

MAYHEM:

MUSKETS AND MOHAWKS

SKIRMISHING THE AMERICAN COLONIAL WARS



2 Hour Wargames

“What’s with the free games?”

We’re giving away six free games to anyone that wants them. All are available for you to download in PDF form.

“Okay, but why?”

The six games that we’re giving away are all “old school” games from Two Hour Wargames. Each one is a stand-alone game that will give you a glimpse into how the Two Hour Wargames game mechanics work. Especially the unique Reaction System. Each game has been updated and replaced in the lineup by a newer version that can handle more figures and has more detail. But each of these games is good in their own right and will still give you plenty of enjoyment.

“What’s the catch?”

No catch. We just want to provide gamers with a free sample of what Two Hour Wargames is about and these six games cover a wide variety of periods.

“What about figures? Do we have to use yours?”

Heck no. In fact, with all rules from Two Hour Wargames you can use any figures that you want. Even those cool ones from that other set of rules that ended up in your closet. Just dig them out and put them to use.

“Well what if I like them and want to check out more Two Hour Wargames?”

Simple. Just download one or more games and give it a try. Join the THW Yahoo Group by following the link and ask questions. Once you feel comfortable check out the THW site and see if anything is interesting. To make it easy we’ve put together a list of comparable games. Just remember these free games are simplified versions of the current THW games. So what are you waiting for?

“Just play the game!”

- **Two Hour Wargames Yahoo Group** – Around 2000 of the friendliest and most knowledgeable gamers in the world. Got a question? Get an answer!
<http://games.groups.yahoo.com/group/twohourwargames/>
- **Two Hour Wargames** – Here’s the site where you can see all the current games we offer and some more freebies as well! <http://www.twohourwargames.html/>
- If you liked...then you’ll love...
- *Chain Reaction?* Then check out **Chain Reaction 2.0, All Things Zombie, NUTS! or FNG**
- *Mayhem: Warrior Kings?* Then check out **Montjoie!**
- *Mayhem: Wasteland Warriors?* Then check out **5150**
- *Bugs?* Then check out **5150 or Chain Reaction 2.0**
- *Mayhem: Warring Nations or Muskets and Mohawks?* Then check out **Black Powder Battles.**
- *Six Gun Sound?* Then check out **Six Gun Sound Blaze of Glory**

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INTRODUCTION

The French & Indian War and the American Revolution have much in common. Small numbers on each side with the chance for sharp skirmishes. But they are not very popular for a lot of reasons although their small nature lends itself to a fun and exciting game. A change of pace that will not cost a lot in time or money to get into. That's what these rules provide, a lot of fun and little cost. Without further ado allow us to present –

MAYHEM: MUSKETS AND MOHAWKS

1 EQUIPMENT REQUIRED

To play MAYHEM you will need the following items-

- Two or more six-sided dice
- One ruler or measuring tape
- Figures in a consistent scale and based alike.
- A flat surface at least 3x3 feet with 4x6 feet being best.
- Material to represent hills, woods, and other terrain features.

3 SCALE AND FIGURES

The easiest way to mount 25mm figures for MAYHEM is 1 figure on a 1" square base. Horses should be mounted on 1" wide by as deep as needed. Figures previously mounted for other rule systems will work as long as both sides are mounted consistently.

You should mount your figure carefully so that it is facing one flat side. This defines the figure's Front while the opposite side is the figures Rear.

5 DEFINING CHARACTERS

MAYHEM is played with individual figures referred to as "characters". Before play can start we must define these characters. There are two types of characters. They are "player characters" and "grunts".

Player Character - This is the head-honcho. The main character around which the whole MAYHEM campaign revolves. Player characters represent you, the player.

"Grunts" – These are the non-player characters that make up your group or entourage. They will come and go as the campaign progresses. These are pre-generated for you in each set of MAYHEM.

There are 2 attributes that define each character whether they are player or "grunt". They are:

1. Reputation
2. Special Characteristics

8 REPUTATION

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are four possible Reputations-

- "Men of great renown" or Reputation 5 - These are battle hardened troops of exceptional quality and veterans of numerous battles.
- "Veterans" or Reputation 4 - These are characters of long and successful service and can be counted on to perform as needed.
- "Green" or Reputation 3 - These are green or poor quality troops with little motivation or desire for combat. Often partisans, conscripts, or militia.
- "Civilians" or Reputation 2 – Civilians and normally non-combatants.

