

CHAOS ON THE ALLEGHENY

A Chaos in Carpathia setting by A.Tobul

Chaos on the Allegheny (CotA) is a new campaign setting for the “Chaos in Carpathia” rules. This supplement was written with the area of New York, Pennsylvania, and the Ohio country from 1750 to 1815 in mind. With minor modification and suitable figures this supplement could also be used to game earlier periods of border conflict in other areas such as King Phillip’s War.

Players may notice that unlike other books and supplements, CotA contains no supernatural elements. Feel free to add them if you prefer. This has always been a period of intense interest to me and it was my feeling that no such spice was needed in what is already a savory historical stew. Anyone who doubts this should consult Cooper’s “Leatherstocking Tales”, Farragher’s biography of Boone, or any of Eckert’s historical novels for ample inspiration!



The line of men padded silently along the deer trail. They were entering a tiny opening in the thick forest now and the permanent green twilight that had enveloped them for the last two hours lightened almost imperceptibly. Several of the less experienced men were noticeably nervous, flinching every time as much as a chipmunk scurried through the leafy forest floor around them. Most of them would have turned back long ago. If they were caught on this side of the river the best they could hope for was a swift death by tomahawk or rifle ball. The well-publicized fate of Colonel Crawford was uppermost in the minds of all.

One man alone seemed indifferent to the danger that enveloped them. He was entirely focused on the trail before him. To the rest it was just a muddle of deer tracks and indistinct smudges, but to him it provided a wealth of information. “They are only about twenty minutes ahead of us now.” Simon Jamison said softly, “I still see two women and a child, but there are at least fifteen braves now. They met up with a hunting party by the looks of the bones around their fire.”

The women and child were Mary and Molly Banks and Mary’s three-year-old son Joseph. They had been taken from the Banks’ farm by a war party two days ago.

The women and child were Mary and Molly Banks and Mary's three-year-old son Joseph. They had been taken from the Banks' farm by a war party two days ago. By the time the alarm was raised and a relief party made it to the farm, all they found were a burning cabin and the bodies of Thomas Banks and his older son Mark. They immediately set out in pursuit, hoping to rescue the other members of the Banks party before it was too late. They had been on the move for a night and a day and now the hour of decision was almost at hand.

Simon gathered the frontiersmen around him. "Remember, no one fires until I do. If we give ourselves away too early, those Mingos will kill the captives and scatter. Check your flints and follow me!"



WARBANDS

CotA introduces two new warband types; Settlers and Indians. The Soldier Warband from the free web supplement *Chaos in the Trenches* may also be used in this setting, omitting modern firearms and automatic weapons, of course. The 325 GBP starting point is still recommended, but players are free to scale this up or down to better fit their personal preferences and/or figure collections. Underlined traits are new and their rules are contained herein.

SETTLERS

While men like Boone and Kenton have been mythologized in pioneer history, they had many lesser-known and sometimes altogether forgotten counterparts. Anywhere there was cheap or free land for the taking, bands of intrepid people set out to claim and tame it. The fact that much of it was already claimed by rival nations and occupied by natives who considered it theirs rarely deterred these hardy souls, who often had little to lose aside from their lives.

WARBAND TRAITS:

TRAILBLAZER (MAX 1, 53 GBP)

Str4

Agl 3

Mnd 3

Res 4

Move 5"

DR Pool 5

Fate 4

Vit3

Special Traits

Combat Attack X 2

Combat Evade X 1

Crack Shot X 2

Iron Will

Leadership X 2

Quick Loader

Equipment

Knife (DN4)

Most settlements had a man who everyone else turned to in times of hardship or danger. Often he was the man who had first found the place and / or led them there in the first place. Sometimes he had military experience, but just as often he was simply a talented woodsman and hunter who knew the area and people like the back of his hand.

VETERAN (MAX 2, 43 GBP)

Str3
Agl 3
Mnd 3
Res 4
Move 5"
DR Pool 4 [1]
Fate4
Vit3

Special Traits

Combat Attack X 2
Combat Evade X 1
Crack Shot X 1
Sharp Senses X 1
Tough

Equipment

knife (DN4)

Many settlers had prior military experience or a lifetime of hard living on the fringes of white civilization.

