



FLINT and Feather

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



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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

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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

Roll	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

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



The Basic Game

FLINT AND FEATHER is designed to introduce players to wargaming, so we'll start with a simple version of the game. This will allow new players to grasp the concepts of War Band tactics and learn the core rules without having to know how various optional rules work. Those things will be covered as they appear. For now, what's needed is to get to grips with the elements of the game.

To explain how Flint and Feather works, we'll create two opposing units to play out a basic War Band-on War Band engagement where two patrols meet. One party is led by Two Ravens, the other by Grey Wolf. We'll use these two in examples throughout the rules.

Example: Two Ravens is using the example War Band [listed](#) above.

Setting Up

Lay out the board, either according to a specific scenario, or however the players choose. The Scenarios section contains complete rules for this. The standard board for the basic Flint and Feather game should be at least 24" square, although most games will be better on a larger surface – whatever your table allows will certainly be fine! Discuss the terrain to decide which features count as 'concealment' or 'cover', which features can't be moved over, and any other aspects of the board that might pose questions as the game goes on.

Unless the game is played on a very tiny table surface, there should be room for the game board and space for the rules, dice and other game materials so that they don't clutter up the actual playing surface.

In some scenarios one or both sides will already be placed on the board, within 6" of its own base edge. This will be known to both sides. The opposing force may appear at its 'base' board edge (or base line), or up to 12" along either side adjoining it. In general each side should deploy one or more groups on the table before the first turn. Models that are not yet placed on the board may enter at their friendly board edge on their owner's turn.

Example: Two Ravens is ambushing Grey Wolf's War Band as it is portaging canoes between rivers. The board is set up with a riverbank at one edge, a band of clear terrain about 12" wide, and the rest of the table forest, with a portage path leading from the river off the opposite table edge

Furs Markers

Each player sets out three "Furs" markers before the game starts. These markers represent traps, caches, supplies or simply some medicinal herbs that the Shaman wants collected. What they actually are doesn't matter as much as that they now become a goal to collect in game terms. In the regular game the player that collects the most Furs Markers wins the game. Furs Markers may not be set up within 12" of another Furs Marker or within 12" of a table edge. Set up Furs Markers before players pick which side of the table they will start on. See Between the Games to find out what your Furs Markers are worth to your Warband at the end of the game.



A warrior approaches a Furs Marker

Collecting Furs

To collect a fur marker a figure must move beside the fur marker. It must then spend an action in picking up the fur marker. The figure cannot be attacked or move during this action. At the end of the action the owning player picks up the furs marker and places it on his side of the table. In the Between the Games section the value of these furs markers are determined and it will help improve the Warband. Furs markers that are collected in this way cannot be taken from a player once they have been collected.

Inspiration

Each War Band is rated according to its level of motivation and self-belief: we'll call it an 'Inspiration Level'. An 'Inspired War Band responds well to the leader's plans instructions; individuals may show considerable initiative. 'Standard' is the base inspiration, where leaders are needed to motivate the actions of their warriors. 'Demoralized' means at best limited responsiveness and initiative. At the beginning of a game, each party will be at the 'standard' level – neither seriously inspired, nor de-motivated. Inspiration levels may go up and down during a game, based on how things are going and whether the spirits are friendly.



Terms used in 'Flint and Feather':

Action

Each figure can perform two actions in a turn spaced around an opponent's Reaction. Actions include movement, shooting, attacking an enemy, binding a captive and other activities.

Activation

The process by which War Bands are set into motion on a turn by turn basis.

Ambush

A group may choose to take up a watching position (akin to 'on watch' or 'overwatch' in modern warfare) which allows for improved abilities in Reacting to enemy actions. Figures in Ambush shoot better when reacting, and can opt to React earlier or later than the usual middle of the opponent's turn.

Basic Character

A lesser character in the game – a War-Bearer or Stripling - who needs to be led, and has limited control over decisions in shooting and close combat.

Charge

Not so much a formal charge as a rush forward with the intention of getting to grips with the enemy in a close and personal way. You can't initiate Close Combat without declaring a Charge to make it happen.

Close Combat

When a Charge action is taken the intent is to move into Close Combat with an enemy Group and initiate the Close Combat portion of the rules. This means the actual hack and bash of fighting hand to hand with the intent to injure the opponent.

Combat Value

Each character has a Combat Value (CV) between 5 (very good) and 1 (very bad) which represents efficiency in battle. Combat Value drops with wounds received, and a character is out of the game (and very probably out of this world) when CV reaches 0. In Flint and Feather players are sometimes asked to 'Test against CV' for a character or group of figures. This means rolling a D6 – sometimes with a modifier - needing a score equal or less than the current CV to pass.

Cover

Any figures that have a terrain feature fully intervening between them and others such as a thicket of woods or a patch of boulders are considered in cover. If they are being spotted, or fired at by those opponents then those figures would be considered to have cover.

Concealment

Any figures that are in a terrain feature such as a thicket of woods or a patch of boulders are considered concealed. If they are being spotted or fired at they would be considered to have concealment.

Gory Death

A casualty so horrifically bloody that it causes a serious degree of discomfort to the victim's friends.

Group

A group is a number of models acting together, even if they are not performing the exact same series of actions. This is not a permanent unit, and may gain and lose figures as the game goes on. In most situations, a result that affects any members of a group affects the whole group.

Inspiration

A War Band's level of motivation and self-belief, ranging from 'Inspired' to 'Demoralized'. War bands start at 'Standard' is the base inspiration, but this may go up or down.

Key Character

An important character in the game – a Great Warrior, Companion, Shaman or Healer - who has leadership or other skills, and a strong degree of control over decisions in shooting and close combat.

Nerve

A term used in 'Flint and Feather' for morale or courage. Nerve Tests may be called for as a result of close combat, shooting casualties, from a surprise attack, or seeing something disturbingly supernatural!

Reaction

Each phase the non-phasing player gets a chance to react to the movement of the phasing player in between the two Actions of the phasing players figures.

Wounds

Wounds reduce a figure's CV depending on their severity: a Light Wound reduces CV by 1, A Wound by 2, and a Mortal Wound by 3. Wounds are cumulative, until the CV drops to 0, putting the warrior out of the game.



The Turn

Inspiration

Each War Band is rated according to its level of motivation and self-belief: we'll call it an 'Inspiration Level'. An 'Inspired War Band responds well to the leader's plans instructions; individuals may show considerable initiative. 'Standard' is the base inspiration, where leaders are needed to motivate the actions of their warriors. 'Demoralized' means at best limited responsiveness and initiative. At the beginning of a game, each party will be at the 'standard' level – neither seriously inspired, nor de-motivated.

Inspiration levels may go up and down during a game, based on how things are going and whether the spirits are friendly.

The Game Turn

Decide who goes first, by any method you like or as the scenario instructions dictate. If a player is designated the 'Attacker' in the scenario information then in general, those forces will act first. Each side will take turn to act alternately throughout the game, and this 'Igo-Ugo' sequence remains constant even though Reactions may alter the balance of which units are currently in action.

Each turn, the sequence is:

Player 1 (the 'active player') rolls to activate his forces.

Player 1 takes one Action with as many of his own Groups as he's allowed.

Player 2 may take one Action for each of his Groups who are able to React (see Reactions).

Player 1 completes his turn by taking second Actions for each Group.

Repeat the sequence, with Player 2 as the active player.

Activating Your Forces

A player starts his turn by rolling a die to activate his forces. How well he does depends not only on the die roll, but the Inspiration Level of his unit. Most War Bands start out at Standard Inspiration. Inspiration levels may change as the game goes on.

Groups

A Group is a number of models acting together, even if they are not performing the exact same series of Actions. Each figure must be within 2" distance of another member of the unit even if there are obstacles between models. A Group led by a Great Warrior or Companion will usually perform better than one without.

Sometimes a Group may consist of just one figure, as in these situations:

- A single figure expected to act alone, such as a shaman or healer. These single models are also permitted to act as part of a larger Group whenever the player prefers.
- A figure which becomes separated from his initial Group counts as a Group on his own until he rejoins his Group or joins another.

In practical terms, a War Band will usually consist of two or three Groups at the start of the game. These may break up into smaller Groups as the game goes on.

A player may form new Groups, or divide the Groups he has, when he activates his forces. There is no limit on this beyond the obvious fact that the die roll might not permit all elements to act at once.

Example: Two Ravens has split his War Band as follows: Two Ravens, Silver Deer the Healer, and the two striplings are one group. Arrow Flies Fast, Red Bear, one bow-armed and two spear-armed Warberers are the second group.

Thunder Hand gets the remaining bow-armed war bearer and two spear-armed war bearers. On turn three Two Ravens activates all Groups and rolls a run move with his Group. He promptly moves Silver Deer the Healer across a stream and away to heal an injured warrior in Arrow Flies Fast Group. He is over 2” away from Two Ravens and has not made it to within 2” of anyone in Arrow Flies Fast Group. Now Silver Deer is considered his own Group for activation and moral purposes.

Activation Roll

Die Roll	Inspired	Standard	Confused or Demoralized
1	All groups	All groups	All groups
2	All groups	All groups	Groups led by Companions or Great Warriors
3	All groups	Groups led by Companions or Great Warriors	Groups led by Companions or Great Warriors
4	Groups led by Companions or Great Warriors	Groups led by Companions or Great Warriors	One group
5	Groups led by Companions or Great Warriors	One group	One group led by the Great Warrior
6	Medicine Roll	Medicine Roll	Medicine Roll

Activation Results

All Groups: activate all figures.

