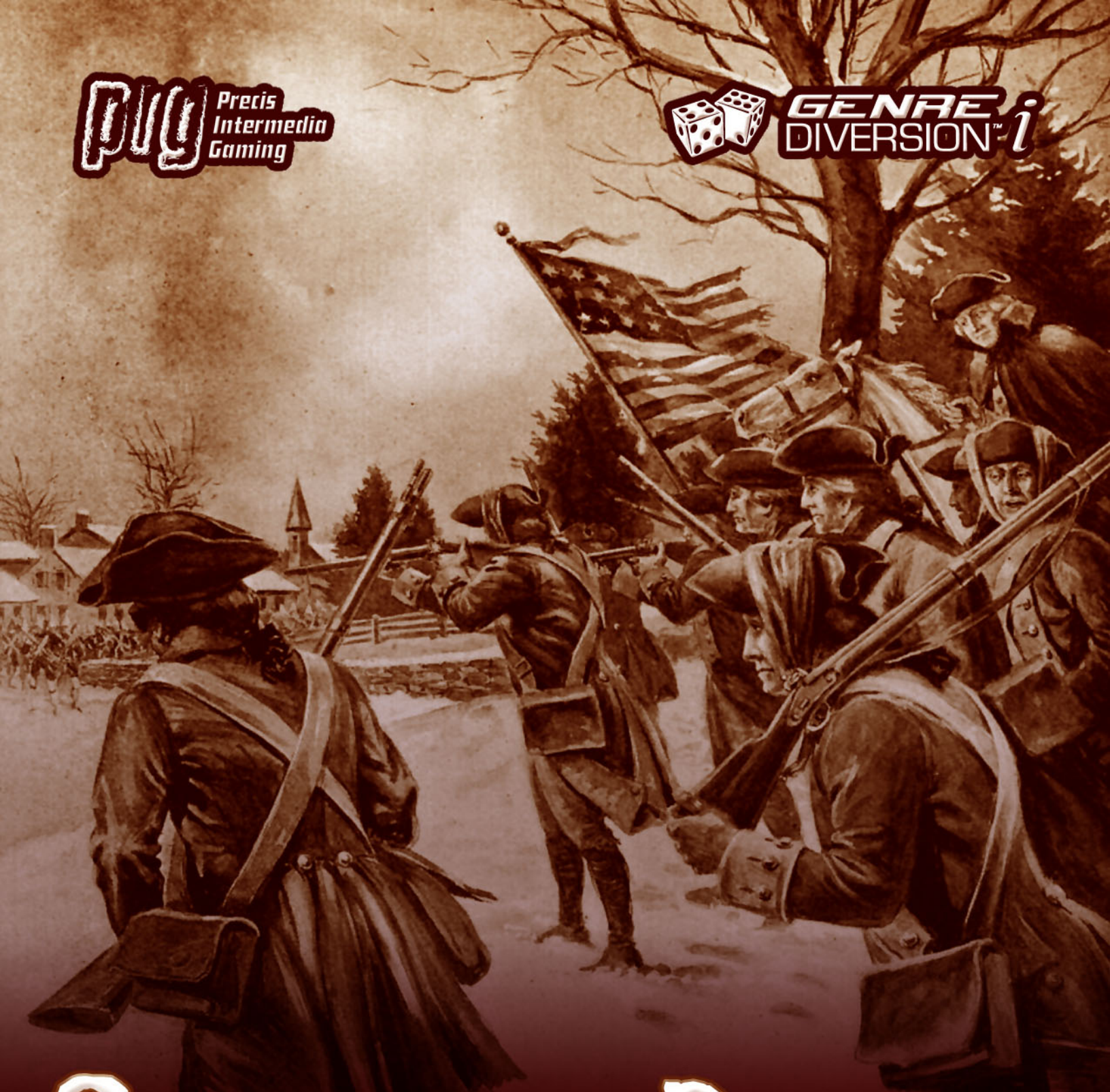


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 **GENRE**
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COLONIAL RECORD

America's Fight for Liberty

Colonial Record

Roleplaying Adventures at the Dawn of American Liberty

JULY 4, 2006

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As a long and violent abuse of power is generally the means of calling the right of it in question, (and in matters too which might never have been thought of, had not the sufferers been aggravated into the inquiry,) and as the king of England hath undertaken in his own right, to support the parliament in what he calls theirs, and as the good people of this country are grievously oppressed by the combination, they have an undoubted privilege to inquire into the pretensions of both, and equally to reject the usurpations of either.