SCOUT (MAX 1, 55 GBP)

Str3
Agl 4
Mnd 3
Res 3
Move 5"
DR Pool 4
Fate 3
Vit3

Special Traits

Combat Attack X 1
Combat Evade X 1
Crack Shot X 2
Guide
Quick Loader
Sharp Senses X 2
Lightning Reflexes

Equipment

Knife (DN4)



Whether from preference or necessity, some men seemed to spend more time in the wild than in the settlement. Hunting, trapping, and scouting for Indians could keep a man away from home for months at a time. Such men often developed a keen nose for danger and understanding of the wilderness. This profile could also be used to represent friendly Indians.

INDIAN FIGHTER (MAX 1, 54 GBP)

Str3
Agl 3
Mnd 3
Res 4
Move 5"
DR Pool 4
Fate4
Vit3

Special Traits

Combat Attack X 2
Combat Evade X 1
Crack Shot X 2
Indian Hater
Knife Fighter
Quick Loader

Equipment

Knife (DN4)



There were men on the frontier like Louis Wetzel who developed an intense hatred of Indians. Whether they had lost family members, been driven out of other settlements, or were just plain murderous, they were good men to have around in a fight. Unfortunately, their tendency to continue killing “savages” after treaties had been signed usually meant that any peace was short-lived.

ABLE_BODIED SETTLERS (26 GBP)

Str3
 Agl 2
 Mnd 2
 Res 3
 Move 5”
 DR Pool 3
 Fate 3
 VitHenchmen (five members)

Special Traits	Equipment
Combat Attack X 1	Knife (DN4)
Combat Evade X 1	

This profile represents the adult males of the settlement. Depending on the scenario and the equipment purchased, this profile can be used to represent anything from men surprised working in the fields to local militia prepared for anything!

WOMEN AND CHILDREN (26 GBP)

Str2
 Agl 2
 Mnd 2
 Res 3
 Move 5”
 DR Pool 3
 Fate 3
 VitHenchmen (five members)

Special Traits	Equipment
Combat Evade X 1	Knife (DN 4)
<u>Loaders</u>	



This profile should be used to represent the women and young boys of the settlement. Often during a siege, these hardy souls would load spare weapons for the men at the windows or on the walls, increasing their firepower considerably.

RANGERS (45 GBP)

Str3
 Agl 3
 Mnd 3
 Res 3
 Move 5”
 DR Pool 4
 Fate 3
 Vit5 Henchmen (five members)

Special Traits	Equipment
Combat Attack X 2	Knife (DN 4)
Combat Evade X 1	
Crack Shot X 1	
Knife Fighter	
Lightning Reflexes	

Often the best men in the area would be selected to form “ranging companies”. These rangers were entrusted with patrolling the area surrounding settlements in hopes of detecting and heading off enemy raids or, failing that, warning the settlements. After raids these same men would often try to track down raiding parties to rescue prisoners or extract revenge. Rangers may take the Pathfinder trait for an additional +5 GBP.



INDIANS

While many settlers viewed the western lands as a wilderness free for the taking, the Indians had resided there since pre-history. While most of the tribes had a developed system of agriculture, the Indians had become dependent on trade items like firearms and metal tools they could only obtain from the whites in exchange for meat and furs. It took vast areas of wilderness to hunt and trap, and as the advance of white settlement pushed the valuable game farther and farther west, conflict was inevitable.

Warband Trait: Trophy Society. Indians valued prisoners and scalps not only as a record of their victories, but often because white governments paid a bounty for them! Any Indian character or henchman group may collect a scalp from a KO'd enemy model by spending a special action while in base contact with the downed enemy. Indian models earn one additional XP per scalp they have taken at the conclusion of each game. Believe it or not, many scalped victims survived the procedure! Scalped models suffer a (+ or -1?) penalty on the post-battle survival table. The location of lost henchmen should be marked by laying the model on its side or some other method. They may be scalped just like KO'd characters, but only one scalp may be claimed per henchman group for game balance purposes.



Indians may also take a KO'd character or lost henchman group prisoner with a combat action instead of issuing a coup de grace. Thereafter the prisoner(s) moves at the same time as the captor and may not use charge movement. The captor may abandon the prisoner at any time to escape, etc, at which time it reverts to its KO'd status. The captor may also issue a coup de grace in any later turn if it so desires. An Indian warband earns 5 GBP per character or henchman group taken prisoner in the post-battle phase, representing the bounty paid by white governments to redeem them.