Groups led by Companions or Great Warriors: Activate all groups who are led by the appropriately-ranked figure.

One Group: activate any one group

One group led by the Great Warrior: only the group led by the War Chief (if he is still alive) can be activated.

Example: Two Ravens rolls to activate his forces. They are at Standard Inspiration, and the roll is '5'. He chooses to activate Arrow Flies Fast and his group.



Actions

When activated, figures may perform two actions. Figures can repeat an action - for instance, they can run or shoot twice in succession. The player can perform these actions in any order he likes. Once he has completed his actions (and the results worked out) for all his activate groups, his turn is over and the turn sequence resumes. Every active group on the moving side must complete its first action before any group starts its second action – and the enemy will have a chance to react before that second action begins.

Figures within a group may take different actions: one may shoot his bow, while another charges into hand to hand combat and a third heals a wounded comrade. Actions may include -

- Shoot a weapon from a stationary position.
- Move. Shooting is allowed while moving, at a reduced chance of hitting the target.
- Run. There is no restriction against running on successive actions or turns. No shooting is allowed.
- Take up an 'Ambush' pose, covering an area where an enemy target is expected to appear with the intention of shooting or charging into close combat. The group must remain halted in place to take best advantage of Reaction shooting on the enemy's turn. A group in Ambush can shoot as if it was stationary when making a Reaction.
- Charge. Make a Run move towards an enemy group with the intention of closing into close combat. This action happens immediately if a group moves into contact with an enemy. When a Close Combat begins the standard turn sequence is superseded by the special rules that apply to melee.
- Create a Spell. This is an action that is used by Shamans to use their Orenda or magic in the game. See the Orenda section for more details.
- Treat a wounded friend
- Bind a defeated enemy.

Example: Two Ravens activated Arrow Flies Fast's group. They are behind a series of boulders and trees from an enemy group. Two Ravens activated Arrow Flies Fast's group. They are behind a series of boulders and trees from an enemy group. The entire group spends their first action moving out from behind the boulders. The enemy may React to this, since it's clearly a threat. Now Grey Wolf makes his Reaction roll for under his CV. He rolls a three and moves his warriors forward. For their second action, Arrow Flies Fast and the bow-armed War-bearer fire at the enemy group, while Red Bear and the two spear-armed War-bearers charge into Close Combat.



Medicine Rolls

When a player rolls a 6 for Activation, the Medicine Roll occurs. This sequence of events brings random elements into the game.

- He checks the status of his own wounded models. Roll a D6 for each figure that has taken one or more wounds:
 1. If that figure has already been checked by a comrade, his status improves by one wound grade on a roll of 1-2 (1-3 if it was a Healer). If a 6 is rolled, it gets one grade worse.

1. If that figure has not been checked by a comrade, his status improves by one wound grade on a roll of 1. If a 4-6 is rolled, it gets one grade worse.
 - Any non-swimmers currently in the water drown.
 - He rolls on the Medicine Roll table see below. Roll 1d6 to determine the table. On a roll of 1, 2 or 3 use the Random Event table, on a roll of 4, 5 or 6 use the Major Event Table. Then roll a second 1d6 to determine the actual Medicine Roll result. Sometimes you may have to roll a third d6 depending on the results.
 - On this table where the text says Choose a figure, roll a die:
Where the card says Choose a figure, roll a die:
 - 1: Farthest figure on the left flank.
 - 2: Farthest figure on the right flank.
 - 3: Foremost figure
 - 4: Rearmost figure
 - 5: Owning player picks the figure.
 - 6: Opposing player picks the figure
 - He chooses one Group to make **one** Action. The enemy may React to this Action as normal.

Table One – Random Event – 1, 2 or 3 on 1d6

Roll	Event	Result
1	Sudden Courage!	Whichever group you plan on activating this turn is very brave indeed and need take no tests to charge or Nerve tests this turn.
2	Death Song	The band's Inspiration Level goes up to Inspired, and ignores the next down-turn.
3	Abandoned Canoe	Choose a figure with line of sight to the shore. He spots a canoe left behind by ... someone. You may Search the canoe, taking two actions. Roll 1D6: 1-3 – Nothing 4 – a Dead body, all possessions taken 5 – Trade goods! 5 furs worth. 6 - Weapons enough to equip 5 warriors, 10 furs worth of trade goods, and a very angry bear! The bear will wake on a roll of 1-5, and attack the nearest searching figure. It attacks as CV4, two dice, Damage +2. It will fight until it Wounded or worse. If it kills or wounds its victim, it will attack another within 3". If none available it will leave the scene.
4	Heavy Rain*	A sudden rain storm blows in and the weather changes, visibility is now 18", CV-1 for all shooting. Matchlock fuses go out – cannot be used.
5	Who ordered that?	One of your groups makes an immediate retreat (one action at 'moving' speed). Roll a die: 1-5, you choose the group, '6' your opponent does.
6	The Madness of Youth	Any Stripling within 12" of the enemy rushes forward (2D6") to attack his nearest opponent. Roll against CV for any other warriors within 3"; any that fail the test also charge. Any Key Character within 6" of the stripling can try to tackle him. Roll 2D6" to run forward; if the distance rolled is greater than that rolled by the rash Stripling, he catches the boy at the halfway point and wrestles him to the ground, saving him (for now).

Table Two – "That's Bad" – 4, 5 or 6 on 1d6

1	Impenetrable Thicket	Lay out a six inch circle to represent an area of tangled forest. Half movement distance, no running, visibility 3" within the forest area.
2	Hidden ditch	Choose a one of the phasing players groups and roll on the choose a figure chart above. Opponent lays out an obstacle within 3" of the chosen figure, 1" across and 6" wide, which takes an action to cross.

3	Broken weapon	The opposing player picks one of your weapons, which is out of action until the end of your next turn.
4	Snake!	Choose a figure using the chart above. Test against the CV of this figure to kill the snake. Failure: The warrior figure is Wounded -2CV; roll of '6': Mortally Wounded and out of game.
5	Angry bear!	Choose a figure. Test against CV to spot the attacker and take a CV-1 shot at it. Whether or not the creature is hit it attacks as CV4, two dice, Damage +2. It will fight until it Wounded or worse. If it kills or wounds its victim, it will attack another within 3". If none available it will leave the scene.
6	Sinkhole	Choose a figure using the chart above. Mark a 2-inch diameter circle around that figure. Everything in that circle suddenly vanishes from sight as it is dragged down into the earth. Roll 1D6 for anything important: 1 – The figure is transported under the earth anywhere the owning player wants it to go. It appears in the player's next turn, ready to fight. 2 – The Earth gives the figure a gift. Raise the Damage or Armor rating of one piece of equipment by 1, as the earth magically imbues the item with strength. 3 – The Oki grants the figure an advantage – Earth Strength CV +3 in all feats of Strength, +1 Damage in hand to hand combat and throw items 2" further than normal. 4 – The Oki spits it out, pteh! The figure flies 3" in a random direction, landing with a +3 on the Damage table. 5 – The figure is slowly crushed to death. No, it can't be rescued. 6 – The figure is crushed to death. The Oki, having tasted Human Blood, seeks more! It attacks another figure within 6" of the last victim. It may attack up to three times a turn, attacking the nearest figure – friend or enemy. Each turn roll 1D6: on a 1-3, the Oki is satisfied and goes away.

Reaction

Reacting - interrupting the sequence of your opponent's turn - is an important aspect of Flint and Feather. As one player moves his models, the other will be on the lookout for chances to shoot at them under the circumstances best for him. He may also have forces ready to attack from ambush, or models that might need to pull back from a dangerous place.

Each Group can only make one Reaction during the enemy's turn. This may be any type of action such as shooting, close assault, treating a newly wounded comrade or simply running away from danger. Groups must react to a specific action by visible enemy forces within 24" – it's not simply a 'free action' for the non-moving player.

Shooting by Reacting figures is assumed to be hurried, so it so counted as one column shift worse than normal. A Group may attempt to React by testing against the CV of their leader. Different groups may react to the same event, until a group fails its CV reaction roll. If the first group to test fails, it takes no action and no other groups may try to React to that event.

Ambush

A group may choose to take up a watching position (akin to 'on watch' or 'overwatch' in modern warfare) which allows for improved abilities in Reacting to enemy actions. Figures in Ambush shoot better when reacting, and can opt to React earlier or later than the usual middle of the opponent's turn.

Normally the Reaction takes place after your opponent's first Action(s), but groups in Ambush may interrupt an enemy action as it occurs – shooting while the enemy group is moving between stands of trees, for example. Shooting by figures in Ambush is assumed to be aimed, so there is no deduction from the standard score needed.

A group that has taken up an Ambush position may shoot or charge into close combat without a CV roll. Once it moves from the original Ambush spot, it ceases to count as being in Ambush.

Example: Two Ravens believes that one of Grey Wolf's groups is approaching through the forest and decides to put his group into Ambush. In doing so, Two Ravens gives up an action, but will be able to choose exactly when to spring his ambush.

Line of Sight (LOS) refers to the ability of one figure to see another. There is no distance limit placed on LOS except where a specific exception is stated (such as 'heavy rain' or 'blinding snowstorm' from the Medicine tables) Since we understand that actual warriors try hard to use concealment as much as possible, we'll assume that the models (usually posed in active, upright positions) don't exactly represent what the combatant is doing; therefore we'll draw an imaginary base-to-base line from one figure to another. If there is no obstacle between the two, unrestricted LOS exists. If there is one or more obstruction between the two models, a decision must be made as to the validity of the target. It may be:

- A) Partly visible but obstructed by scenery (etc.) that prevents complete sighting of the target - counting as 'Concealment'.
- B) Visible but protected by substantial cover – counting as 'Cover' or even 'Fortifications'.
- C) Completely blocked.



