



## The French Arrive

The French are the first of our European War Bands that you may add to your Flint and Feather games. These rules will allow you to add the French to your games. These rules are in no way complete. The manuscript for Flint and Feather Contact has the same page count as the Flint and Feather rules as this point and will continue to grow as we playtest and sort it all out.

### Units

European War Bands in *FLINT AND FEATHER CONTACT* may use Soldiers as Units. To be a Unit, Soldiers, Officers, NCO's and Veteran Soldiers must be in base to base contact and there must be more than three figures in the Group. Settlers cannot be part of a Unit. Don't worry about this right now as we are not releasing Settlers at this time. A Unit will follow a simply stated order (for example: Hold the Rampart) and in such a case they will Activate every turn regardless of the Activation roll for the War Band. Note: They will only get one Action if a Medicine Roll occurs.

The order must be stated aloud and understood by both players.

They must still roll to React as normal. They may also be broken into individual figures by moving out of base to base contact but this will break their Unit status and they will from that point forward Activate as normal and form a separate Group or Groups.

Units also have Abilities that they may perform at the appropriate point in the turn. The player creating the War Band must choose his Unit Ability at the time of creation of his War Band. Each European War Band gets one Unit Ability upon creation but may earn more in a campaign game based on gaining experience. Each figure is considered to have the Unit ability but only when the group is operating as a Unit. The Unit ability is a skill that all the Soldiers have been trained in they just perform it when a Group of them is operating together.

Type	Number Allowed	Furs	Combat Value	Equipment Points	Abilities
NCO	0-2	35	4	3	One free chosen ability
Veteran Soldier	0-2	25	4	3	One free random ability
Soldier	0-5	20	3	3	No abilities to start the game

Specific European Abilities will be added in the full Flint and Contact rules. You can try this ability though.

Duelist: If using a sword this figure can keep another figure from attacking. No attack dice or defense dice are rolled by this figure and his chosen opponent.

The French default Unit Ability is Volley Fire, other Abilities will appear in the full ruleset.

Volley Fire	All the figures get two CV dice for Shooting. The Unit must take the Shooting Action and remain stationary for their action. This is the Standard Unit Ability for English War Bands
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Movement ability for French figures are the same as Warriors Running or Warriors Walking. However, Forest is considered Difficult Ground for French Figures and blocks line of sight.

### European Equipment points value

Item	Equipment Points	Other notes
Knife or bayonet	free	Everyone has one!
Axe or club (settlers or Courer only)	1	Good for taking captives
Spear or half pike	2	Can't use alongside bow
Bow and quiver (Courer only)	2	Can't use alongside spear
Shield (Courer de Bois only)	1	Doesn't count while shooting bow
Wooden chest armor (Courer de Bois only) European Buff Coat	1	Slows you down in Woods or Rough Terrain. Saves 1st wound in close combat, -1 shooting damage roll
European Breastplate Full Wooden Armor	1	Saves 1st two wounds in close combat, -2 shooting damage roll Slows you down in Woods or Rough Terrain -1" to movement.
'Shining Wood' (Matchlock)	2	Weights a ton and is slow to reload (if you even bother to reload at all). Counts as a club in close combat.
Wheel Lock Pistol	1	Officer Only
European Sword	2	Good for Cut Attack.

## The French Arrive Scenario

During the summer of 1609, Champlain attempted to form better relations with the local native tribes. He made alliances with the [Wendat](#) (derogatorily called *Huron* by the French) and with the Algonquin, the Montagnais and the Etchemin, who lived in the area of the St. Lawrence River. These tribes demanded that Champlain help them in their war against the Iroquois, who lived farther south. Champlain set off with nine French soldiers and 300 natives to explore the *Rivière des Iroquois* (now known as the Richelieu River), and became the first European to map Lake Champlain. Having had no encounters with the Haudenosaunee at this point many of the men headed back, leaving Champlain with only 2 Frenchmen and 60 natives.

This scenario depicts an Iroquois ambush which potentially occurred when the French soldiers and their Wendat allies were on their way back to friendly territory.