Low Manpower: Indian populations had been on decline due to warfare, disease, and shrinking lands since virtually their first contact with the whites. Due in part to this and in part to their cultural perceptions of warfare, they abhorred excessive fatalities and had difficulty replacing them. The cost to replace henchmen and hire new henchman groups after the initial game is increased by +1 GBP(?) per figure. **Or should the entire warband test morale or withdraw every time a model or henchman group is KO'd / eliminated?**

WAR CHIEF (Max 1, Mandatory, 50 GBP)

Str3
Agl 4
Mnd 3
Res 4
Move 5"
DR Pool 4
Fate 4
Vit3

Special Traits

Combat Attack X2
 Combat Evade X1
 Crack Shot X2
 Iron Will
 Leadership X 1
 Sharp Senses X2

Equipment

Knife (DN 4)



ADVISOR (Max 1, 51 GBP)

Str3
 Agl 3
 Mnd 3
 Res 4
 Move 5"
 DR Pool
 Fate
 Vit



Tribal government was often nebulous. While the counsel of wise elders may be sought in peace time, proven warriors came to the fore when war was decided on. Warriors would flock to follow a man who had brought in many prisoners and loot on past expeditions. War Chiefs may take the Guide trait for an additional +5 GBP, representing their superior knowledge of the area.

VETERAN WARRIOR (Max 3, 43 GBP)

Str3
 Agl3
 Mnd3
 Res4
 Move 5"
 DR Pool 4
 Fate4
 Vit3

Special Traits

Combat Attack X2
 Combat Evade X1
 Crack Shot X1
 Guide
 Sharp Senses X1

Equipment

Knife (DN 4)

Despite the overwhelming desire of a majority of Indians to exist in peace, many tribes spent as much time on the warpath as at peace. As a result, they could turn out a high proportion of experienced warriors when necessary. Veterans may take the Pathfinder trait for +4 GBP.

Special Traits

Combat Attack X2
 Crack Shot X1
 Dodge
Quick Loader
 Tough
 Sharp Senses X1

Equipment

Knife (DN 4)

When opposing white governments were at war, or trying to apply pressure short of war, they sometimes attached "advisors" to accompany their Indian allies on raids. These were usually half-breeds or men who had otherwise spent much time with the tribes and were held in high regard by them such as Simon Girty. Contrary to some propoganda of the time, these advisors never lead war parties, although their advice and counsel was sometimes heeded.

HOLY MAN (Max 1, 37 GBP)

Str3
 Agl 3
 Mnd 3
 Res 3
 Move 5"
 DR Pool 4
 Fate3
 Vit3



Special Traits

Gypsy's Luck
Inspiration []

Equipment

Knife (DN 4)

Special Traits

Combat Evade X1

Equipment

Knife (DN 4)

Whether a tribal shaman, Jesuit missionary, or “touched in the head”, men perceived as spiritual were recognized as having a special contact with the creator. Although these men rarely accompanied war parties, they are included here for flavor.

Indian women and children had little experience of warfare. The usual reaction to the approach of hostile forces was to abandon the village for a safer location, if possible.

BRAVES (35 GBP)

Str3

Agl 3

Mnd 3

Res 4

Move 5”

DR Pool 4

Fate 4

Vit5 Henchmen (five members)

Special Traits

Combat Attack X 1

Combat Evade X 1

Crack Shot X 1

Equipment

Knife (DN 4)

RANGERS (Max 1, 45 GBP)

Indians may also take one Ranger henchman group. This can either represent veteran Indian warriors or groups of white rangers allied with the Indians against the settlers, such as the infamous Butler's rangers during the AWI.

SPECIAL TRAITS

All special traits function exactly as described in the CiC rulebook. The new traits (underlined in the warband lists) are described here.

Indian Hater: Some settlers developed an intense hatred of Indians. Any model with this trait must pass a TN3 mind check at the beginning of any turn he can see any Indian model (note that Indian-allied advisors and rangers do not count for purposes of this rule). If he succeeds, he may take his turn normally. A failure means the model with hatred must charge toward the nearest visible Indian model.

Indian haters ironically often took scalps from their victims as grizzly trophies of their deeds. Any model with this trait beginning its turn in contact with a KO'd Indian model must spend a special action scalping his fallen foe. Indian haters, unlike Indians, do not gain XPs for scalps collected

Models with the Indian Hater trait may re-roll one die when attacking Indian models in close combat.

The mainstay of any raiding party was the braves. These men were often drawn from many different villages and even different tribes. The promise of glory and loot was usually enough to unite them until the end of the raid, at least.