Movement

The player must state what each figure is doing before he moves any piece from each individual Group. This is to make clear what type of movement the figure intends to make, what sort of terrain they are crossing, and where they are moving to.

The player then rolls once for each Group and makes the movement as he has declared for that figure. Remember, while a figure warrior is always set in the same pose, an actual warrior would be using the terrain to his best advantage, hugging cover rather than standing upright at all times! Warriors are considered to be able to move well in the natural terrain to which they are used to, this means that woods and rough terrain have to be particularly heavy to effect movement.

Movement in inches per Action

Action	Movement	Notes
Warriors Run	Roll 3D6: add 2 highest together	No Shooting allowed, No Observation allowed.
Warriors Move	Higher of 2D6 (minimum 2")	
Warriors Moving Cautiously	Lower of 2D6 (maximum 3")	Does not count as 'moving' for shooting or spotting.
Women, children, heavily burdened, etc.	Lower of 2D6	Includes portaging canoes overland.
Downstream in a canoe	Roll 3D6: add 2 highest together	Half speed if heavily laden.
Canoe across a lake	Higher of 2D6 (minimum 1")	Half speed if heavily laden.
Upstream in a canoe	Lower of 2D6	Half speed if heavily laden.

Rough Terrain

Warriors move half speed in rough terrain; for each two inches of movement rolled a warrior may move one inch when crossing rough terrain (which could be rocks, steep slopes, across streams, or across thickets.) Any terrain that affects movement in this way should be defined prior to game and agreed upon by both players.

Movement Modifiers

Heavy snow and ice Night actions Narrow streams	Consider as Rough Terrain
Wider or faster streams`	Take whole action (or more) to cross.
Wearing full wooden armor in Woods or Rough Terrain	-1"/action, to a minimum 1".

There's no reason to carefully measure every figure's distance; just move the group and make sure that no figure moves further than the distance allowed. A group may run as much as it wishes – these skirmishes are assumed to be brief, and warriors have impressive stamina!

Example: Two Ravens activates Thunder Hand's Group. He declares that Red Bear will Charge the enemy while the rest do a standard Move and fire their bows. They are currently in light forest (Woods) with loose rock underfoot (Rough Terrain) about four inches away. The player rolls 3d6 and takes the two highest dice as movement for Red Bear who Charges across the loose rock. It takes Red Bear four inches of movement to cross the two inches of loose rock. The player then rolls 2d6 and takes the highest die for the rest of the group, rolling a four and a two and moving to the edge of the loose rock. His warriors now roll to shoot their bows.

Water Movement

Rivers and lakes provide highways for movement, letting a group carry more trade goods, and move faster, than traveling by land.

Canoes

Canoes can carry between 1-10 men, and many furs worth of trade goods. Canoes are propelled by the means of paddles wielded by the passengers. Paddlers cannot shoot weapons or fight while paddling, so you may need to choose between speed or combat in chases.

Shooting from a canoe causes a -2 modifier on the to hit CV roll.

A canoe counts as an Easy Target when shot at. For each hit (whether or not it causes a casualty) roll a D6. On a '6' the canoe is holed, and will sink on the next Medicine Roll for either side. If the canoe is hit by a Shining Wood, it sinks at the end of the paddlers' next turn.

Canoes may roll over in the following circumstances:

- crashing into, ramming, or rammed by another canoe.
- firing a Shining Wood from the canoe.
- hand to hand combat in or between canoes.

If the canoe is in danger of rolling over, roll against the highest CV in the crew:

Pass: the canoe stays upright.

Fail: The canoe rolls over.

When a canoe rolls over or sinks, everyone and everything goes into the water. Roll CV for each figure to hold onto one weapon or other important item. Fail, and the figure loses everything. Figures may swim to shore, assuming they're not in the middle of the Great Water. Strong Swimmers may be able to salvage some or all lost equipment, roll CV for each important item; on a success the item is retrieved, on a fail the swimmer is exhausted and does not recover the item, and all remaining items are lost permanently.

Swimming

A figure may swim voluntarily; or involuntarily when his canoe rolls. It's assumed that all natives can swim.

Natives in full armor must test against CV to divest their armor, or they drown.

Swimmers can move the lower of 2D6 per action, and may drag a non-swimmer with them.

Non-swimmers drown if not rescued before the next Medicine roll.



Observation

In the basic version of *Flint and Feather* all figures are visible – at least to the players – once they have been placed on the table. However, all figures are not always visible to their little metal opponents, and it's possible for one figure to be aware of an enemy who is completely oblivious of his presence!

Each player may try to spot as-yet-unseen enemy figures on his own action, before or after he moves and on the Reaction Phase of the other player's turn, again before or after he moves the Group. In a Reaction Phase the Group must be activated before it can make a spotting roll. Spotting isn't an action in itself, but can only occur when the player has an action to make.

Spotting is completed by group. Spotting checks can be made before a group performs its action or after its action but each group may only make one spotting check in its action phase.

The player must declare which group is spotting and which group it is attempting to identify.

To Spot – Roll 1D6 per Group:

Roll on the following Table:

Roll less than:

Target In Open: 5-

Target Concealed: 4-

Target In Cover: 3-

or Target is Hardest to Spot 2-

Modifiers to the die roll:

Target Moving as last action +1, Target Running as last action +2, or Spotter in Ambush -1.

A Reacting player may only spot Groups that performed movement or combat actions in the previous movement phase if they Activate. No spotting is allowed if a Group will perform or performed a run action. Once a Group spots an enemy Group it may tell the rest of its Warband where the opponent is in its next action. This is a free result.

Example: Two Ravens and his group are in Ambush. One of Grey Wolf's groups is sneaking through light woods about 16" away. The target is in Concealment and is Moving Cautiously. So Two Ravens Group starts at a 4 or less to spot. The player rolls 1d6 and rolls a five, normally this would be a failure to spot the target. However, the target is Moving Cautiously which is no modifier, and the spotter is in Ambush which modifies the die roll to 4. So the target is spotted.

Target Types

There are five basic Target types in *FLINT AND FEATHER* :

- **Easy:** the target is standing or moving upright in the open, shot at from the rear, bunched up in a tight group, inside a canoe, or taken unawares while portaging.
- **Basic:** the target is in the open, but keeping as close to cover as possible without actually being behind it. The target may be moving from one piece of cover to another. If the shooter is Reacting while the target moves between cover, it counts as a Basic target.
- **Concealment:** the target is concealed by trees, bushes, or other features that won't stop a bullet, but make the target harder to spot.
- **Cover:** the target is using rocks, fallen trees or similar solid objects as cover, but can still be seen by the shooter.
- **Fortified:** the target is inside a solidly built longhouse palisade or similar structure, but can be seen by the shooter.

Shooting

The acting player can shoot with any of his groups who have activated this turn – those that haven't activated simply fumble about with their weapons. Figures which move can shoot at the start, end, or at any point during their action. But moving and shooting has a penalty attached, and some weapons simply can't be shot on the move.

The player selects a target group within line of sight. Key Characters can choose a particular figure to target, but other warriors simply shoot at the target Group as a whole. This includes all the enemy warriors in Line of Sight, even if they belong to different enemy groups – for instance: "Those four men behind the fallen oak tree". The target Group may include any number of figures as long as they are within 2" of another member of the group.

Shooting

Weapon	Short Range	Damage at Short Range	Long Range	Damage at Long Range
Matchlock Musket (2 actions to reload)	12"	+5	24"	+3
Bow	12"	+1 to 12"	24"	0
Spear	6"	+3	12"	+1
Thrown axe/club	4"	+3	8"	+2
Thrown knife	4"	+1	8"	0
Rock (etc.)	4"	+1	8" (-1 to hit)	-1
Huge Rock (etc.)	3" (-1 to hit)	+5	5" (-2 to hit)	+3

To Hit– Roll 1D6 per figure

Shooter	Easy Target	Target in open	Target in concealment	Target in cover	Target in fortified
Great Warrior (CV5)	6	5	4	3	2
Companion, Veteran warrior (CV4)	5	4	3	2	1
War-Bearer (CV3)	4	3	2	1	1, then 1-3
Stripling (CV2)	3	2	1	1, then 1-3	1, then 1-2
CV 1	2	1	1, then 1-3	1, then 1-2	1, then 1 again

Modifiers

Circumstance	Column Shift
Shooter is Moving Shooter is Reacting without being in Ambush. Target has the Stealthy advantage Target is moving Cautiously Long Range Shooting into melee	-1 on the to hit number
Shooter is running (not possible for bows or Shining Wood) Light is bad (no long range) Shooter is in a canoe	-2 on the to hit number

Example: Arrow Flies Fast and his group move up to within 3" of some enemy figures and shoot at them. There are actually two enemy groups in the target, but as they are within 3" of each other, they are treated as one group for this shot. Arrow Flies Fast is a Key Character, and he may choose his target. The rest of his group simply shoot or throw at the combined enemy groups. The target is *In Concealment*, but the shooters are moving, so the final column is *Target in Cover*. Arrow Flies Fast has the Sure Shot advantage, so he shoots on column to the left, Target in Concealment. Arrow Flies Fast rolls a '3' and hits his man, Snores Loudly, a Companion and leader of one of the enemy groups. The remaining warriors shoot their bow or throw their clubs or tomahawks, for a combined total of two more hits; both of the axes (or clubs).