Common Sense; Thomas Paine, February 14, 1776

Imagine a war being waged by the two most powerful nations on the planet for control over a distant wilderness continent. Or a daring rebellion against a huge empire that melds a unique philosophical ideal with a gritty determination to win freedom. Or a fledgling nation struggling to prove itself in the world by going to war with a deadly enemy.

These stories have served as the basis for numerous popular works of fiction, but they have a historical origin. During a short sixty-year period from 1756 to 1815 in North America, all of these events actually did occur. And the result, which was to dramatically impact the world since, was the establishment of the *United States of America*.

These few decades are among the most exciting in history. Great armies battled across the Eastern Seaboard. Intrepid companies of pioneers struggled across thousands of miles to secure a vast frontier. Strategically placed fortresses across the wilderness, often undermanned and under attack, held the keys to communication and invasion routes while serving as centers of trade and discussion for people of a dozen cultures. It was a time when bold individuals like *George Washington*, *Thomas Jefferson*, *Lewis & Clark*, and *Andrew Jackson* shaped the course of the future and when even the mundane could be remarkable.

This period saw the waging of three major wars, an extraordinary exploration of an unknown continent, and a political revolution upon which the future of self-government and liberty depended. All of these things occurred in a space of time and distance short enough to allow many individuals to live through all of it and witness much of it first hand. Now, you too can take part in this story.

This book is primarily designed for use with *Coyote Trail*, but is also compatible with other *genreDiversions* *i* games. Certain elements, such as siege warfare and forts, can be integrated into and extend your *Coyote Trail* adventures. Other elements, such as new backgrounds and gimmicks are intended exclusively for America's Fight for Liberty.

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Chapter One

Colonial Characters

This chapter details the new vocations, skills, and gimmicks available for characters, as well as changes to the process of creating characters.

Colonial Roles

Colonial Record utilizes roles rather than vocations. Roles are typically thrust upon characters by way of their environments and the needs of society. They are positions and responsibilities assumed by characters, but not part of their formal training. Their skills come from experience, akin to on-the-job training rather than actually being groomed for a position. While all roles are important, what a character does with his role is doubly so.

Vocational skills are not used in Colonial Record, but those recommended by the various roles are presented to assist players when creating characters.

Frontiersman

More than just people who live in the hinterland, frontiersmen are masters of the wild who thrive in the vast, untouched regions of North America while earning their livings as trappers, scouts, translators, skin-takers, and traders. Despite the size of the lands that they traverse, these bold individuals are frequently drawn into conflicts since the fields and forests in which they roam are among the greatest prizes sought by the nations of this era. While many frontiersmen are reluctant participants in these contests, their unique skills make them vital to some operations.

Frontiersmen serve under many flags, but no nationality is traditionally better represented in the number of these voyageurs than the French. The struggle for survival in the harsher northern climate of New France (Canada) can only be justified by the strong commercial interest in furs. Frontiersmen are well-suited for both surviving the trying conditions and being successful in the fur trade, and thus they represent a large portion of that territory's population. Even after the conclusion of the French & Indian War, pioneers of French background continue to thrive under British rule.

Once the United States wins its independence, however, this class of trailblazer becomes increasingly associated with the newly formed nation. With a ballooning population, Westward Expansion is a key issue for the

fledgling power, and frontiersmen are at the forefront of every advance. Whether the objective is exploration, battling hostile forces on the frontier, or opening a trade route, the knowledge and experience of frontiersmen are often essential.

There are dozens of famous frontiersmen dating from this era. With a smaller population from which to draw provincial troops, the French relied greatly upon their frontiersmen to assist regulars during the French & Indian War, particularly as scouts. Meanwhile, one of the most celebrated figures of that war was the New Hampshire native Robert Rogers, leader of Rogers' Rangers and a master of wilderness fighting. During the Revolution, battles occurred across a stretch of frontier from Quebec to St. Louis, and while pioneers on both sides distinguished themselves, none more so than the Virginian George Rogers Clark, whose campaign taking him to the Mississippi and back won the Ohio River Valley for the United States. In the aftermath of the Revolution, frontiersmen were once again able to shine in their traditional role—exploration. President Jefferson's Louisiana Purchase opened up a vast new tract of land, and expeditions such as that of Lewis & Clark provided frontiersmen with some of their most difficult challenges as well as their greatest achievements.

Recommended Skills

knife fighting, firearms, stealth, tracking, navigation, survival, composure

Required Gimmicks

none

Optional Gimmicks

cultural, wilderness

Instigator

Not everyone involved in the events of the colonial era fights on the front lines or lead men in dense woodlands or public assemblies. Many people are civilians who work for their cause in the streets of America. They make their mark not with the musket, but with clever daring, brazen defiance, and bold words.