VILLAGERS (30 GBP)

Str 2

Agl 3

Mnd 2

Res 3

Move 5”

DR Pool 3

Fate 3

VitHenchman (five members)



Loaders: Women and children did not fight if they could help it, but they did perform valuable tasks like casting bullets, fetching water, and loading guns when Indians attacked. Models with the Loaders skill allow any one friendly model or henchman group in base contact to make a ranged combat attack in the Loaders' turn. This is in addition to any actions the firing model may have taken or will take in its own turn. Models using the Loading trait may take no other actions in their own turn, although they may still use the skill when pinned.

Example: A group of women and children are holed up in their blockhouse with an intrepid scout. The scout has previously taken his turn and fired his flintlock rifle at a marauding group of braves. When the women and children activate, they use their Loaders skill. As a result, they may not move or take any other actions, but the scout fires again in their turn.

Quick Loader: Some men were renowned for the speed they could reload their rifles, often times doing so at a full run! Models with the Quick Loaders trait may ignore the normal restrictions of slow weapons.

EQUIPMENT

Both warbands should have access to all equipment in the CiC rulebook with the exception of Ranged Weapons. These should be restricted to the archaic pistol and rifle, along with the weapons listed below. The bow and arrow from the Chaos in Cairo should also be allowed.

New Equipment

Blunderbuss

Description: A blunderbuss is simply a flintlock version of a large-bore, short barreled shotgun. For game purposes, use the sawed-off shotgun stats, but add the Slow special

characteristic and reduce the cost to 5 GBP

Musket

A musket is a long-barreled gun with a smooth bore similar to a modern shotgun. For game purposes, use the shotgun stats with the addition of the Slow special characteristic, reducing the cost to 9 GBP.

Tomahawk

The mention of Indians usually brings the tomahawk and war club instantly to mind. Tomahawks and smaller "belt axes" were also favored by frontiersmen. Use the sword/saber stat from CiC without the +1D CC Defense bonus, reducing the cost to 4 GBP



War Club

Carved from a single piece of wood, often with a metal blade inserted, the war club was a common weapon among tribes on the frontier. Use the club/truncheon stat from CiC to represent these weapons.

SCENARIOS

While these scenarios are intended with wilderness fighting in mind, with a little imagination and a few modifications they could easily be adapted to other warbands and settings.



Scout the Enemy Camp

Knowing the defenses and manpower of various enemy settlements was vital to a successful campaigning season. This scenario represents a mission to scout an enemy settlement.

Setup: Players should set up a roughly 12" square clearing on a 4' X 4' board. The rest of the board should be an equal mix of fields and light woods (light cover). 2-3 structures (cabins,

outbuildings, etc.) should be placed within the clearing. Once the board is set up, the defender deploys all models anywhere on the board 12" or more from a board edge. The attacker then sets up within 6" of any one board edge. All defenders start the game hidden.

Special Rules: Scouting. The attacker is seeking to discover the location and numbers of the defenders. All defending models are assumed to begin the game in hiding as detailed under Hiding on page 12 of the Carpathia rulebook and remain so until they move out of cover, attack an enemy model, or are spotted. Spotting hiding models is a free action, but may only be attempted once per enemy model (up to the spotting model's Mind attribute).

Objective: The attacker must try to spot more than half of defending models (counting henchman groups as one model) and return with the knowledge off of his starting board edge. The defender must prevent them from doing so by either remaining hidden or KO'ing all enemy models.

End Game: The game ends when the attackers have left the board, one player has conceded, or all of an opposing Warband's opposition has been KO'ed.

Scenario Rewards: +1 XP to each model on the winning side.

Special Events: 1-2 Rain
3-4 Ambush
5-6 Stygian Darkness (night)



RAID!

Description: There were very few "battles" on the frontier. Most warfare took the form of raids on enemy encampments or isolated farms. Both sides performed these raids regularly and often one raid was launched in retaliation for another, feeding a vengeful cycle of bloodletting.



This scenario is a logical follow-up to the Scout scenario above. Players may wish to keep the same terrain and sides. The raid takes place long enough after the scouting mission that all vitality is recovered and warbands can raise new members, etc, as usual. If the scouting force spotted all defending models in the previous scenario, they may deploy within 8" of any board edge and automatically win the initiative for the first round.