Wounds reduce a figure's CV depending on their severity, and count as a CV reduction when shooting or fighting, rather than a column shift. A Light Wound reduces CV by 1, a Wound or two Light Wounds by 2, and a Mortal Wound by 3. Thus a War-bearer (CV3) with a Wound would count as CV1 for shooting, close combat and any other test.

Determine Casualties

Once the number of hits is known, we need to know who has been hit. As noted, Key Characters choose their targets, so we just need to determine the targets of non-key characters. The owner of the targeted figures decides which figure(s) are hit. The most exposed target figure is designated as the first possible casualty. After that the owner simply chooses who might be a casualty, by assigning a number and rolling a die. He must include all warriors still standing among the potential casualties. No figure may be given a second hit until all of the targeted models have been given one.

Example: Grey Wolf has two tomahawk hits to allocate among the targeted figures. One war-bearer is standing a bit out of cover, so is numbered "1". There are five figures in cover, so he numbers them from right to left, and throws two dice. Counting off, he finds that a war-bearer and a veteran warrior take hits.

Shooting damage

The Target player rolls 1D6 for each hit. Add the damage modifier of the shooting weapon. Then shift columns if applicable. A natural roll of '6' moves the result one column to the right.

1	2-3	4, 5	6,7	8, 9	10
No damage May retaliate with an immediate return shot	Duck Back No damage, but target misses next action (unless in close combat)	Light wound -1 CV Stay on feet	Wound -2 CV Stay on feet if die roll is Even; Fall down if die roll is Odd.	Mortal Wound - 3CV Fall Down	Gory Death Obviously, messily, dead -5CV

Modifiers

Circumstance	Die Roll Modifier
Target has a shield and did not use a bow this turn Target in wooden chest armor	-1
Target in full wooden armor	-2

Example: Arrow Flies Fast hits Snore Loudly, a Companion with a roll of one. Snore Loudly takes a Wound marker and his CV is reduced by -2, from a CV of four to two. The War-bearer rolls a 2, to hit and does one light wound to an opponent figure. A die is rolled at random and an opponent War-bearer is hit with a Light Wound and the figure is knocked over. Finally, his lightly armored Veteran rolls a 1, +3; shifting one column results in 'Duck Back'.

Tip: Different color dice help distinguish the shots from different shooters. An easy way to keep track of wounds is to place a penny under the base of a figure with a light wound, two for a wounded figure (and lay him down, face up, if he has Fallen Down), and three for a mortally wounded figure (laid down, face downwards)

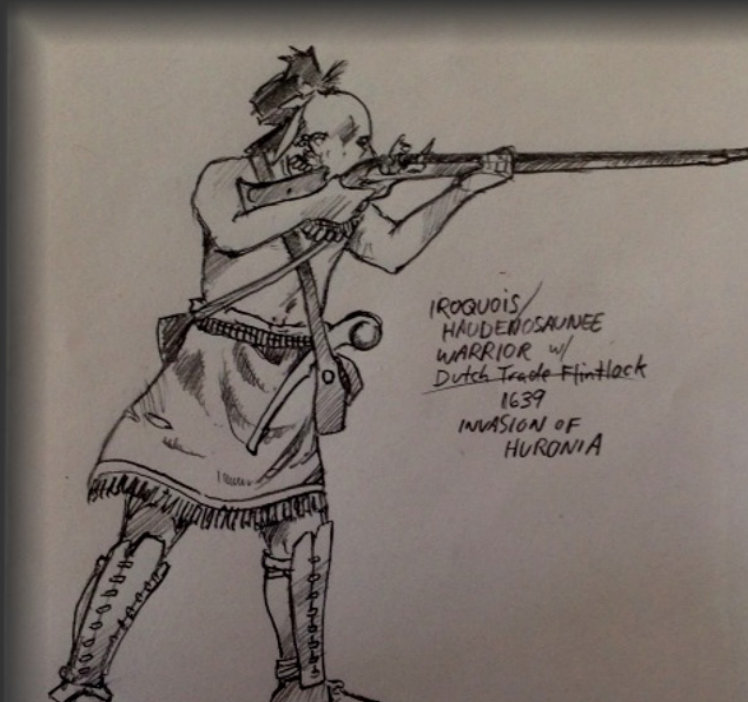
Multiple Wounds

A figure may receive more than one wound (either at the same time or on subsequent turns). The effects are cumulative, so a War Bearer (CV3) who receives a Light Wound (CV-1) now counts as CV2. On the following turn he receives a Wound (CV-2), which brings him down to CV0, and counts as a Mortal Wound, he is knocked out of the game. If playing the Campaign Game keep track of how the figure was removed from play.

The Shining Wood

The matchlock musket (the Shining Wood) is a rare, scary and dangerous weapon. It takes two actions to reload, and cannot be fired while moving. Any group fired at by a matchlock must test Nerve, counting it as *Frightening*.

**A set of 5 Iroquois/
Haudenosaunee
armed with trade Matchlocks &
Flintlocks.
5 different poses
/as armed during the 1639 invasion of Huronia**



Close Combat

Close combat is the most complex part of *FLINT AND FEATHER*, since this is where the difference between winning and losing occurs. It's a bit more detailed than some other rules, because this is where the moccasin hits the trail.

Announce the Attack

To launch an attack that will bring figures into close combat requires a specific announcement of intent at the start of the Action (not necessarily the turn, if it occurs on the second action). The attacker declares that he will take a Charge Action with the Group and its intended target Group.

- A Great Warrior or Companion can do this automatically, *and* take the rest of the group along with him.
- If the attacker is not led by a Great Warrior or Companion, test against the CV of the figure acting as leader. Pass and the attack goes ahead; fail and they just stand there nervously. Fail on a '6' and they run away!

The defender decides how he will respond:

- If the defending leader is a Great Warrior or Companion, he will respond as the player wishes.
- If the defender is not led by a Great Warrior or Companion, test against the CV of the “leader” of the group.
- Pass: they respond as the player wishes.
- Fail: they stand around fumbling with their weapons, and cannot move to meet the attack.
- Fail on a 5 or 6: they run away!

Example: Thunder Hand announces a charge against the enemy with his group. Since Thunder Hand is a key character, he doesn't have to see if his men will follow, they naturally do. The defenders are led by Crow Eater, the enemy shaman. Since they are not led by a Great Warrior or Companion, they must roll against Crow Eater's CV of 2. He rolls a 2 and passes the test.

Declare Combats

The Attacker moves his figures up and matches figures one-on-one. A player does not have to match up figures with all the figures in the Group he is charging. He can decide which defending figures his warriors will fight and which ones will be left out.

Great Warriors will seek out their social equals to fight as far as possible, and Companions will do the same. Striplings are best used as supporters to help more experienced fighters, but they will seek out enemy striplings to fight (because that's how they are - - -).

However, the defenders aren't simply standing around like fools. After the Attacker has lined up the figures as he wishes the player controlling the Defending figures may add any other figures already within 1" of one of their own figures into the Close Combat. If this breaks up a two on one (or three on one etc) fight then match the supporting figures up one on one and fight an additional combat.

The attacker can add extra figures to outnumber his opponent where possible – you can have up to 4-1 odds if the defender is completely surrounded, 3-1 maximum in other situations – with the acting player choosing one figure as the attacker and his comrades each adding a die as Supporters.

Example: Thunder Hand has a total of four figures in his band. Crow Eater only has three grouped close together, with another 3" away. Thunder Hand decides to ignore the most distant opponent (who can't reach the melee) and attacks Crow Eater personally, while two men attack one enemy war-bearer, and one attacks the last one. Thunder Hand could have used the 'spare' warrior as a Supporter for his own attack, or to seek out the furthest enemy, but uses him instead for a two-on-one fight with one of Crow Eater's men.

Combat Maneuvers

FLINT AND FEATHER uses a 'Rock/Paper/Scissors' form of deciding how warriors attack and defend. Use the cards at the back of the book to indicate which option below is selected. Key Characters – not only Great Warriors and Companions but Shamen and Healers - get to choose their maneuver, placing the card face down on the table but keeping it hidden until both sides reveal their maneuvers. Others choose cards randomly and reveal once both sides have placed their cards face down on the table. Obviously, “Huh!” is an accidental choice that only occurs only when the figure rolls, rather than chooses, an option.

1) Swing: a good strong swipe at the foe. Often risky. The axe is the 'Best' weapon for this maneuver.

2) Cut: a dependable attack, without much risk of disaster. The knife is the 'Best' weapon for this maneuver.

3) Lunge: a fierce thrust. The spear is the 'Best' weapon for this maneuver.

4) Bash: A Strong overhead blow. The spear is the 'Best' weapon for this maneuver.

5) Taunt: no armed attack at all, but a pithy insult to taunt the enemy.

6) Huh!: accidentally failing to make any attack, and possibly making a fool of yourself in the process. Not

usually a deliberate choice.

'Best' weapons are shown on the Combat Cards.

Example: Thunder Hand chooses *Lunge*, a maneuver well suited to his weapon and abilities, and places the card facedown on the table. His opponent is a War-Bearer and must choose a card at random. The defending player shuffles through his cards and pulls one at random placing down on the table. Both players now reveal their cards. His warriors must choose randomly, the cards are now put back together and reshuffled: his two-on-one team pull a *Bash* card and the last warrior pulls a *Taunt* Card. Not a great start.