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SPECIAL CHARACTERISTICS

Now we must look at some special characteristics that will further define our characters.

Mounted (MT) or Foot - Whether or not a character is mounted may affect movement, missile fire, range, and melee combat abilities. Mounted characters may be dismounted in which case they function as foot troops. All other troops are considered "Foot" troops.

Grenadiers (GR) – Although by this time they didn't throw grenades anymore these were usually the biggest and strongest men available. Therefore this is reflected in the Hit Table.

Light infantry (LT)– Long rifles, jagers, etc. Although called by different names these men were trained to fire their weapons at individual targets. Therefore this is reflected in the Hit Table.

WEAPONS

The basic way to score damage is with either a missile or melee weapon. These are classed as follows:

- **Bayonet** - Only muskets are equipped with bayonets. However, rifles may also be used in melee to inflict damage.
- **Swords** – Carried by cavalry troopers and officers of infantry and artillery. Used with one hand.
- **Tomahawk/Axe** – May be used in melee or thrown.
- **Pistol** – These short-ranged weapons were usually carried by officers and used as a last resort. It takes two turns to reload a pistol.
- **Musket** – Basic firearm carried by most European type armies. Equipped with a bayonet that allows the weapon to be fired. It takes two turns to reload a musket.
- **Rifle** - Specialty firearm carried by some light units and North American woodsmen. It takes three turns to reload a rifle.
- **Bow** – Carried by many Indians this weapon takes one full turn to reload.

LEADERS

Before the battle each side must designate at least one Leader character. When playing larger actions it may be desirable to have more than one Leader in charge of different units. Example – A Sergeant commanding a small unit or squad.

CHARACTER SHEETS

Each player should fill out the character sheet listed in the rear of the book. This records vital info for each character being used.

- **NAME** – This is the name of the character. Use it to differentiate between figures.
- **NATIONALITY** – This is the nation that the character belongs to.

- **UNIT & HISTORY** – Use this space for any misc. info about the character such as unit and battle experiences.
- **REP** – Circle the reputation of the character.
- **WEAPON** – In this box place the name of the weapon the character is armed with.
- **MOVEMENT** – Place the character movement rate in this box.

ACTIVATION AND REPUTATION

At the start of every turn players should "count down" from the highest to lowest Reputation. Whenever a character's reputation is called he is considered to be "Active".

Those with the same Reputation must roll 1D6 to determine who is Active with high score going first.

Characters with high Reputation may be designated BEFORE the battle as leaders. When it is their time to "Activate", any friendly characters within 3" of them may also "Activate" but only if they have not been "Activated" earlier in the turn. When "Activating" with a leader they forfeit their "Activation" later on in the turn.

When a non-mounted character is Active he may do one of the following actions.

- Move up to full distance and end facing any direction desired.
- Attempt to climb into a window or break down a door. (to break down a door the character must score a Hit on the Hit Table.)
- Stay in place and face any direction desired.
- Stay in place and reload
- Charge into melee
- Attack an enemy either by melee weapon or ranged weapons.

In addition, mounted characters may do any of the above or any of the actions listed below

- Move up to ½ distance and fire
- Mount up or dismount
- Move up to ½ distance and reload

MOVEMENT RATES

Movement rates are as follows.

- Infantry 8"
- Mounted troops 24"

INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

1. **HALT** – Immediate stop in place. May not fire or reload.
2. **CHARGE** – Movement usually up to one and one-half normal to come into contact with enemy character.

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3. **RETIRE** - When forced to "Retire" a character moves its normal movement plus 1D6" and ends facing the enemy.
4. **ROUT** – When forced to Rout the character will move at charge speed each turn until reaching the end of the board. They may never rally.
5. **GIVE GROUND** – When forced to Give Ground he moves backward 2". If he has been attacked to the rear he is allowed to move backward and face.
FOLLOW UP - Characters that cause enemies to "give ground" must "Follow Up" 2" and remain in contact. However if they are in melee with other characters they may not Follow Up.
6. **PURSUE** – All characters that cause an enemy to Rout must roll 1D6. If the character is attacking, they will Pursue on a roll equal or less than their reputation. If defending they will pursue on a roll exceeding their reputation. Pursuers move at charge speed.