Instigators come from the wide spectrum of backgrounds that characterize the colonies, and many are self-made success stories. With the freedom unique to the New World, they have not only established businesses in agriculture, shipping, and industry, but have also earned places in society not possible anywhere else. With the same confidence in their abilities that has allowed them to become prosperous citizens, they now look beyond themselves and attempt to mold their entire landscape to their vision.

Sometimes the efforts they make are as simple as providing comfort and guidance to their allies or stirring public sentiment in the favor of the cause. At other times, their work is more risky and can involve engaging in sabotage and insurrection. Regardless of their exact methods, however, instigators are often vital players of the age.

This class of individual is most closely associated with the American Revolution, where either singly, as in the case of Thomas Paine, or as a collective, like the instigators of the Boston Tea Party, they helped define the conflict. Nevertheless, these characters can be found supporting different causes at different times. Both the English and the French had supporters who subverted the rule of enemy occupations while serving as spies and misfits during the French & Indian War. During both the Revolution and the War of 1812, British Loyalists, called Tories, often did what they could to undermine the insolent rebel government.

Recommended Skills

any, but only one should be raised above proficient (5)

Required Gimmicks

elite or fame

Optional Gimmicks

cultural, detrimental

Militiaman

Militiamen are everyday folk who have decided to take up arms for a cause. They have established homes and businesses and make a life for themselves and their families in cities, towns, and farms all across the country. But not content to simply allow events to pass them, militiamen are willing and even eager to take action in order to make a difference.

Those who join a militia may be immigrants, but many are members of a family that has lived in America for one or more generations. Regardless of their origins, these provincials have developed a fighting spirit upon which they are ready to act. Because of their responsibilities, however, they are leery of extended campaigning or moving too far from their property and livelihoods.

It is important to note that militiamen are not professional troops. They lack the training, experience, and equipment necessary to engage in stand-up fights with more expert foes. Nevertheless, serving as both guerillas and supplemental forces for regular armies, militia are often able to use the resources of their communities, their more intimate knowledge of local terrain, and unconventional methods of warfare to their advantage.

The most famous individual militiamen are those involved in the Revolutionary War, including Paul Revere and the legendary Molly Pitcher, but militias played key roles in all of the era's conflicts, often while being led by professional officers. During the French & Indian War, British-led colonial militias were responsible for key victories at Lake George and Fort Frontenac. In the War of 1812, the number of militiamen involved in the fighting was several times that of the regular army and the presence of the Vermont militiamen at the Battle of Plattsburgh helped win one of the most significant victories in the history of the United States.

Recommended Skills

athletics, brawling, firearms

Required Gimmicks

tradesman

Optional Gimmicks

cultural

Officer

The most celebrated and condemned individuals in an army are its officers. Because of their position of leadership, they bear most of the repercussions for the outcomes of the decisions that they make. The scrutiny and pressure attached to members of the officer corps can make their job unenviable, but it is clear that good officers are vital to success in military endeavors. Those who manage to excel can gain a notoriety and position in history that is rarely matched.

Officers come from many backgrounds in this period, though most follow national trends. British officers are typically members of the upper-middle classes and mostly second or later born sons who may not share in the inheritance of an older brother. In most regards, French officers follow a similar pattern. As in many ways, it is the Americans who break the mold. American officers are more often people of common means than in foreign militaries. So long as a person has the social standing and charisma necessary to lead, it can be relatively easy to become a British or French officer in command of a militia. This becomes a problem at times, because those who assume command often lack the training or ability to serve as effective officers. In the Continental Army, officer candidates generally require greater merit to win their positions, but the restrictions of class and nationality are more relaxed than its peers.

While some officers serve merely as clerks or assistants within their army's hierarchy, those who lead troops into battle often do so literally. Armed with swords and pistols, officers fight alongside their troops on a fairly regular basis. Given that shouting is the primary means of communicating orders, officers who stray too far from their lines risk losing control of them. With the importance of maintaining formation in battles of the era, a loss of control can result in defeat.

Famous officers abound in this period. From an American perspective, no one is better known than George Washington, who aside from serving



as the United States' first president, was also an officer during the French & Indian War and the Commander of the Continental Army throughout the Revolution. Another famous president, who gained much of his notoriety for his leadership at the Battle for New Orleans in the War of 1812, was Andrew Jackson. For the French and British, few officers are as notable as the Marquis de Montcalm or James Wolfe, respectively, who were adversaries during the climactic contest of the French & Indian War, the Siege of Quebec.