The Defender has also six Defense options – again, “Huh!” is an accidental choice.

- 1) Counter Blow: hitting the other fellow before he strikes you! Risky!
- 2) Leap Aside: dodge that blow and show off your agility. Lose a die if you are wearing full wooden armor.
- 3) Jump Back: see him swing at thin air! Lose a die if you are wearing full wooden armor.
- 4) Duck: Drop down!
- 5) Parry: the safest way of fending off an assault, with shield or with weapon. It's good to have a shield!
- 6) Huh!: accidentally failing to offer any defense at all. Usually not a deliberate choice.

Example: Crow Eater picks the *Jump Back* Card out of his hand, not a good choice against Thunder Hand's *lunge*. His outnumbered fighter will shuffle the cards back together and pulls out a *Counter Blow* against the attacker trying to bash his head in, and his final man shuffles the cards back together and pulls the *Duck* card against the *taunt*.

Tip: Players will quickly realize that some attack maneuvers work well against some defensive actions and poorly against others, and that some are better suited to one weapon than another. When fighting against an opponent who gets to choose his option, this becomes a mental challenge. When fighting against an opponent who rolls at random, it's best to simply choose the option that fits your weapon. Likewise, when defending, the counter-attack is a better choice against a random roll than a thinking opponent who can guard against it.



Close Combat Table

The Combat Table shows how many dice each player will roll according to their choices. The number before the slash is the number of dice the attacker gets; the one after the slash refers to the defender. Some tactical situations add or deduct dice, but no combatant ever rolls less than one die.

Compare the combat options according to the Close Combat table:

Close Combat Table

	Counter Blow All attack dice	Leap at least one defence die	Jump Back All defence dice	Duck at least one defence die	Parry at least one defence die	Huh! One defence die
Swing All attack dice	1/3	3/1	1/2	1/1	2/1	4/1
Cut at least one attack die	3/1	2/1	1/3	2/1	1/1	4/1
Lunge All attack dice	2/1	1/2	3/1	1/3	1/2	4/1
Bash All attack dice	1/1	1/3	1/2	3/1	2/1	4/1
Taunt One attack die	N 1/3	Nd ² N 1/2	Nd ³	Nd ³ 1/2	Nd 1/2	Nd
Huh! One defence die	Na 1/4	Na 1/3	No combat	Na 1/2	Na 1/3	No combat

Key To The Table

The number before the slash is the number of dice the attacker gets; the one after the slash refers to the defender.

'N' means that the attacker has no intended strike. On Counterblow he rolls to save himself from the defender's assault, but will inflict a hit if he should win; luck, surely?

'Nd' means that the defender is shamed by this taunt, and loses a Orenda Point. 'd²' means lose two RPs, and 'd³' means lose three. This applies only to Key Characters.

'Na' means that the attacker loses an RP for being an idiot. This applies only to Key Characters.

Modifiers

Situation	Modifier
Terrain advantage (uphill, behind a wall etc.)	+1 die
Each supporting figure	+1 die per figure
Fallen Down	-1 die
Attacking with the 'best' weapon for the maneuver	+1 die
Attacking with a larger weapon than your opponent	+1 die

Terrain Advantage

Anything that you and your opponent agree should give an advantage to a fighter grants (usually) a +1 die advantage. This includes being uphill, behind a fallen log, or defending a doorway. Manning the wall of a fortified village from a man climbing up a ladder might be +2, or even +3 if the brave attacker is simply scaling the palisade.

Supporting Figures

If you outnumber your opponent, you get a die for each extra man joining in after both sides have been matched up 1-1. The supporting figures are assumed to be assisting the key fighter, so no matter what their CV(s) might be, the die rolls are all based on that of the main combatant. It's smart to attack with the best fighter, and use lesser (or wounded) warriors as supporters.

Fallen Down

If a character falls down, he gets -1 die until he gets back up. If he survives a combat round and does not take another 'Fall Down' wound, he gets back on his feet.

If the character loses all his weapons, he is assumed to fight with 'Fists, teeth and elbows' (-1 die) until he recovers at least one.

Best Weapon

The weapon is 'Best' for one particular attack option. This is shown on the Attack Cards.

Larger Weapon

If one of the combatants has a larger or more effective close combat weapon – usually a full-sized spear, club or axe against a secondary weapon – he gets an extra die. This most often applies to a dedicated melee fighter versus an archer without a full-sized weapon to hand.

Armor

Armor may affect certain maneuvers, and subtracts from the damage dealt by an attacker, reducing the severity of wounds.

Armor	ignores first wound
Shield	<i>Parry</i> +1 die (but it must be Defense Die)
Full Wooden armor	<i>Jump Back</i> or <i>Leap Aside</i> -1 die

Also, figures with chest armor (paid for upon Warband creation) and listed on the Warband Sheet may absorb the first wound they receive with no effect. This uses up the armor and it has no more effect for the remainder of the game.

Figures with full wooden armor (paid for upon Warband creation) and listed on the Warband Sheet may absorb the first two wounds they receive with no effect. This uses up the armor and it has no more effect for the remainder of the game.

Example: Thunder Hand chose *Lunge* against Crow Eater's *Jump Back*. The base dice are 3/1 – Thunder Hand gets 3 dice, Crow Eater gets 1. Thunder Hand checks his modifiers: Spear (+1D6), Serpent's Blade (+1D6) for a total of 5D6. Crow Eater gets no modifiers, so gets only 1D6. The Outnumbered fight is *Cut* vs. *Counter Blow*, for 3/1. Neither of the two fighters is using their knives, but the attacker gets +1D6 for having a Supporter. The One-on-One fight is *Taunt* vs. *Duck*. Since War Bearers can neither give nor receive taunts, this fight is over. We don't care what he said, although no doubt it was insulting.

Choose Your Dice

There are two different type of dice used in the Close Combat portion of the game. Attack dice are red and Defense dice are white. Attack dice will inflict damage on the opponent figure while Defense dice will negate attack dice in the combat if successfully rolled.

Use the following sequence:

The card result dictates how many dice each player rolls. Additional dice may be included for:

- Supporter(s), Terrain Advantage, Heavier Weapon (see modifiers chart above).
- Defending figures with a shield reduce the opponents dice by one.

Both sides add up their dice.

Each Player may now divide his dice into Attack dice and Defense dice with some restrictions based on the card that was chosen during the Combat Maneuvers phase of Close Combat. All figures are trying to roll their CV or less on the dice that they choose.

You may divide the number of dice you get up into either category with some limitations depending on which card you choose:

- Lunge, Swing, Bash and Counter blow must be all attack dice.
- Cut/Jab must feature at least one Attack die
- Taunt must be all attack dice. These do not inflict an actual wound, but one or more Shames on characters. Each shame counts as a CV loss when determining who won the Close Combat.
- Parry, Duck and Leap must feature at least one Defense die
- Jump Back must all be Defense dice. The defending figure will also move 2" backwards and be removed from the fight. He still counts as part of the Group for Nerve Test purposes.

If the attacker draws a 'Huh!' card, the defender can use ALL his dice for attack, no matter which option he picked.

Rolling the Dice

Rolling a success on an Attack die roll inflicts one CV loss

A roll of '1' on an Attack die roll inflicts two CV loss and causes the opponent to Fall. This can only be removed by a Defense roll of '1'.

A success on a Defense die roll essentially cancels out a successful wound on an opponent's attack die and removes one CV loss (from this combat, not overall!). It cannot be used against an Attack die roll of '1'.

A roll of '1' on a Defense die roll removes two CV loss, including an Attack die roll of '1' or any two other successful opponents Attack Dice rolls.

If either player in the combat rolls more '6's than successes, the figure slips and falls. If he rolls all '6's (on two or more dice) he slips and falls AND drops his main weapon and must spend his next action picking up the weapon, otherwise he leaves it behind on the field of battle and it is lost. If he's an archer, it's his bow – he keeps his secondary weapon.

For each one-on-one combat, total CV losses inflicted versus removed. 1 CV = light wound, 2CV = Wound, 3CV = Mortal Wound for War-bearers or Companions.

If you receive a '1' rolled by your opponent and you cannot remove it with a Defense Die roll, your figure falls. Otherwise he stays on his feet while accumulating wounds.

Two '1's received together in a single Attack dice roll results in a Gory Death, even for a Great Leader.

Likewise a figure that takes more CVs lost in one action than his starting CV is counted as a Gory Death (eg a War-bearer (CV3) takes four CV's lost in one combat round counts as a Gory Death.

Falls: A fallen figure whose turn comes next will use his Action getting on his feet and may not Attack any opponents if that player chooses to continue Close Combat. A figure who falls down on his own turn counts as choosing a 'Huh!' card on the following enemy turn if Combat continues with a follow up Charge Action.

A figure who drops his main weapon while slipping counts as using his secondary weapon – knife, small axe or club. He can't retrieve it until the Close Combat ends, and then only if his side remains in place where the Close Combat occurred and he must spend his Action picking up the fallen weapon.