SCORING A HIT

The only difference between Melee and Ranged Fire when it comes to scoring a hit or inflicting damage is the distance or range of the weapons. All melee weapons may only be used when in contact with the enemy. Ranged weapons however may be fired up to their maximum range as listed below.

- Pistol – 8"
- Musket – 16"
- Rifle – 24"
- Bow – 16"
- Tomahawk or Axe – 4"

To score a hit, first declare who the attacker is and who the target is. Immediately roll 2D6 and consult the Hit Table. **THERE IS NO NEED TO CHECK ANY MODIFIERS PRIOR TO ROLLING AS THE MODIFIERS ARE ALREADY BUILT INTO THE HIT TABLE.** Total the dice score and read the appropriate line on the table to see if a hit is scored.

To Hit Table	
Dice Score	Results
2	Hit!
3	Over ½ range count Miss, all others Hit!
4	Light troop firing scores Hit, otherwise all Miss!
5	Miss!
6	REP 3 or less count Miss, all others Hit!
7	Miss!
8	Target in cover Miss, all others Hit!
9	Miss!
10	Miss!
11	Grenadier in melee counts Hit, otherwise all Miss!
12	Over 1/2 range Miss, all others Hit!

Hit Table results are as follows.

- **Miss!** The attacker has missed the target.
- **Hit!** The attacker has hit the target. Defender rolls 2D6 and compares each one individually to his Reputation. If the score is equal or less than the Reputation then it has "passed". If it is higher then it has "failed". Therefore, it is possible to pass 2, 1, or 0 dice. Compare this to the following table.

Pass 2D6 = Slight wound, check Reaction.
Pass 1D6 = Serious wound.
Pass 0D6 = Killed.

After a non-Active character has been attacked in melee and scored a Carry On result from the required reaction test, he may immediately attack the Active character.

DEATH AND WOUNDS

When a character receives a result of Serious wound roll 1D6 and compare it to the characters Reputation.

- If score is higher than the character is dead.
- If less than the Reputation then the character is disabled from wounds and falls to the ground and must be helped off the board or left till the battle is over.

MELEE

Characters may be attacked by more than one enemy at a time. Up to three enemies may attack the same target in melee with up to two enemies attacking to their front and one enemy to their rear.

During each round of melee the first attack will always go to the "Activated" character except in the following circumstance –

- Charging or counter-charging mounted characters will strike first against non-mounted targets or non – countercharging mounted targets.

REACTION CHECKS AND CHARTS

The "Reaction Check" represents the effect of various stressful situations on a character's ability to perform tasks as desired. The consequences of "Reaction Check" die rolls can often change defeat into victory, or vice-versa!

Taking a "Reaction Check" involves taking the character's current Reputation and applying the appropriate modifiers:

REACTION CHECK MODIFIERS

CONDITION	MODIFIER
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In fieldworks or in camp.	+1
Outnumbered 2 to 1 or worse	-1
Charged in "Flank" or "Rear"	-2

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“grunts” from any list they desire.

LOCALES AND THEATERS OF WAR

MAYHEM: MUSKETS AND MOHAWKS takes place in three locales. The choice of list will determine the real geographical location but the three locales are universal. They are enemy territory, on the border between both sides, and friendly territory.

Enemy Territory – These encounters take place in the enemy’s own back yard.

On the Border – This is the area between the frontlines. No man’s land as it’s called.

Friendly Territory – The piece of land you call home or at least friendly to you.

TERRAIN SELECTION AND EFFECTS

There are three basic types of terrain.

Open – The area is dotted with terrain composed mostly of gentle slopes, a road or trail perhaps, and other sparse features.

Broken – Denser than Open this terrain alternates clear spaces with clumps of trees, dwellings, and other movement and vision restricting features.

Dense – The area is inundated with trees, rocks, jungle vegetation, and other movement and vision restricting features. Few if any clear spaces and where these occur it is usually occupied by a temple or small village.

MOVEMENT RESTRICTING TERRAIN

Here is a list of terrain that when crossing or entering causes movement reduction.