Recommended Skills

firearms, sword fighting, riding, literacy, performance, composure

Required Gimmicks

military rank

Optional Gimmicks

cultural, military

Politician

While distrust of government runs rampant throughout this era, it is also a time of amazing philosophical and political achievement. From the use of civil disobedience as a means to effect change to a bold declaration of independence, and from a radical adoption of enlightenment ideals to the creation of a new type of constitutional government, in some ways these years are unparalleled in history. Such a short span of time cannot mark so many feats without the presence of exceptional individuals. Of whatever faults politicians are guilty, many of their deeds in this period are extraordinary.

The backgrounds of politicians mirror those of military officers in several ways. Those of British and French descent are likely to come from the higher tiers of society and are typically full-time professionals, while American officeholders, who are generally of more average means, often maintain other professions as well. Those politicians who come from privileged families are often better educated, providing them with an edge in matters of rhetoric. Nevertheless, it may also be the work of less polished politicians that proves most effective. Whether the method of communication is written or spoken, politicians of common means frequently have better success in swaying an audience than those who rely excessively upon eloquent parlance.

The jobs held by politicians are many, but some are more common for those of a particular nationality. For the British and French (the colonial powers), many politicians are trade authorities and colonial governors, though with greater homogeneity of population in their landholdings, many Canadian towns are also led by officials that still consider themselves French. In the much more diverse and self-reliant American colonies, however, fewer local authorities think of themselves as British, particularly during and after the Revolution. American representatives to the Continental Congress and later to the national government are all elected from their peers, while appointed posts in the various departments (Treasury, State, etc.) are gradually filled by the Secretaries.

Notable politicians from this era are too numerous to mention, but a few help illustrate the variety of positions that they filled. Some, such as Samuel Adams, were local tax authorities whose leadership played major roles in bringing about the Revolution. Patrick Henry is an example of one who served as a representative to the Continental Congress while pushing for Independence. Among the most accomplished of politicians was Benjamin Franklin, who particularly distinguished himself as an ambassador to France. Finally, men like John Adams eventually rose to the presidency of the United States.

Recommended Skills

investigation, literacy, academics, negotiation, performance

Required Gimmicks

government official or representative

Optional Gimmicks

cultural

Soldier

Forming the core of any serious army are soldiers. Whether serving in an infantry company or crewing artillery, these warriors are trained and equipped to shoulder the brunt of the fighting in major conflicts. Despite the amount of responsibility they must bear, enlisting soldiers are frequently among the poorest people in society. For while some volunteer their services purely on grounds of patriotism, others serve at least in part to make a living and have a chance at owning property that they might otherwise not afford.

Soldiers of this period are typically organized into companies comprised of particular groups, whether they be members of a single town, class, family, or even nationality. The diversity of companies that could find themselves fighting together, however, can be quite broad. In the British Army during the American Revolution, for example, red coats from London could be joined by volunteering Loyalists from New York on their left and expert Hessian (German) mercenaries on their right, perhaps with a band of broadsword-wielding Scottish Highlanders in front of them and a company of Canadians to their rear.

Amidst this diversity of troops, the manner in which these soldiers are used is fairly consistent and based around the use of the flintlock musket. Infantry are typically formed into lines that serve two purposes—firing en masse to mitigate the poor accuracy of their firearms (which are unreliable beyond one-hundred and fifty feet) and forming a wall of bayonets that can both effectively utilize and withstand charges. Soldiers use their musket fire to break open gaps in enemy lines which can then be broken apart or destroyed by means of a charge. Sharpshooters, who use rifles to achieve greater accuracy, support the infantry, as does artillery that can easily dominate battles by firing canister shot and explosive rounds. These techniques are employed by soldiers of each nation during all of the era's wars.



Because officers are typically given the name recognition for their soldiers' efforts, there are relatively few well-known enlisted soldiers from this period. Among the most notable was Deborah Sampson, who so desired to fight for the cause of American independence that she disguised herself as a man and not only became a soldier but often volunteered for dangerous assignments, eventually suffering wounds in battle before being honorably discharged. She was one of the many brave soldiers who played essential roles in manning forts and fighting on the fields of battle, often giving their lives for their respective nations.

Recommended Skills

athletics, brawling, firearms, knife fighting, composure

Required Gimmicks

professional, poor

Optional Gimmicks

cultural, military

Warriors

These warriors and tribal leaders native to the American continent. In the decades to come, these people are destined to be persecuted, driven away, and killed in greater numbers. During this era, however, there is still much strength in the many tribes and nations. Whether aligned with each other, one of the European powers, or attempting to stay neutral in the conflicts of the day, warriors make decisions based on their desire to survive and maintain their lands and cultural heritage. It is a fight that many fear they may lose, but carry on regardless with resolute spirit as a tragic character in the American story.