Example: Thunder Hand is the attacker and chooses cut or jab, and his opponent Crow Eater picks Duck. That's a 2/1. Thunder Hand has a big axe, and Crow Eater has a bow and small club, so Thunder Hand gets an additional die for Larger Weapon. Crow Eater is behind a big rock, so gets an additional die for terrain advantage. It's now 3 dice for Thunder Hand and 2 dice for Crow Eater. Thunder Hand can choose, on a Cut or Jab, to replace any/all but one of his Attack dice with Defense dice (because it's a cautious attack) and does – the player chooses two Attack dice, picking up two red dice, and he chooses one Defense die picking up a single white die. He rolls the dice and is successful with one of the Attack dice, with a '1', and potentially inflicts a -2CV loss Wound. He is successful on the Defense die, with a roll of three and can remove 1 CV loss if the other player is successful at throwing a hit on his dice roll. Crow Eater rolls one Defense die but can

also use an Attack die. He passes both rolls, neither with a '1'.

Thunder Hand inflicts 2CV worth of wounds. Crow Eater inflicts 1CV wound, which is removed. The Huron leader is unwounded. The Mohawk shaman loses 2CV, a wound, and falls down. Thunder Hand would receive three Nerve Points because he inflicted -2CV worth of wounds and Crow Eater fell down giving him another Nerve Point. If this occurs to a Great Warrior, Companion or Stripling then Thunder Hand would inflict yet another Nerve Point. (See Winning the Fight below). If Thunder Hand had chosen three Attack dice, and scored the same, he would have inflicted 2CV loss and taken 1CV.

Winning Close Combat

During the combat players should be acquiring Nerve Points as you go through the melee. Each side keeps track of their points with markers or dice.

Nerve Points are acquired as follows:

- one point for each wound you cause
- one point if you knock down a figure
- one point if either of these affected a Great Warrior, Companion or Stripling
- one point for each taunt RP you inflict

By adding these points each side will have a total of the number of Nerve Points they inflicted on their opponent. The scores are then compared and the winner of the fight has inflicted more points on their enemy than the enemy inflicted.

A Nerve Test is now made by the player who lost the fight which means they must roll lower on 1d6 than the best CV of a warrior they have left standing.

If you lost the fight but the score is less than 2 to 1 then the check is rolled normally.

If you lost the fight and the score is 2-1 or higher but not 3 to 1 then you have a -1 modifier to your CV.

If you lost the fight and the score is 3 to 1 or higher you have a -2 modifier to your CV.

Example: Thunder Hand and Crow Eater have just finished their group's melee and Thunder Hand scores 7 Nerve Points on Crow Eater's group while Crow Eater scores 3 points on the Huron group. Therefore, a score of 7 to 3 is over 2 to 1 but not 3 to 1 which would require nine points. So the Mohawk player must roll a Nerve Test with a -1 modifier to his CV.. So Crow Eater is knocked down so that figure cannot be used to make the Nerve Test. The next best, standing figure that the Mohawk player has is a War Bearer with a CV of three. So the player must pass a Nerve Test at CV3, reduced by one - effectively meaning the player must roll a one or two to pass the Nerve Test.



The Nerve Test Results

The effect of the Nerve Test depends on whether the roll was successful or failed. If the Nerve Test roll on 1d6 failed then the important consideration is how much the roll was failed by. Consult this chart for results:

Nerve Test Table

Pass	Both sides move their figures back 2" from the spot of the melee. Fallen warriors each need a standing comrade to drag them clear or they stay at the spot of the fight and become a separate group or groups. This completes the current action and the acting player should complete any other actions for the turn. This may finish the current phase or turn.
Fail by One	Losers retire one action at a walk, with all casualties. Fallen warriors each need a standing comrade to drag them clear or they stay at the spot of the fight and become a separate group or groups. Winners remain in place. This completes the current action and the acting player should complete any other actions for the turn. This may finish the current phase or turn.
Fail by Two	Losers retire one action at a walk. All Fallen warriors are left behind. Winners remain in place. The Warband becomes Inspired. They may bind the prisoners. This completes the current action and the acting player should complete any other actions for the turn. This may finish the current phase or turn.
Failed by Three	Losers flee one action at a Run, and abandon all Fallen Down Warriors. The Warband is now Demoralized. Winners become Inspired. They have the choice of: A) the Group may remain in place, and may bind prisoners, this ends their Action. B) Or pursue the enemy Group at a run. If they reach the fleeing enemy, a second round of Close Combat immediately takes place. If they do not catch the enemy their action is over and the turn continues.

If the *Inspiration Level* is affected due to a melee then the entire Warband (whether involved in the Close Combat or not) goes up or down one level.

Tie

If the Nerve Points cumulated during the Close Combat are tied at the end of the melee then neither side has won the fight. When adding up the points for a Close Combat and neither side has won the melee, check the number of points for each side:

- If the score is exactly equal, and the score by either side is an **even** number, the fight continues. Switch the cards, the defender now becomes the attacker and the attacker becomes the defender. When this combat is over and resolved the attacker has used his action for this group and now continues with the rest of his move.
- If the score is exactly equal, and the score by either side is an **odd** number, both sides withdraw one action at 'Move' rate. They take their wounded with them if they can. Each wounded Fallen Down figure requires another standing figure to carry them.

There is no change to Inspiration level for either side.

Example: Later in the game, Two Ravens and his group fight Burnt Hair. The final casualty count is Two Ravens: 3, Burnt Hair: 3. Each side has more figures than casualty points, so the combat is tied exactly. Both Two Ravens and Burnt Hair retreat at Move speed, taking their wounded with them.

Other Nerve Tests

First Nations warrior bands were very brittle in terms of morale, sometimes changing from highly aggressive to panic-stricken in a matter of moments.

In some circumstances a Group must test against the CV of its leader. Roll 1d6 against the leaders CV in any of these circumstances:

- From shooting: A group must check its morale when its leader (Great Warrior or Companion) suffers a 'Fall Down' wound, or if any member falls with a Gory Death.
- Surprised by an enemy appearing unseen and attacking (with missiles or close combat) within 6".
- When faced with something designated as *Frightening* or *Terrifying*.
- From close combat – this is covered in the rules for winning a hand-to-hand fight.

Modifiers

War Band is Inspired	CV+1
War Band is Demoralized	CV-1

Result

Pass	Continue as normal.
Fail by one or two	Either retreat one turn at Move rate or pinned in place at CV-1 (opponent's choice)
Fail by 3+ points	Either rout off the table or pinned in place at CV-2 (opponent's choice)

Fear

There are some elements – mostly supernatural – which are defined as *Frightening* or *Terrifying*. In addition, a surprise attack (by shooting or close combat) counts as *Frightening*. The matchlock musket ('*Shining Wood*') is *Frightening* when fired, and Shaman are *Frightening* to attackers coming within 3".

Any time a figure or group are confronted by a *Frightening* or *Terrifying* monster or event they must take an immediate Nerve test; at CV-1 if the event is *Terrifying*.

Healing wounds

Many wounds seem worse to the recipient than they really are (except for those that are actually a lot worse). If a warrior (or better, a Healer or Shaman) spends an action checking on a wounded comrade, he rolls a D6:

Warrior	Healer, Shaman	Result
1-2	1-4	The wound improves one grade.
3-5	5	Nothing.
6	6	The casualty is worse than you thought: the wound is one grade worse.

The mere act of tending a wounded figure means that when a Medicine Roll occurs, the chance of recovery is increased.

In a campaign game, the presence of a healer on the battlefield will improve the chances of seriously wounded figures recovering for the next combat.

Leader casualties

When a group leader, either the Great Warrior or a Companion, is unable to continue due to wounds, the player must select a member of the group to take his place (usually the most experienced man).

Winning And Losing

In most cases players will decide when it's time to call it quits. Killing opponents and taking captives are key objectives, but the loss of band members (especially young ones) is very bad indeed.

Each scenario will have its own specific victory conditions, but in general it will be clear when one side or the other is no longer able to carry on. If the player has not chosen to withdraw from the field, the situation might make that necessary – sometimes in an undignified haste.

Alternately, if using Furs Markers, the Warband that has collected the most markers can claim victory in the game.

If any three of the following conditions are true, the band is defeated and must retire from the board:

- The Inspiration Level is Demoralized.
- The War Chief is *Mortally Wounded*, dead, or captured.
- At least half the Key Characters are *Mortally Wounded*, dead, or captured.
- At least one quarter of the original band are *Mortally Wounded*, dead, or captured, or have retreated off the board.

If **two** conditions are true, test against CV for the senior leader still in action; if he passes the game continues, but if later a third condition is met the band is defeated automatically. If he fails the remainder of the band retreats from the board.

It is assumed that a losing war band is able to take all their wounded, as well as any prisoners it has taken, with it as it retires. This is unrealistic, but allows the war band to progress from game to game!

Example: Two Ravens and Grey Wolf have been fighting for an hour. Three of Grey Wolf's four Key Characters are severely injured or dead. When his Inspiration Level drops to Demoralized, he must roll against his CV of 5. He passes (barely). Later, a single volley of arrows manages to injure or kill 5 of his 12 warriors. the game is over and his men disappear into the forest.

Victory Level

If the war band is completely successful in completing its mission, it gets 100 Victory points. If it is partially successful at the end of the game it gets 50 Victory points, even if it is the loser.

Each band then subtracts the points below for its own losses and adds for enemies captured, killed or wounded. Finally, subtract Orenda Points lost by Key Characters; double RPs lost by Great Warriors.