- Structures – Enter door or window stops movement.
- Water courses – Stop at edge then –1D6” each turn moving through water.
- Rugged terrain – Rocks, trees, swamps, and other features. Movement is at ½ speed for all EXCEPT “Light” troops and Indians which move full
- Cliffs – Impassable terrain except for climbing. Height of cliff is expressed as 2, 3, or more times height of figure or levels. To climb roll 2D6 and compare to Reputation. If AC 2 then +1 to Reputation, if AC 4 –1 to Reputation. Check die scores as if a Reaction Test. If pass 2D6 then scale mountain in one turn per level. If pass 1D6 then scale cliff in 2 x turns. If pass 0D6 then turn back. May not try again.

VISION RESTRICTING TERRAIN

In general vision is obscured only by intervening terrain. However, when moving through woods vision is reduced to 4”.

SETTING UP TERRAIN

Each army list has a number on the upper right hand corner of each sheet. Roll 1D6 and add the score

to this number. Compare the total to the chart below to determine what type of terrain is available.

2 – 5 = Open
6 – 9 = Mixed
10 – 12 = Rugged

One side sets up the terrain, usually the defender, while the other side determines which direction that will enter from.

ENCOUNTERS AND PASSAGE OF TIME

MAYHEM: MUSKETS AND MOHAWKS is played in monthly turns starting in March of the appropriate year of your choice. At the start of each month each player rolls 2D6. If a player rolls a 7 then there is an encounter. Any other roll results in no encounter. In addition there are no encounters from November to February unless players insist on doing so. If they do then they must derive their own weather restrictions, etc. as I believe not a lot is gained by winter fighting. But by no means let me discourage you from exploring this.

After an encounter is determined to happen, roll 2D6 to determine which locale the encounter will take place in. A score of 2 – 5 means it will take place in friendly territory, 6 – 8 on the border, and a 9 –12 in enemy territory.

Then roll 2D6 for each possibility on the table below. Apply any locale modifiers to the appropriate roll which are under the appropriate locale. High score is the encounter with ties being re-rolled.

ENCOUNTERS	Friendly	Border	Enemy
Ambush	+1	0	0
Open Battle	0	+2	+2
Pursuit	0	-1	-2
Raid	-1	0	+2

Each encounter has two sides. The player rolling the encounter can choose which side of the encounter to be when on the Border. However, in Friendly territory the player will be the Ambushers, the Pursuers, and the Defenders in Raid encounters. In Enemy territory the player will be the Ambushed, the Pursued, and the Attackers in raid encounters.

ENCOUNTERS

Encounters are the scenarios for MAYHEM. They form the basis of the campaign. All encounters follow a similar pattern. It is:

- 1 – What the Encounter is.
- 2 – Who is involved in the Encounter.
- 3 – Where the Encounter will occur and what the terrain is like.
- 4 – How victory is determined.

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AMBUSH

In this encounter a party of characters is moving from one edge of the board (entry point) to the other opposite edge (exit point) while the other side lay in ambush.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The ambush will take place in the countryside. Roll terrain as outlined elsewhere in the rules. One piece of terrain must be a road or trail. The ambushers place terrain and the moving party decides which direction to move from.

The ambushers are allowed to attack first from any suitable cover. They need not be placed on the board at the start but instead should be noted on paper. Ambushers may not spring their ambush closer than 12" from any character of the moving party.

The ambushers will receive full encounter points if the entire enemy party is killed or captured, half points if any escape, and zero points if at least ½ of the moving party leaves by the exit point. The ambushed receive encounter points in a similar fashion.

If any of the moving party escape off of the board via the exit point then the next encounter is automatically a Pursuit with the ambushers being chased.

OPEN BATTLE

In this encounter two forces meet in open battle. One party enters from one table edge with the other from the opposite edge.

The non- player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in the countryside. Roll terrain as outlined elsewhere in the rules.

The battle is carried out as per the rules with no special circumstances.

A side will receive full encounter points if the entire enemy party is driven away, killed, or captured. Half points will be given if the party loses more characters than the other side even if the enemy is defeated. Zero points if the side loses.

PURSUIT

This encounter covers all situations where one group is tracking and attempting to catch another. Pursuers can be recruited from any list, however, if the pursued are all mounted, the Pursuers must also be so. Pursuit encounters are sometimes automatic due to the result of a previous scenario. Sides are divided into Runners and Chasers.

The player may choose to be either side unless specified by prior encounter. The non-player

side receives 2D6 characters. The player side may recruit as many characters from his list as desired.

Terrain is generated as usual. The Pursuit encounter is handled as followed:

1 – The Chasers start at a distance of 50" behind the Runners.