Setup: A roughly 12" square clearing should be situated in the center of a 4'X4' board. The remainder of the board should be a mix of light woods (granting soft cover to models within) and cleared fields. Trails and / or small streams may also be placed, at the agreement of both players. One to three structures should be placed within the clearing to represent the settlement. These may be cabins, outbuildings, wigwams, or even a blockhouse. It should be noted that Indians frequently constructed cabins indistinguishable from those of settlements and the Indian village of Logstown in Pennsylvania was so named due to its preponderance of cabins.

Players should roll off or otherwise decide who will defend the village and who will attack. Defenders should then deploy their models anywhere within 6" of the clearing. Attackers may then deploy on within 6" of any board edges.

Special Rules:

Surprised! While settler and Indian alike were keenly aware of the possibility of unexpected attack, the daily chores still had to be performed. Prior to deployment, the defending player should roll one die for each character and henchman group in his warband. On a result of one or two, that model is absent (hunting, scouting, etc) when the attack begins. In addition, defending settlers must deploy one unit of women and children within the clearing at the start of the game while Indian defenders must deploy one unit of villagers in the clearing. These mandatory henchman groups do not count against the defending warband's point limit.

At the start of each round after the first, roll one die for every defending model not deployed on the table at the start of the game. On a roll of six, that model may be brought at any point of the table edges at least 12" from an enemy model in his turn.

Captives! The attackers may take a KO'd character or lost henchman prisoner with a combat action instead of issuing a coup de grace. For purposes of this rule, the position of each lost henchman in a group should be somehow marked. Thereafter the prisoner(s) moves at the same time as the captor and may not use charge movement. The captor may abandon the prisoner at any time to escape, etc, at which time it reverts to its KO'd status. The captor may also issue a coup de grace in any later turn if it so desires.

Objective: The attackers must exit any board edges with as many prisoners as possible by turn ten. The defenders must prevent this while inflicting as many casualties as possible on the raiding force.

End Game: The local militia or warriors from a nearby village are alerted and rushing to the defense of the settlement. The game ends with their arrival at the end of the tenth turn, unless one side concedes, flees the board, or has had all models KO'd prior to that. Any prisoner still on the table at the end of the tenth turn is considered abandoned as its guarding model flees the reinforcements at top speed. No bonus XPs are gained for abandoned prisoners.

Scenario Rewards: Each attacking model leaving the board with a prisoner earns +1 XP. Indian warbands may also claim the 5 GPB bounty per prisoner as usual.

Special Events:

1-2	Rain
3-4	Stygian Darkness (representing night)
5-6	Ambush!

Rescue

Description: Arriving just after a devastating raid on an isolated settlement, local militia or warriors set out in pursuit of the raiders, intent on freeing any prisoners before it is too late. This can be a sequel to the Raid! scenario above if desired. In this case, the surviving attackers along with any prisoners they exited the board with become the defenders. The attackers may take any surviving defenders from the raid, including any warband members not deployed on the board prior to the end of the game due to the Surprise special rule. The attackers also take one free unit of Rangers to represent the relieving force. All models carry over any vitality losses incurred in the Raid! scenario.



If this scenario is a one-off encounter or otherwise not played after the Raid, sides should be determined randomly. The defenders will have 1d6 prisoners determined at deployment.

Setup: A roughly 12" square clearing should be designated in the center of a 4'X4' board. The rest of the board is wooded. Hills, trails, a stream, or other reasonable terrain features may be included if both players agree.

The defending player sets up his warband and prisoner(s) in the clearing, with the exception of two models he nominates as sentries. These two models are placed on each of two of the board's edges.

The attacking player sets up his entire warband along one of the remaining two unoccupied board edges. He may deploy up to 4" in, and must set up the entire warband behind some sort of cover.

Special Rules: Thick Woods! The thick wilderness this battle takes place in hampers movement and limits ranged attacks. All models suffer -1" to their normal Move value and only receive +3" on a charge. Additionally, ranged attacks beyond 10" automatically miss their targets.

Sentries! The remainder of the defending warband cannot move or act until one of sentries sounds the alarm. The attacking warband counts as starting the game in hiding. The defending sentries may act normally, and once they spot one of the attacking warband's models, they may spend a special action to sound the alarm.

Spotting hiding models is a free action, but may only be attempted once per enemy model (up to the spotting model's Mind attribute).

Whether the sentries spot the attacking models or not, the alarm automatically sounds if a prisoner is released, or if any of the attacking player's models attack the defending warband.

Once the alarm has been sounded, the defending player may move his warband normally.