Victory Table

Type	Wound	Mortal Wound	Killed	Gory Death	Captured
Great Warrior	20	40	50	75	100
Companion	10	20	25	35	50
Veteran Warrior	5	10	15	25	30
Stripling	5	10	15	25	50
War-Bearer	4	8	10	15	20
Healer	10	20	25	35	50
Shaman	15	25	30	50	60

Example: Two Ravens managed to meet some, but not all, of his objectives, so gains 50 VP. The final tally is two enemy war-bearers wounded (+8), one Veteran Mortally Wounded (+10), one Gory Death for the shaman (+50), and one captured war-bearer (+20). Two Ravens lost two War-Bearers and a Companion wounded (-18), a Veteran killed (-15) and no captures. In addition, the band lost 5 points of Orenda (1 from Two Ravens himself) from taunts and accidents, for an additional 6 points lost. Two Ravens' final Victory Point total is 99 points.

Orenda or Magic

Spells

Each Shaman has access to spells. A Shaman must take the action "Create a Spell" and roll less than his Orenda number to activate a spell. Orenda or Magic in Flint is Feather is very ritualistic. This is represented by the Shaman dancing, conjuring or incantations as required for the spell. Thus spells may require a series of turns to cast. . Also, it requires a Shaman with experience in Orenda to actually realize that he has enough energy built up to actually create a spell and then use it appropriately. So at times a Shaman may get lost in the Orenda and not successfully cast a spell but continue to build power.

The Shaman may roll dice each turn equal to the number of turns he has been taking the Action "Create a Spell". Basically the shaman rolls dice equal to the number of turns in a row he has been casting. He then places the dice on the Orenda Sheet as he desires. When his Orenda Sheet is full for a certain spell he may choose to cast that spell or go on to another spell. If the caster is undecided he may place dice in the undecided slots to lock them in at that roll and then move them to a spell on a subsequent turn. Any dice may be rerolled in the turn when the shaman declares his "Create a Spell" action. Thus the maximum dice he can roll is those on his chart plus one more for the current Action.

Rules for leaving dice on the Spell Sheet:

- Shaman's may leave dice in any spell on the Orenda Sheet
- A Shaman can pick up and roll as many dice that are already on the Orenda Sheet that as the player desires.
- You cannot have more dice than the spells available on the Orenda Sheet.

Once he has acquired the requisite number of dice then the spell is cast in the Shaman's action for that turn and immediately takes effect. A Shaman may roll Orenda dice and then cast a spell, but only one spell may be cast for a "Create a Spell" Action. The Shaman must at this time make the successful Orenda roll for the spell. Remove the dice from the Orenda Sheet if the spell is successfully cast. Any extra dice on the Orenda Sheet, or the dice for the spell the Shaman is trying to cast stay on the Orenda Sheet regardless of the outcome of the Orenda roll.

If a Shaman is interrupted by moving or being attacked successfully while casting a spell the spell is interrupted and does not take effect. Also, the Shaman loses all the dice he has acquired so far in the game. The Shaman must begin the casting of Orenda over again in his next action, if he so chooses, and begins to cumulate dice towards the activation of new spells.

Spell List

1. Fly like the Owl – This spell allows your shaman to change any one model to an owl and that model may move up to $12+2d6$ in inches for its action. At the end of movement the figure will resume its form and can fight combat but not fire a bow.
2. Wolf Form – this spell allows the Shaman to shape shift into a wolf, or shape shift back to human form. A Shaman may not cast spells or capture objectives while in wolf form. Wolf form always moves $3d6$ inches for movement, paying the normal movement penalties. A Shaman in Wolf form fights with a CV of 4. A wound will cause the Shaman to revert immediately to human form and fall down but he will not be wounded.
3. Call the Stone Man – this spell summons a Stone Giant from somewhere in the local hills. Roll randomly to determine the board edge the Stone Man will enter. This spell takes two actions to cast and the Stone Man will appear the turn after the second action is performed and move in the same activation as the Shaman. If there is more than one Shaman on the board roll an opposed roll to see who controls the Stone Man for the turn. This means each shaman must roll under its Orenda value. Calculate how many

points the Shaman makes the roll by and this becomes his opposed roll. The Shaman with the highest calculated total wins control of the beast. If it is a tie the Stone Man will move towards and attack the closest Shaman. A Stone Man always moves 3d6 take the highest two dice in inches. It has a CV of 5 and may lob stones six inches with a CV of 5. The Stoneman only lobs stone if being controlled by a Shaman. If neither Shaman makes their Orenda roll the Stoneman will move in a random direction 2d6, take the highest dice in inches. The Stoneman picks a random card in Close Combat. If the Stoneman leaves the board he is out of the game.

- 4. Speed of the Deer – This spell is cast upon a group of models. It adds +2” of movement to the figures in that group for their next action.
- 5. Claws of the Bear – This spell is cast upon any one group. It takes two actions to cast. The group receives +1 CV in any hand to hand combat they fight as their next action only.
- 6. Heart of the Moose – This spell is cast upon any one group. It takes three actions to cast. This group may ignore their first wound in a combat fought in the next turn.

Symbols



Roll of 1



Roll of 2 or 3



Roll of 4, 5 or 6



Orenda Sheet

Fly like the Owl



Undecided



Wolf Form



Call the Stone Man



Speed of the Deer



Claws of the Bear



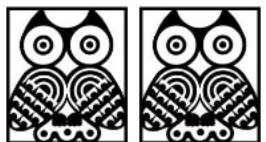
Heart of the Moose



Summon Oki



Banish Oki



Oki

Oki are the spirits that inhabit the physical world. Every object has an Oki – a pebble or a mountain, a flower or a river. Some Oki are bigger than others – a Flower Oki is tiny, while the Oki of a mountain is huge. Oki are classed according to their CV.

CV	Typical Oki	Summoning Modifier
1	Small Plant Squirrel Small fish Hand-sized rock Puff of air	CV+1
2	Bush Dog, Cat, Skunk Trout, Snapping turtle Two-handed rock Small breeze	-
3	Small tree Boar, wolf, Moose Small boulder – half the height of a man Wind	CV-1
4	Tall tree Naked Bear, Boulder taller than a man Small stream Gale	CV-2
5	Tallest tree Small river Small hill Rainstorm	CV-3
6+	Things too big for one man to control Lake Mountain Blizzard	CV-4

Summoning Oki

A Shaman may attempt to summon friendly Oki to aid his band. The Shaman must take the Action “Create a Spell” and use his dice to focus on the Summon Oki spell on his Orenda Sheet. It is always a good idea, while working on this spell to work on the Banish Oki spell at the same time and have it prepared, just in case. Once the Shaman completes the ceremony, roll the Shaman’s Orenda CV , with the Summoning Modifiers shown above.

Success: the Oki answers the Arendiwanem, who bargains with it for some service.

Failure: nothing happens, the Oki didn’t answer.

Failure on a 6: Either the Oki appears – angry at being disturbed; or another, enemy, Oki appears. In either case, the Oki will attack the Shaman, who may try to banish it.

Summoned Oki - Roll on the table for type and effect on the game

Oki type	Special Rules
Animal	A Supernatural version of the animal appears. It fights with its own CV, and the weapons nature gave the animal form. A Oki of CV3 or 4 is <i>Frightening</i> , CV5 or 6 is <i>Terrifying</i> .
Plant	Not very useful in a combat scenario, though a village appreciates the boost that Plant Oki can give their crops.
Rock	Not really useful in a combat situation. On long journeys, they can provide easier passage through mountains and hills.
Water	Can aid or hinder swimmers and canoes, adding or subtracting the following inches per move: CV1: 1" CV2: 2" CV3: 1D6" CV4: 1D6+1" CV5: 2D6" CV6: 3D6" They may also attack Swimmers, rolling CV vs. the Swimmer's CV-1; or canoes, rolling CV-1 vs. the highest CV in the Canoe.
Weather	A small – CV1 or 2 – Oki can only affect one person – perhaps a wind that blows his arrows astray (CV-1), or fog that stay always around him, blinding him. Medium – CV3 or 4 – Oki can affect a group. Generally, can affect CV by 2. Large Oki – CV5 or 6 – can affect the entire battlefield (and miles around). Can affect CV by 4.

Banishing an Oki

A Shaman may attempt to banish an Oki who has materialized in the present world. First he must have the spell prepared on his Orenda Sheet. Once he declares he will cast the spell and takes the "Create a Spell" Action the player then rolls the Shaman's Orenda CV vs. the Oki's CV:

	Shaman			
Oki	Succeed on 1	Succeed	Fail	Fail on 6
Succeed on 1	Locked in spiritual battle. Roll again next turn.	The Oki successfully resists banishment	The Oki attacks the Arendiwanem spritually: CV vs. Orenda CV	The Oki attacks the Arendiwanem physically: CV vs. CV
Succeed	The Oki is Banished. Remove from play.	Locked in spiritual battle. Roll again next action.	The Oki successfully resists banishment	The Oki attacks the Shaman spritually: CV vs. Orenda CV
Fail	The Oki is Banished. Remove from play.	The Oki is Banished	Neither can defeat the other, and the fight continues	-
Fail on 6	The Shaman may command the Oki.	The Oki is Banished	-	-



Warband Record Sheet



Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	
Attributes: 1.	
2.	
3.	

Armour:	
Shield:	

Cost:	
Experience:	
Number of Fights:	



Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	

Attributes: 1.	
2.	
3.	

Armour:	
Shield:	

Cost:	
Experience:	
Number of Fights:	



Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	

Armour:	
Shield:	

Cost:	
Experience:	
Number of Fights:	



Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	

Attributes: 1.	
2.	
3.	

Armour:	
Shield:	

Cost:	
Experience:	
Number of Fights:	



Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	

Armour:	
Shield:	

Cost:	
Experience:	
Number of Fights:	



Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	

Attributes: 1.	
2.	
3.	