2 – The Runner enters the board from any direction he desires. His objective is to exit the opposite edge of the board.

3 – Roll 1D6 and add 2 to the roll for the Runners. Add this score to the lowest current Reputation of the Runners. Move the Runners this far in inches onto the table. Add this total to the 50" distance between Runner and Chaser.

4 – Roll 1D6 for the Chaser. Add this score to the lowest current Reputation of the Chasers. Subtract this from the distance separating the Runner and Chaser. If the Chaser score exceeded the Runner score then reduce the number added to the Runner's next score by one. Continue doing this each time the Chaser score exceeds the Runner score. Eventually the Runner will go from +2, to +1, to 0, to -1, to -2 etc.

5 – Place the Chasers on the board whenever the distance between parties allows. If the Runner exits the board on the opposite side that he entered, then note the distance between the parties and have the Runners re-enter the board at the edge to his right. He repeats the above process over and over until the encounter ends.

6 – The encounter will end when a) the distance between Runner and chaser equals 100 inches or more, or b) the distance has been reduced to 16" or c) the Runners decide to make a stand somewhere on the board.

The Runners will receive full encounter points if he escapes. The Chasers receive full encounter points if they capture or kill all the Runners.

RAID

In this encounter one party enters from one table edge and attempts to raid a settlement defended by the other party.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in a settlement. Roll terrain as outlined elsewhere in the rules. At least one terrain piece must be a dwelling. The defender sets up terrain. The defender is allowed to deploy his characters as desired with those being inside or concealed not placed on the board but instead noted on paper. After the terrain and defenders are placed the attacker chooses which direction he will come from.

The defender cannot gain anything less than full encounter points. Either side will receive full encounter points if the entire enemy party is driven away, killed, or captured. The raiders will gain half points if they enter at least half of all the dwellings and

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those figures exit the board as they are assumed to have looted the interior. Any other result for the raiders will yield zero points.

Any survivors of the raid will take part in a Pursuit encounter immediately following.

WINNING THE CAMPAIGN

The MAYHEM system is designed to tie together all of the encounters played into a continuous campaign. Encounter points are designed to determine how well you have done.

Encounter points are given out as follows.

1 – Regardless of the outcome of the encounter, every time a character kills an armed enemy he receives 40 points. Every time he causes an enemy to Rout he receives 20 points.

2 – Every time a player completes an encounter successfully he receives up to 400 points modified by the victory conditions. These points are further divided by the total of player characters and “grunts” used by the player, NOT by the number left alive! Example – Sammy uses his player character and three “grunts” in the encounter. During the encounter he kills one enemy and causes one to rout away. The total points won would be 100 points for the successful encounter plus 60 points for the kill and rout.

The higher point total wins the campaign.

It should be pointed out that the player usually has the option to recruit as many characters as he desires. This will allow for the player to outnumber the enemy if so desired. However, it should be noted that each character recruited will reduce the encounter points for the player. When two or more players are playing they are competing against each other and each will garner points. It is important to recruit the right amount of characters to gain the maximum amount of encounter points.

DESIGNER NOTES

Remember the Daniel Day Lewis movie, “Last of the Mohicans”? I’ve watched it many times and always wanted to game in that time period. Nothing major as that’s not one of my favorites so I didn’t want a large outlay in time, figures, or cash. But I wanted fun. And something quick yet realistic (now there’s a word!)

That’s what MAYHEM: MUSKETS AND MOHAWKS is.

What you are reading is a set of quick play rules that recreates the sharp and bloody skirmishes that occurred in the American Colonial Wars (American Revolution and French and Indian Wars)

What you also have is a system to generate multiple scenarios or encounters. Kind of like scenes in a movie. Let’s take Last of the Mohicans as an example. Ambush in the forest...pursuit to rescue the women... these are some examples of the encounters used in these rules. It’s almost like watching a movie or reading a book. And the best part is you can finish

an encounter in a short time, put things away, then later you can return to your adventures and pick up where you left off.

So there you have it, a little game that is cheap to get started in and will give you hours of fun. Sounds like a plan!

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FRENCH AND INDIAN WAR			1
FRENCH			
<u>Type</u>	<u>REP</u>	<u>WEAPON</u>	
Line	4	Musket	
Grenadier (GR)	4	Musket	
Militia (LT)	3	Musket	
Coureur de Bois	3	Musket	

Force may be composed of up to ½ French regulars (Line or Grenadiers). May recruit allies up to ¼ Indians.