While the numerous types of tribes all have distinct cultural differences, there are three general groups that one is likely to encounter in this period. The first consists of those that are all but gone, representing a small remnant and mere shadow of their former abundance. The second includes those still intact but dealing directly with the colonial powers, typically along the frontier. The third group comprises those that have so far had little contact with foreigners besides from perhaps the occasional trader or frontiersman. Indian tribes may be hostile or friendly, but their exact reactions to outsiders can be characterized by the group to which they belong.

Individual warriors are capable in a number of areas, many of which are shared with frontiersmen. Hunting, trading, and scouting are all natural occupations for these people. Indeed, with their traditional ways of life and superior knowledge of the land, warriors excel at living off of it. Unfortunately, due to the racism that permeates much of America, these strengths are too often pushed aside, and warriors are rarely able to integrate into the larger society. Instead, most either remain within their tribes or work with a few known white associates.

Perhaps the most notable warriors of this era are those of the Iroquois Confederation. This group of six tribes, based in upstate New

York, comprised the most powerful Indian force in North America. Unfortunately for the Iroquois, their component nations fell divided during both the French & Indian and Revolutionary Wars, eventually dissolving the alliance. Nevertheless, the Confederation's influence was significant, both in terms of its military contributions during times of conflict and its political system, which served as a model for the crafters of the United States Constitution.

Recommended Skills

archery, athletics, brawling, knife fighting, firearms, riding, tracking, navigation, survival, legends, composure

Required Gimmicks

forager, discriminated

Optional Gimmicks

wilderness

Colonial Backgrounds

These backgrounds replace those found in *Coyote Trail*, and are designed to provide insight into the lives of the common people from this era and how they earn a living. Colonial backgrounds describe mundane, everyday positions in colonial society, while roles define their status in a societal revolution. Native American characters do not possess backgrounds. As an option, however, native characters may be created using the *Coyote Trail* rules (especially with *Indian Trails*).

Tradesman

Tradesmen come from all walks of life, but all are considered professionals in their chosen fields. They sell their skill to those in need, and honest ones are always respected by townsfolk. The most common professional trades taken up in the colonies are farming, printing, brewing, law, carpentry, and masonry. Notable tradesmen include Benjamin Franklin who was a printer in Philadelphia (among other things); John Adams, who was a lawyer in Boston; Benjamin Rush, who practiced medicine in Philadelphia, often helping the poor; and George Walton, who apprenticed as a carpenter in Virginia. The character possesses the trade contacts or wealth gimmick.

Merchant

Merchants rely on the buying and selling of goods, whether to the general public, between the colonies, or with other nations. Shippers within the colonies rely on and trade with England, for while the colonies produce a good number of resources, many established goods are found elsewhere. Savvy merchants can build up wealth quite fast. Notable merchants include William Williams of Connecticut, Samuel Adams of Boston, and John Hancock of Massachusetts. The character possesses the merchant contacts or wealth gimmick.



Clergyman

Even before the Bill of Rights, the colonies were known for their tolerance when it came to religion. This was one of the reasons for moving to the colonies—to get away from religious persecution that was common in Europe. Men of different faith serve and preside over their local parishes. From Protestants and Baptists to Lutherans and Methodists, and although far less-common, even Jews and Quakers enjoyed enough freedom to build their own places of worship. Clergymen are charged with guiding their fellow man, woman, and child along the proper path as dictated by their faith's doctrines. Because of this position, they are often seen as natural leaders and confidants. The character receives a bonus of -1DIFF on all influence-based tasks involving other members of his faith, but if the character has been seen committing criminal or impious acts, he loses that bonus and receives a penalty of +2DIFF instead. The character also possesses the pious gimmick.

Smith

Smith is a general term applied to all metal-workers, of which there are a variety of types. Blacksmiths work with and forge iron, locksmiths are more specialized and design locking mechanisms, gunsmiths assemble firearms, bladesmiths forge swords and knives, brownsmiths work with copper and brass, and goldsmiths and silversmiths make ornaments and jewelry from gold and silver respectively. Smiths are common throughout modern society as the need for their services continues to increase. Notable blacksmiths include George Taylor of Pennsylvania and Nathanael Greene of Rhode Island. The character possesses either the hardened or smith contacts gimmick.

Laborer

Among the professionals are the laborers—those hired by the former to perform menial, tough, and dirty tasks. Laborers are the backbone of the society, and are typically poor, barely educated, and worked to the bone. While the rich, powerful, and educated dictate and legislate, the poor and servile actually perform the majority of the work. Because both laborers and professionals of the colonies are no more than peasants to the British Crown, they share a common thread and are more tolerant towards each other. This does not, however, imply that no separation exists between the economic classes of the colonies.