Armour:	
Shield:	

Cost:	
Experience:	
Number of Fights:	

Flint and Feather Quick Reference Sheet

Activation Roll

Die Roll	Inspired	Standard	Confused or Demoralized
1	All groups	All groups	All groups
2	All groups	All groups	Groups led by Companions or Great Warriors
3	All groups	Groups led by Companions or Great Warriors	Groups led by Companions or Great Warriors
4	Groups led by Companions or Great Warriors	Groups led by Companions or Great Warriors	One group
5	Groups led by Companions or Great Warriors	One group	One group led by the Great Warrior
6	Medicine Roll	Medicine Roll	Medicine Roll

To Spot – Roll 1D6 per Group:

Roll on the following Table:

Roll less than:

Target In Open: 5-

Target Concealed: 4-

Target In Cover: 3-

or Target is Hardest to Spot 2-

Modifiers to the die roll:

Target Moving as last action +1

Target Running as last action +2

or Spotter in Ambush -1

Shooting Modifiers

Circumstance	Column Shift
Shooter is Moving Shooter is Reacting without being in Ambush. Target has the Stealthy advantage Target is moving Cautiously Long Range Shooting into melee	-1 on the to hit number
Shooter is running (not possible for bows or Shining Wood) Light is bad (no long range) Shooter is in a canoe	-2 on the to hit number

Shooting Damage Chart

1	2-3	4, 5	6,7	8, 9	10
No damage May retaliate with an immediate return shot	Duck Back No damage, but target misses next action (unless in close combat)	Light wound -1 CV Stay on feet	Wound -2 CV Stay on feet if die roll is Even; Fall down if die roll is Odd.	Mortal Wound - 3CV Fall Down	Gory Death Obviously, messily, dead -5CV

Modifiers

Circumstance	Die Roll Modifier
Target has a shield and did not use a bow this turn Target in wooden chest armor	-1
Target in full wooden armor	-2

Close Combat Table

	Counter Blow All attack dice	Leap at least one defence die	Jump Back All defence die	Duck at least one defence die	Parry at least one defence die	Huh! One defence die
Swing All attack dice	1/3	3/1	1/2	1/1	2/1	4/1
Cut at least one attack die	3/1	2/1	1/3	2/1	1/1	4/1
Lunge All attack dice	2/1	1/2	3/1	1/3	1/2	4/1
Bash All attack dice	1/1	1/3	1/2	3/1	2/1	4/1
Taunt One attack die	N 1/3	Nd ² N 1/2	Nd ³	Nd ³ 1/2	Nd 1/2	Nd
Huh! One defence die	Na 1/4	Na 1/3	No combat	Na 1/2	Na 1/3	No combat

Key To The Table

The number before the slash is the number of dice the attacker gets; the one after the slash refers to the defender.

'N' means that the attacker has no intended strike. On Counterblow he rolls to save himself from the defender's assault, but will inflict a hit if he should win; luck, surely?

'Nd' means that the defender is shamed by this taunt, and loses a Orenda Point. 'd²' means lose two RPs, and 'd³' means lose three. This applies only to Key Characters.

'Na' means that the attacker loses an RP for being an idiot. This applies only to Key Characters.

Modifiers

Situation	Modifier
Terrain advantage (uphill, behind a wall etc.)	+1 die
Each supporting figure	+1 die per figure
Fallen Down	-1 die
Attacking with the 'best' weapon for the maneuver	+1 die
Attacking with a larger weapon than your opponent	+1 die

Winning Close Combat

Keep track of your points with markers or dice.

Nerve Points are acquired as follows:

- one point for each wound you cause
- one point if you knock down a figure
- one point if either of these affected a Great Warrior, Companion or Stripling
- one point for each taunt RP you inflict

If you lost the fight but the score is less than 2 to 1 then the check is rolled normally.

If you lost the fight and the score is 2-1 or higher but not 3 to 1 then you have a -1 modifier to your CV.

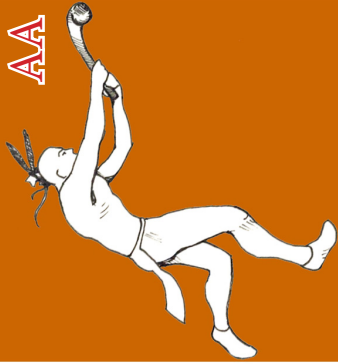
If you lost the fight and the score is 3 to 1 or higher you have a -2 modifier to your CV.

Nerve Test Table

Pass	Both sides move their figures back 2" from the spot of the melee. Fallen warriors each need a standing comrade to drag them clear or they stay at the spot of the fight and become a separate group or groups. This completes the current action.
Fail by One	Losers retire one action at a walk, with all casualties. Fallen warriors each need a standing comrade to drag them clear or they stay at the spot of the fight and become a separate group or groups. Winners remain in place. This completes the current action.
Fail by Two	Losers retire one action at a walk. All Fallen warriors are left behind. Winners remain in place. The Warband becomes Inspired. They may bind the prisoners. This completes the current action.
Failed by Three	Losers flee one action at a Run, and abandon all Fallen Down Warriors. The Warband is now Demoralized. Winners become Inspired. They have the choice of: <ul style="list-style-type: none"> A) the Group may remain in place, and may bind prisoners, this ends their Action. B) Or pursue the enemy Group at a run. If they reach the fleeing enemy, a second round of Close Combat immediately takes place. If they do not catch the enemy their action is over and the turn continues.

BASH

AA



Counter Blow	1/1
Leap Aside	1/3
Jump Back	1/2
Duck	3/1
Parry	2/1
Huh!	4/1

+1d6 when using a Club

CUT or JAB

1A

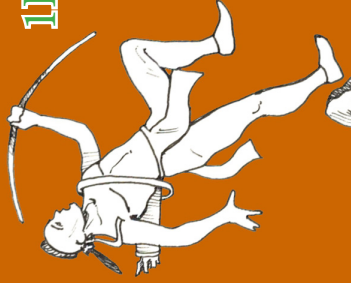


Counter Blow	3/1
Leap Aside	2/1
Jump Back	1/3
Duck	2/1
Parry	1/1
Huh!	4/1

+1d6 when using a Knife

HUH?

1D



Counter Blow	Na1/4
Leap Aside	Na 1/3
Jump Back	No Combat
Duck	Na 1/2
Parry	Na 1/3
Huh!	No Combat

Tongue Tied Skill causes
Taunt to act as Huh?

LUNGE

AA

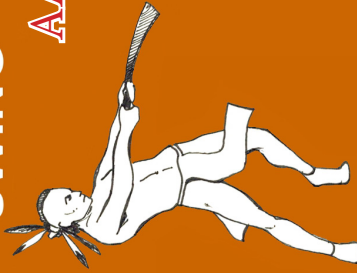


Counter Blow	2/1
Leap Aside	1/2
Jump Back	3/1
Duck	1/3
Parry	1/2
Huh!	4/1

+1d6 when using a Spear

SWING

AA

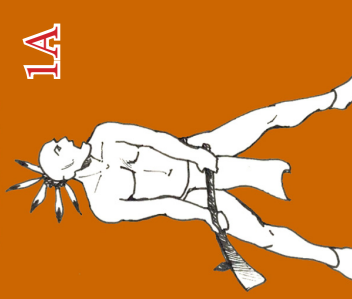


Counter Blow	1/3
Leap Aside	3/1
Jump Back	1/2
Duck	1/1
Parry	2/1
Huh!	4/1

+1d6 when using an Axe

TAUNT

1A

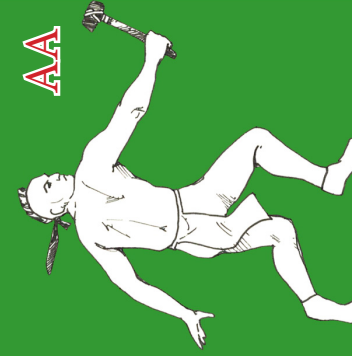


Counter Blow	N 1/3
Leap Aside	Nd2 N1/2
Jump Back	Nd3
Duck	Nd3 1/2
Parry	Nd 1/2
Huh!	Nd

Clever Tongue Skill
doubles RP Losses

COUNTER BLOW

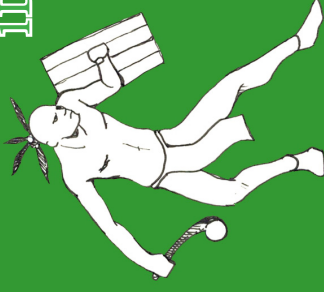
AA



Swing	1/3
Cut	3/1
Lunge	2/1
Bash	1/1
Taunt	N 1/3
Huh!	Na 1/4

DUCK

1D



Swing	1/1
Cut	2/1
Lunge	1/3
Bash	3/1
Taunt	Nd3 1/2
Huh!	Na 1/2

HUH? 1D



Swing 4/1
Cut 4/1
Lunge 4/1
Bash 4/1
Taunt Nd
Huh! No Combat

JUMP BACK AD



Swing 1/2
Cut 1/3
Lunge 3/1
Bash 1/2
Taunt Nd3
Huh! No Combat

-1d6 when wearing Armor

LEAP ASIDE 1D



Swing 3/1
Cut 2/1
Lunge 1/2
Bash 1/3
Taunt Nd2 N1/2
Huh! Na 1/3

-1d6 when wearing Armor

PARRY 1D



Swing 2/1
Cut 1/1
Lunge 1/2
Bash 2/1
Taunt Nd 1/2
Huh! Na 1/3

+1d6 when using a shield