ENGLISH			0
<u>Type</u>	<u>REP</u>	<u>WEAPON</u>	
Line	4	Musket	
Light (LT)	4	Musket	
Grenadier (GR)	4	Musket	
Highlanders (GR)	5	Musket	
Militia (LT)	3	Musket	
Colonials (LT)	4	Musket	
Rangers (LT)	5	Musket	

Force may be composed of up to ½ English regulars. May recruit up to ¼ Indian allies.

INDIANS			2
<u>Type</u>	<u>REP</u>	<u>WEAPON</u>	
Youths	3	Bow or Musket	
Braves	4	Bow or Musket	
Warriors	5	Bow or Musket	

Force may be composed of up to ½ of one troop type. May have up to 50% bow. All carry Tomahawk or Axe. List represents different tribes that fought on both sides of the conflict.

AMERICAN WAR OF INDEPENDENCE			1
AMERICAN			
<u>Type</u>	<u>REP</u>	<u>WEAPON</u>	
Line (LT)	4	Musket	
Light (LT)	4	Musket	
Riflemen (LT)	4	Rifle	
Militia (LT)	3	Musket	
Lt.			
Dragoon (MT)	5	Sword & Pistol	

Force may be composed of up to 90% infantry.

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FRENCH			0
Type	REP	WEAPON	
Line	4	Musket	
Grenadier (GR)	4	Musket	
Chasseurs(LT)	4	Musket	
Hussars (MTD)	5	Pistol & Sword	
Force may be composed of up to 100% infantry with only one unit of Hussars.			

ENGLISH			0
Type	REP	WEAPON	
Line	4	Musket	
Light (LT)	4	Musket	
Grenadier (GR)	4	Musket	
Highlanders (GR)	5	Musket	
Tories (LT)	3	Musket	
Hessians (LT)	4	Musket	
Hessians (GR)	4	Musket	
Dragoon (MTD)	4	Sword & Pistol	
Tory Dragoon (MT)	3	Sword & Pistol	
Force may be composed of up to ¾ English regulars. Maximum of 2 Dragoon units of each kind.			

VARIABLE QUALITY

After each side is chosen roll 1D6 for every Rep 2, 3, and 4 "grunt". On a roll of "1" reduce his reputation by 1. On a roll of "6" increase his reputation by "1".

WAR PARTIES AND UNITS

When choosing a force it is usually best to have all the troop types similar. Such as a unit of French Line. However, there may be different units involved such as a unit of American Lights and a unit of American Militia.

MORE TITLES FROM TWO HOUR WARGAMES

Two Hour Wargames has a wide variety of titles based on the Reaction Check system. They range from the ancient time period to the far future.

For more info check us out at on the web at www.twohourwargames.com

CHARACTER SHEETS		
NAME		
NATIONALITY		
UNIT & HISTORY		
REP 3 4 5	WEAPON	
MOVEMENT		

NAME		
NATIONALITY		
UNIT & HISTORY		
REP 3 4 5	WEAPON	
MOVEMENT		

NAME		
NATIONALITY		
UNIT & HISTORY		
REP 3 4 5	WEAPON	
MOVEMENT		

NAME		
NATIONALITY		
UNIT & HISTORY		
REP 3 4 5	WEAPON	
MOVEMENT		

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REP 3 4 5	WEAPON	
MOVEMENT		

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To Hit Table	
Dice Score	Results
2	Hit!
3	Over ½ range count Miss, all others Hit!
4	Light troop firing scores Hit, otherwise all Miss!
5	Miss!
6	REP 3 or less count Miss, all others Hit!
7	Miss!
8	Target in cover Miss, all others Hit!
9	Miss!
10	Miss!
11	Grenadier in melee counts Hit, otherwise all Miss!
12	Over 1/2 range Miss, all others Hit!

- **Hit!**
 Pass 2D6 = Slight wound, check Reaction.
 Pass 1D6 = Serious wound.
 Pass 0D6 = Killed.

REACTION CHECK MODIFIERS

CONDITION	MODIFIER
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In fieldworks or in camp.	+1
Outnumbered 2 to 1 or worse	-1
Charged in "Flank" or "Rear"	-2

"FIRST SIGHT OR FIGHT" CHECK

- TESTER**
 Pass 2D6
- ALL fire or charge.
- Pass 1D6
- ALL Halt.
- Pass 0D6
- ALL Retire.