Slave

Slaves are considered property and are often traded as such. Many families are separated by these transactions, never to be united again. While slave characters do have minds of their own, their actions are dictated by their masters. During the revolution, slaves dreaming of freedom must make a choice—continue to serve their masters and hope that the cause includes their freedom or escape their bonds and fight with the English with the promise of freedom upon their victory. Player characters can either

be slaves or former slaves, set free for various reasons and working to find a new role in the colonies. The character possesses the enslaved and poor gimmicks.

New Skills

In addition to the skills found in *Coyote Trail*, the following are also used in *Colonial Record* to enhance play. Note: the *roping* and *western lore* skills are not used in *Colonial Record*.

AWARENESS-BASED

Navigation accurately plotting courses over land and executing travel

REASONING-BASED

Gunnery use and general maintenance of gunpowder cannon, mortars, and howitzers

Masonry the designing and building of stone structures, such as buildings, bridges, and walls

Mechanics use, design, and repair of mechanical devices, such as printing presses, locks, and animal traps; this skill replaces locksmithing

Printing use and repair of the printing press and other related equipment

Religion the study of a particular religion and its doctrines

New Gimmicks

Some of the gimmicks below replace those originally described in *Coyote Trail*, while others are new and provided to better diversify characters. Note: the *tenderfoot* and *opium addict* gimmicks are not used in *Colonial Record*.

CULTURAL GIMMICKS

Elite the character is not only wealthy and well-educated, but is also influential in local and regional politics; multiply the character's starting wealth by ten

a roll of two dice indicates the number of contacts present in any given city in the state/colony or region in which he lives

a roll of one die indicates the number of contacts present that can be easily found in other regions



Famous

the character is well-known to folks by way of reputation—he receives -2DIFF on relevant influence-based tasks and tasks made by others to recognize him or otherwise use fame against the character, such as by convincing a town to send out its militia to search for a famous missing character

half the roll of one die indicates the number of people in the character's local area who recognize him on-sight

Government Official

the character is a member of a nation's diplomatic corps, taxing authority, or other agency which can gain special access to sensitive areas or information, and passage to any colony of that nation; this gimmick replaces the federal authority gimmick

Merchant Contacts

the character is established in his community and receives -1DIFF on all influence-based tasks involving other merchants

a result of six on one die indicates that one friendly merchant contact is present in a particular town

Representative

the character has been elected to public office in a legislative body, such as the British Parliament or the colonial Continental Congress; through this position, he can martial the resources of his territory for the public good, but he also has the responsibility to represent the views of his constituency—failure to do so could mean a loss of standing and position; this gimmick replaces both the town and territorial authority gimmicks

a roll of one die indicates the number of supporters willing to assist the character in any locality within the character's region

a roll of one die denotes the number of serious political opponents that the character has within the region

Smith Contacts

the character is an established smith in his community and receives -2DIFF on all influence-based tasks related to his chosen form of smithing

a result of six on one die indicates that one friendly smith contact is present in a particular town

Title

the character has been granted membership into the ranks of nobles and the influential, and is most likely a landlord; he receives -2DIFF on all influence-based tasks involving those loyal to the Crown

Trade Contacts

the character is established in his community and receives -2DIFF on all influence-based tasks related to his chosen trade

a result of six on one die indicates that one friendly professional contact is present in a particular town

INHERENT GIMMICKS

Eloquent

the character is extremely eloquent and persuasive, allowing him to influence crowds with his parlance—all influence-based tasks with which the character uses this rhetorical talent receive -2DIFF

Wordsmith

the character is capable of composing very compelling works, both inspiring and inflaming readers with his words—all influence-based tasks in which the character uses this writing talent receive -2DIFF

MILITARY GIMMICKS

Crack Linesman

the character's field experience and training is extensive and he has become adept in the handling of the primary infantry weapon—the musket; the amount of time it takes for the character to reload a musket is reduced by one turn; the character must be at least proficient in the firearms skill to possess this gimmick

Military Rank

the character is a member of his nation's military and holds an officer's rank, which is determined by the gamemaster—title does not matter so much as level of authority; the character does not only possess a level of authority pursuant to his rank, but also an equal amount of responsibility and would most likely be court-martialed if it is not taken seriously; this gimmick replaces the existing military rank gimmick

Sharpshooter

the character is a talented sniper, trained especially for targeting enemy officers to impair control over their formations; when using a rifle, the character receives -2DIFF



instead of the normal -1DIFF for each turn spent aiming; the character must be at least proficient in the firearms skill to possess this gimmick

