.
4	Thrower	Shift damage one column to the left when throwing a tomahawk, club, spear or knife.
5	Fleet of Foot	+1D6" movement when on foot.
6	Thick Wristed	+1D6 when using a <i>Cut</i> attack.

Chart Two – Defense - 4, 5 or 6 on 1d6

1	Nimble	No deduction for movement in Rough Terrain
2	Agile	+1D6 when using <i>Jump Back</i> or <i>Leap Aside</i> options.
3	Fox's Guile	+1D6 when using a <i>Counter-Stroke</i> defense.
4	Great shield	Additional +1D6 when using a shield to <i>Parry</i> , + 3 armor.
5	Tough Skin	This figure may change one attack die roll against him to one level worse. So a "1" may be changed to "2" or a "2 thru 5" may be changed to a "6" die roll result. Only one die may be changed.
6	Roll 1d6 Again – 1 or 2	Lucky - Gets a one free re-roll per turn, to be used at any time.
	- 3 or 4	Pick any two Advantages
	- 5 or 6	Roll a Disadvantage instead

Disadvantages – Roll 1d6 to determine chart and then roll 1d6

Table One – Attacks - 1, 2 or 3 on 1d6

	Ability	Effects
1	Scrawny arms	-1 damage when using an axe.
2	Clumsy	-1D6 when using <i>Jump Back</i> or <i>Leap Aside</i> .
3	Tangle-foot	-1D6 when using Counter-strike.
4	Cripplehand	-1D6 when using a <i>Swing</i> attack.
5	Awkward	-1 damage when using a spear.
6	Delicate wrist	-1D6 when using a <i>Cut</i> attack.

Table Two – Defense - 4, 5 or 6 on 1d6

1	Slow	When rolling for movement change one die for this model to a one, 1" of movement provided
2	Lame	Roll 1D6" less for movement, or -1" (minimum 1D6 or 1").
3	Feeble	Add 1 to all wound effect scores against him.
4	Misses the moose	-1 modifier when firing missiles
5	Palsied	-1 damage when using a club.
6	Roll 1d6 Again – 1 or 2	Cursed - Opponent may demand one re-roll in any round of close combat he's involved in.
	- 3 or 4	This warrior does not have a disadvantage
	- 5 or 6	Choose your disadvantage

Choosing your War Band

For a small campaign, 200 furs is a good start – that allows you to have your Great Warrior, a Companion or two, and a variety of lesser warriors. You’ll probably start with a War Band of 6-15 figures. Don’t worry – you’ll be able to recruit more figures as the campaign goes on.

Once you have your War Band, you may wish to name them, marking their bases with either a name, a number or simply a painted dot to keep track of the models.

Example War Band: 200 points

Character		Weapons	Armor	Abilities	Cost
Two Ravens Great Warrior	5	Spear, club	Shield, armor	<i>Powerful Swing (+1D6 for Swing attack.)</i>	50
Silver Deer Healer	2	Knife		<i>Fleet of Foot (+1D6" movement)</i> <i>Agile (+1D6 when using Jump Back or Leap Aside options)</i>	25
Arrow Flies Fast Companion	4	Bow, axe	Shield	<i>Fox's Guile (+1D6 when using a Counter-Stroke defense.)</i>	25
Thunder Hand Companion	4	Spear, axe	Shield	<i>Serpent's Blade (+1D6 when using Lunge)</i>	25
Red Bear Veteran Warrior	4	Spear, club	Shield	<i>Clumsy (-1D6 when using Jump Back or Leap Aside)</i>	15
War-bearer	3	Bow, axe		NA	10
War-bearer	3	Bow, axe		NA	10
War-bearer	3	Bow, club		NA	10
War-bearer	3	Spear	Shield	NA	10
War-bearer	3	Spear	Shield	NA	10
Stripling	2	Bow		NA	5
Stripling	2	Bow		NA	5
Total					200

This ends the Introductory section of the rules. We are working on the layout for the rest of the basic rules .pdf and should have this posted within a week.