"RECEIVED FIRE" TEST

- TESTER**
 Pass 2D6
- CHARGERS continue.
 - MOUNTED charge
 - OTHERS return fire.
- Pass 1D6
- CHARGERS Halt.
 - OTHERS Retire.
- Pass 0D6
- ALL Rout.

BEING CHARGED CHECK

Characters being charged must take a "Being Charged Check".

"BEING CHARGED" TEST

- TESTER**
 Pass 2D6
- FOOT fire.
 - MOUNTED counter-charge.
- Pass 1D6
- FOOT charged by Cavalry will Rout.
 - THOSE CHARGED TO FLANK OR REAR will Rout.
 - OTHER FOOT Halt.
 - MOUNTED Retire.
- Pass 0D6
- ALL Rout.

WOUND CHECK & LEADER LOST CHECK

Whenever a character has been wounded or has seen their leader become wounded, killed, or routed.

"WOUND & LEADER LOST TEST"

- TESTER**
 Pass 2D6
- ALL carry on.
- Pass 1D6
- WOUNDED Give Ground, LEADER LOST Retire.
- Pass 0D6
- ALL Rout.

BASIC QRS

MAYHEM: Muskets and Mohawks

OPTIONAL RULES

Any or all of the optional rules may be ADDED to the original rules as written.

ARTILLERY RULES AND SPECIAL WEAPONS

These are rules submitted by Mitch Berdinka of Washington State. They are well thought out and recommended.

For a skirmish game, most fire will be using canister, although use of ball should be accounted for if the need arises. The simplest method is to count artillery as a multiple of several muskets, since essentially that's what canister fire was. This simplifies the mechanics and allows use of the existing tables with only minor modifications.

Canister Firing Procedure

Use same procedure as above except for following modifications:

1. There is a cone of fire that goes from gun barrel to 4" wide at Gun Effective. From there it extends 4" wide out to maximum canister range. Any figure within this area may be a hit.
2. Number of pairs of dice thrown is dependent on gun size, 3-4 pdr 10 pairs, 6-9 pdr 12, and 12 pdr 15 pair. That's a lot of dice and may require multiple rolls if insufficient colored pairs are not available.

Ball Firing Procedure

1. Aim gun and any figure within 1/2" of line extending from gun to target point may be hit.
2. Roll a pair of dice for each figure within target area defined above. Essentially the ball has a chance of hitting any figure within its path out to maximum range. For fairness, firer may not use any ruler or other pointing device to line up his shot beforehand. It must be done by Mark I eyeball only.
3. Damage for ball hit will be exceptionally high to account for fact that if you are hit more than likely you will be dead or extremely hurt.

Weapon	Dice Pairs	Eff Range	Long Range	Damage	Power
Blunderbuss	5	6	12	2D6	8
Ball Shot	*	30	60	10D6	12
Cannister					
Arty 3-4 pdr	10	10	30	3D6	10
Arty 6-9 pdr	12	12	35	3D6	11
Arty 12 pdr	15	15	40	3D6	12

ADVANCED RULES

These advanced rules are intended to replace the original rules if players decide for a larger scale game. These are NOT to be added to the original rules as written.

DUCK BACK

Characters scoring this result will move immediately to cover so as not to see or be seen or if melee will break off and move to cover or full move away.

GROUPS

Figures may function together as a group. This may happen at the start of the battle or anytime the opportunity arises during the battle. To count as a group all figures must be within 2" of another figure in the group. Roll Reaction versus the highest Rep in the group (the leader). When reactions are taken apply it to the whole group once. Example – One guy in the group gets fired at, then the whole group takes a check based on the leaders Rep. The smallest group would be two figures with the largest being ten.