Veteran

the character is an experienced campaigner with a steady temperament and unflinching personality—he receives -1DIFF on all composure tasks; soldiers who fight alongside these veterans (but are not veterans themselves) receive -1DIFF on all composure tasks for each veteran within thirty (30) feet, up to a maximum of -3DIFF

WILDERNESS GIMMICKS

Forager

the character is highly experienced in living off of the land and can more easily thrive in the wilderness than most—he receives -2DIFF on all survival tasks

Hardy

the character is very accustomed to the rigors of outdoor living—he has a natural armor rating of one (1) against fatigue and can also ignore up to +2DIFF in penalties resulting from fatigue

Hunter

the character is a well-practiced shooter with years of experience hunting quickly-moving targets—he does not receive a penalty when using the firearms skill to shoot at moving targets

Keen Senses

the character's senses have been honed through years spent in the wild, giving him superior awareness within natural surroundings—he receives -1DIFF on all awareness-based tasks attempted in the wilderness

Ranger

the character is experienced and well-conditioned from travelling in the wilderness, capable of maintaining a normal pace through rough terrain for extended periods of time—he receives -2DIFF on all movement-related tasks attempted in the wilderness

DETRIMENTAL GIMMICKS

Enslaved

the character is a victim of the slave trade, and therefore considered property by most with no rights of his own; the character may own no possessions and faces the threat of torture or death if he does not comply with his master's orders; this can be an especially difficult gimmick to play and should not be taken lightly, but like all gimmicks, it could make an interesting plot hook and act as a springboard for future adventures

Poor

the character begins play with only one-quarter of the normal amount of pounds and no valuable property

Creating Characters

The steps required for creating characters for Colonial Record are identical to those for Coyote Trail, except for Steps 1, 4, and 5 as noted below. Player characters should be colonists or European sympathizers.

Step 1

Choose colonial background and role.

Step 4

Only inherent, virtuous, detrimental, and corruptive gimmicks may be chosen as optional gimmicks unless otherwise specified by the character's vocation.

Step 5

Roll two (2) dice to determine how many pounds (£) the character possesses with which to purchase the desired gear.

Optional: The gamemaster can provide the group with gear that he feels is appropriate without the need to purchase it. This option is particularly well-suited for military characters.



Colonial Skills

Fitness-Based

Archery	Athletics	Boating
Brawling	Finesse	Firearms
Knife Fighting	Riding	Stealth
Sword Fighting		

Awareness-Based

Drinking	Gambling	Interrogation
Investigation	Navigation	Tracking

Creativity-Based

Crafts	Design	Forgery
Literacy	Music	

Reasoning-Based

Academics	Animal Handling	Blacksmithing
Business	Commodities	Carpentry
Demolitions	General Knowledge	Gunnery
Legends	Masonry	Mechanics
Medicine	Printing	Religion
Sciences	Streetwise	Survival

Influence-Based

Commerce	Intimidation	Negotiation
Performance	Seduction	Street Cred

Other Skills

Composure



Colonial Gimmicks

Cultural Gimmicks

Criminal	Elite	Famous
Government Official	Infamous	Merchant Contacts
Multilingual	Representative	Smith Contacts
Title	Trade Contacts	Wealth

Inherent Gimmicks

Acute Hearing	Acute Vision	Alluring
Constitution	Dextrous	Eloquent
Hardened	Internal Compass	Jack of all Trades
Musclebound	Peripheral Vision	Quick
Sure-Footed	Wordsmith	

Military Gimmicks

Crack Linesman	Military Rank	Sharpshooter
Veteran		

Wilderness Gimmicks

Forager	Hardy	Hunter
Keen Senses	Ranger	

Virtuous Gimmicks

Charitable	Compassionate	Gentlemanly
Lawful	Loyal	Pious
Tolerant		

Detrimental Gimmicks

Clumsy	Discrimination	Enemies
Enslaved	Poor	Poor Hearing
Poor Vision	Reduced Stamina	Ugly
Weak		

Corruptive Gimmicks

Alcoholic	Cowardly	Gambling Addict
Greedy	Intolerant	Lecherous
Overzealous	Proud	Sadist
Superstitious	Thrill-Seeker	



Chapter Two

Colonial Forts

As with horses and wagons, forts are treated similarly to characters. They have abilities and gimmicks, and their current integrity is also tracked. Forts do not function by themselves, however, as their abilities primarily interact with and adjust a character's own.