The Prisoners: The prisoners are bound, and may not be moved from their position in the setup area. The prisoners may be freed with a special action and may act normally on the round following its liberation. A separate special action is required for each prisoner released.

If a prisoner is a member of the attacker's warband, he may be armed with an extra weapon from one of his liberators. If the objective is to rescue prisoners who are not part of the attacker's warband, players should use the stats for the Women and Children (if the attacker is Settlers) or Villagers (if the attacker is Indians).

At no time prior to release may the defenders harm a prisoner. This condition is removed the round after he has been freed.

Objective: The defenders must prevent the prisoner(s) from being rescued. The attacker must rescue the prisoner(s) and get them off of their starting board edge.





End Game: The game ends when all prisoner(s) models exit from his warband's starting board edge, are KO'ed, or one side concedes, is eliminated, or flees.

Scenario Rewards: +1 experience to winning warband members; +1 experience to any model who frees a prisoner.

Special Events: 1-2 Rain
3-4 Stygian Darkness (night)
5-6 Grudge Match

BURN 'EM OUT!

While both sides were usually content with captives or plunder, sometimes the object of an attack was to simply drive all of the enemy settlers from their land.

Setup: The terrain and set up are the same as the Scout the Enemy Camp scenario. There should be three structures in the clearing for this scenario.

Special Rules: Fire. To make sure a settlement was abandoned, attacking parties frequently set fire to their shelters and fields. All buildings have a DR Pool of 4 and 6 vit. Only torches and flaming arrows may damage buildings. If the Rain Special Event is in play, increase the DR Pool of all buildings to 5.

Any model with a torch may attempt to set fire to a building by spending a combat action in base contact with a building. The attack is automatically assumed to hit. The building should attempt to resist the torch damage. For fire-setting purposes, a torch has a DN of 4.

Any bow-armed model may attack a building with flaming arrows. The procedure is the same as any other ranged combat attack. The building has an AG of 0, so normally only one goal is needed

for the attacker to hit. If any cover such as woods or another building intervenes between the target and firer, normal cover dice are allowed to the defending player, though. A flaming arrow has a DN of 3.

If any vitality loss is inflicted on a building, it has been set alight. Unless extinguished, it will continue to test for damage at the start of each round. The DN for this test is 4.

Any model in contact with any external surface of the building may spend a special action to attempt to extinguish the fire. This is an AG roll with a TN equal to the building's current vitality loss.

Once a building has lost its last vitality point, the blaze is out of control and the building is lost. Any models still inside must resist a DN 6 attack and must exit the blazing ruin on their next turn.

Objective: The attackers must completely burn at least two of the three structures or force all defenders to flee and / or become KO'd. The defenders win if they still have at least two intact structures when the game ends. Damaged and still-burning buildings count as intact as long as they have at least one remaining vitality point.

End Game: The game ends when all buildings are lost or one side concedes or has no more active models left on the board at the end of a round.

Scenario Rewards: +1 XP for each member of the winning warband. +1 XP to all defenders if they have lost no buildings at the game's end. +1 XP to all attackers if they burn all three buildings.

Special Events: 1-2 Rain
3-4 Ambush
5-6 Grudge Match

PATROL

Description: random encounter between an Indian war/hunting party and a settler ranging company/ hunting group this scenario is identical to the Battle in the Wilderness scenario on page 62 of the Carpathia rulebook. If the Special Event Fallen Temple is rolled, this represents an Indian burial ground.

NEW SPECIAL EVENTS

Rain : In the era of muzzle loading firearms, rain could play a major factor in battles as damp powder may not fire. Players wishing to make a ranged attack with any firearm should make a TN1 check on one die before resolving their attack. Players passing the check proceed as usual. If the check fails, the charge has become damp and the weapon may not fire this turn. The combat action is lost.

Ambush! : Sometimes the best laid plans can go astray. Each warband should choose one model to make a Mind + Sharp Senses goal roll. The side rolling fewer goals has been ambushed on the trail or otherwise waylaid immediately before this scenario. Each member of the ambushed warband must take a DR test versus a DN4 and apply the results prior to deployment.

Post-Battle Results

All KO'd and Coup de Grace models should roll on the Human Post-Battle table on page 70 of the Chaos in Carpathia book.

Campaign Rewards

All character models earn advances just like any other human warband as detailed on page 73 of the Chaos in Carpathia rulebook.

Post-Battle Resources

Warbands should also roll for income, hire replacements, and buy new gear as described on pages 74-75 of the Chaos in Carpathia rulebook.



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