ACTIVATION AND MOVEMENT

Movement is not simultaneous. Instead characters may move when their card is drawn. Each side takes a color either red or black. Shuffle the cards and draw two cards. If both cards are the same color then that side will move first. The opposite side may then move. This concludes one turn. If the two cards are of differing color then the highest card determines which side moves first. Ties cause new cards to be drawn. Play continues until either one side is left or ten face cards have been drawn. In encounters this is considered to be the passage of one day. Movement is by side starting with the highest Rep and rolling off ties

	NEW WEAPONS TABLE		
Weapon	Eff Range	Long	Impact Rating
Pistol	Up to 6	10	1
Carbine	Up to 8	14	1
Musket	Up to 12	20	2
Rifle	Up to 18	30	2
Sword	X	X	1
Bayonet	X	X	2
Lance	X	X	3

MAYHEM: Muskets and Mohawks

ADVANCED RULES QRS

REACTION CHECK MODIFIERS

<u>CONDITION</u>	<u>MODIFIER</u>
Secure flanks and rear	+1
In cover	+1
Attacking someone from behind	+1
Attacked or "awareness check" to flank	-1
Attacked flank or rear	-2

"AWARENESS" CHECK

Tester modifies Willpower by "awareness check to flank" modifier only.

Pass 2d6

- Fire.

Pass 1d6

- Firer and target roll 1D6 and add to their Rep. High score reacts first. May fire or finish movement if active.

Pass 0d6

- Checker unaware of target.

"RECEIVED FIRE" CHECK

Pass 2d6

- **Chargers** continue.
- **Mounted** charge.
- **Others** return fire.

Pass 1d6

- **Chargers** will stop in place and fire instead if possible, otherwise Halt.
- **Mounted** not charging Retire.
- **Others** will Duck Back.

Pass 0D6

- **All** Retire.

"ATTEMPT TO CHARGE" TEST

TESTER

Pass 2d6

- Charge.

Pass 1d6

- Halt.

Pass 0d6

- Retire.

"BEING CHARGED" TEST

TESTER

Pass 2d6

- **FOOT** stand and fire.
- **MOUNTED** counter-charge.

Pass 1d6

- **FOOT** charged by Cavalry will Rout.
- **THOSE CHARGED TO FLANK OR REAR** will Rout.
- **OTHER FOOT** Halt and may not fire.
- **MOUNTED** Retire.

Fail both rolls

- **ALL** Rout.

"LEADER LOST TEST"

TESTER

Pass 2d6

- **ALL** carry on.

Pass 1d6

- **FOOT** give ground.
- **MOUNTED** Retire.

Pass 0d6

- **ALL** Rout.

MAYHEM: Muskets and Mohawks

ADVANCED RULES QRS

TO HIT TABLE

2	Bad Wound!
3	Long range count Miss, all others Scratch!
4	Miss!
5	Firer moved fast 12+ Miss, all others Scratch!
6	WS 3 or less count Miss, all others Bad Wound!
7	Miss!
8	Target in cover Miss, all others Bad Wound!
9	Target moved fast 12+ or long range Miss, all others Scratch!
10	Miss!
11	WS 5 or higher counts Bad Wound, all others Scratch!
12	Long range Miss, all others Bad Wound!

- Use for BOTH firing and melee.
- After a Hit is scored roll 2D6 versus the targets Rep. This procedure is similar to taking a Reaction test.

NEW WEAPONS TABLE

Weapon	Eff Range	Long	Impact Rating
Pistol	Up to 6	10	1
Carbine	Up to 8	14	1
Musket	Up to 12	20	2
Rifle	Up to 18	30	2
Sword	X	X	1
Bayonet	X	X	2
Lance	X	X	3

SCRATCH TABLE

2D6 vs. Rep. of target.

Pass 2D6

Taking Scratch test due to Bad Wound result

- Those in **Melee** will move back 1".
- Those **fired on** will Duck Back.

Taking Scratch test not due to Bad Wound result.

- All ignore scratch and continue action including returning fire.

Pass 1D6

- Those in **Melee** will move back 1".
- Those **fired on** will Duck Back.

Pass 0D6

- All Runaway.

BAD WOUND TABLE

2D6 vs. Rep. of target less Impact

Pass 2D6

- All will roll on Scratch Table.

Pass 1D6

- All receive disabling wound and are out of fight.

Pass 0D6

- All dead

“Stand your ground! Don’t fire unless fired upon. But if they want to have a war, let it begin here!”

Captain Jonas Parker Lexington Green April 19th, 1775

Lead your men in the fight of their lives! Recruit your band of soldiers from the armies of the French and Indian War or re-fight the American War of Independence if you prefer. With the unique “Reaction Test” system, you can play Muskets and Mohawks by yourself or with others.

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