### Board Set-up:

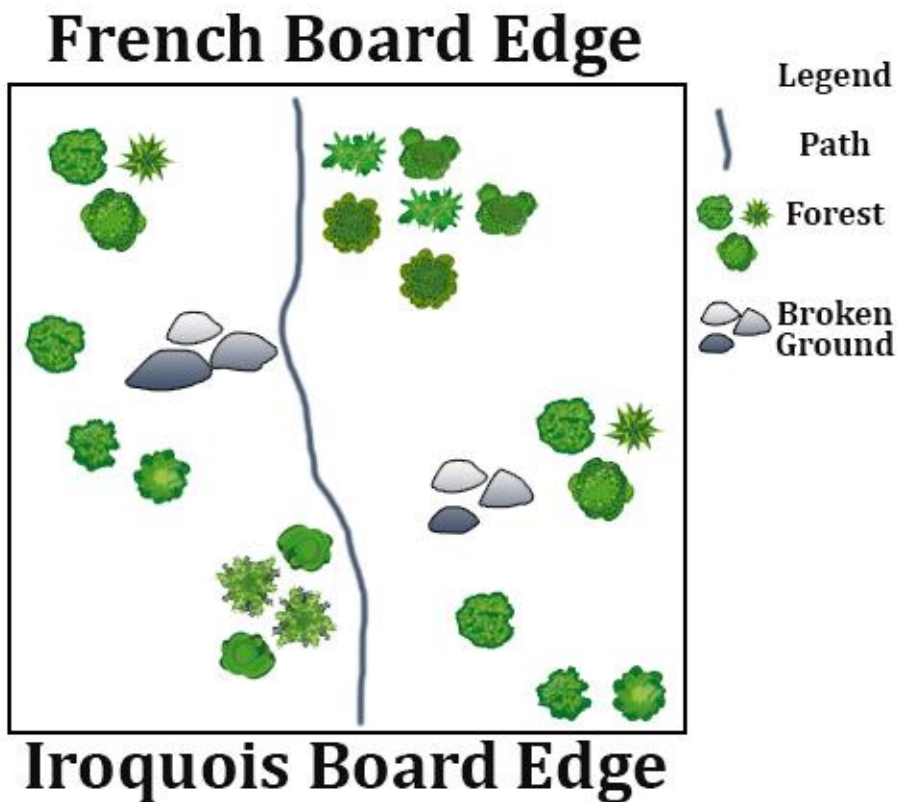
Use the map as depicted below, or lay out scenery to both side's agreement.

Balance of Forces: The five French soldiers should be used for this scenario. The unit of soldiers is lead by an NCO which counts as a Companion for Activation purposes. Treat the other figures as a Veteran Soldier and three regular Soldiers. These French should be accompanied by a Great Warrior and sixty points worth of Wendat warriors.

The Iroquois player should choose a 250 Furs cost Warband to perform the ambush.

Place Furs markers as normal. Use a standard 3'x3' play area.

### Deployment:



The French and Huron deploy within 6" of the French Board Edge. The Iroquois set up within 6" of the Iroquois Board Edge. The Iroquois may be in Ambush if they start in a terrain piece in their setup zone.

Note: The Broken Ground is Difficult Terrain and counts as Cover -2 for Shooting and a Defensive Position +1d6 for Close Combat. Also, the French treat all Forest as Difficult Terrain for Movement.

**Activation:**

The Iroquois are the Active player to start the game.

**Objective:**

The French must exit the opposite board edge with as many figures as possible. The Iroquois are trying to inflict casualties or capture the French and Huron.

**Victory Conditions:**

Use the Points on page 51 of the Rulebook. The Iroquois score +10 points for Mortal Wound or better of a Frenchman. The French are equivalent to; the NCO is a Companion, the Veteran Soldier is a Veteran Warrior and the Soldier is a Warbearer.

French and Huron score points equivalent to a Killed value for each warrior they get off the tabletop.

Iroquois score points for each warrior they wound, kill or capture.

If either player wins by 100 points or more it is a major victory.

If either player wins by 25 to 99 points it is a minor victory.

All other outcomes are a tie.

**Variants:**

Have players switch sides and play the game again. Total the points from both games to see who comes out as an overall victor.

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Visit our website at [www.cruciblecrush.com](http://www.cruciblecrush.com) for more information or to buy Flint and Feather products.

Watch for our Kickstarter coming in October 2019.