Fort Abilities

Forts use four different abilities, utilizing two different scales. The first ability, perspective, is measured on a scale from -5 to +5. It represents a penalty or bonus to a character's own awareness ability when used to observe beyond the walls of a fort. The character's ability rating may not be reduced below zero or increased beyond twice its own value when applied.

What the numbers mean: Perspective

-5	Abysmal View
-4	Dreadful View
-3	Poor View
-2	Poor View
-1	Below Average View
0	Average View
+1	Above Average View
+2	Good View
+3	Good View
+4	Exceptional View
+5	Magnificent View

Perspective the scope and clarity of the fort's overlook of the surrounding area; it affects a character's ability to detect other people and objects

EXAMPLE: A character with an awareness rating of 3 attempts to spot the enemy from a fort which has a perspective rating of +4. The character's awareness rating is modified by only +3 (to a value of 6), because it cannot be increased above 6 (double its rating).

The other abilities (frame, force, and function) are rated on a scale from zero (0) to five (5) just like character abilities.

What the numbers mean: Frame, Force, and Function

Rating	Frame	Force	Function
0	Feeble or Exposed Frame	Crew	untrained
1	Average Frame	Platoon	green
2	Above Average Frame	Company	proficient
3	Reinforced Frame	Battalion	seasoned
4	Heavily Reinforced Frame	Regiment	veteran
5	Armored Frame	Brigade	elite

Frame efficiency and durability of the fort's internal structure and outer walls

Force size and toughness of the fort's personnel

Function training and effectiveness of the fort's personnel

Fort & Siege Weapons

Most cannons and fort-based weapons require mounting on carriages, allowing them some degree of mobility. Nevertheless, due to their weight and the time involved in moving the weapons from one position to another, particularly with higher caliber artillery, they are most often assigned to pre-set positions and might only be moved during a prolonged siege.

Numerical ranges are not used for fort weapons. Instead, they are given approximations of their effective distances. Anything greater than this amount should be penalized. Cannons are sometimes organized into groups, especially when manned by crews from the same unit. Those listed with a dagger (†) beside the quantity represent dozens of cannons (the quantity is multiplied by twelve). See chapter 4 for more detail.



- Light Cannons* typically three and four-pound guns, these weapons are primarily for use on the battlefield against enemy infantry; they are also found in smaller forts that are not equipped for larger weapons, but are of marginal use in a siege
- Medium Cannons* six-pound guns are the focus of this class, which is versatile enough to serve in most roles; while medium cannons do not have the power to quickly reduce heavy fortifications, they can be highly effective weapons against lighter outposts
- Heavy Cannons* the twelve-pound guns, these heavy cannons are the upper-limit of effectiveness on the battlefield due to their encumbrance, but they are highly useful artillery pieces in forts and in sieges against most objectives
- Siege Cannons* these heaviest of weapons include cannons from eighteen-pounds and greater; they are designed for projecting immense firepower from relatively stationary positions and thus are highly valuable for either side in a siege
- Mortars* this class of weapon, unlike a cannon, is not a direct-fire artillery piece; rather, mortars are used to lob explosive-filled bombs over walls and other obstructions; while the ability to bypass fortress walls is quite powerful, mortars have the drawback of limited range

Fort Integrity

Forts possess integrity levels similar to wagons. There are two types of fort integrity: structural damage and casualties. Both have five grades of severity and cause an increase in difficulty on all related tasks when using the advanced resolution rules.

Structural Damage

This form of integrity is identical to the structural damage of wagons. At the gamemaster's option, different sections of a fort may have their own integrity levels. When a fort receives five grades of structural damage, it has been reduced to its base components and may only function as an army with no protection or advantages of a fort. The only way to remove a fort's structural damage is to have it repaired. This typically requires the carpentry skill, although the masonry skill may also come in handy for erecting stone walls. Materials may also be a factor and should be taken into account when characters are performing repairs. Structural damage is represented by the abbreviation STR.

Casualties

Casualties represents the loss of fort personnel, such as soldiers, cannon crews, and officers. When a fort receives five grades of casualties, the fort can no longer function as an offensive platform, unless player characters are actively manning weapons. The only way to reduce casualties is to bring in reinforcements—this is left up to the gamemaster's discretion. Although unlikely, a hospital within the fort may be able to reduce no more than one grade per siege. Casualties is represented by the abbreviation CAS.

Structural Damage and Casualties

Grade	Structural Damage	Casualties	Penalty
1	Dented	Scrambled	-
2	Impaired	Weakened	+1DIFF
3	Breached	Decimated	+2DIFF
4	Compromised	Butchered	+3DIFF
5	Wrecked	Annihilated	-

Fort Gimmicks

Forts may possess specialized gimmicks just like characters. They are mostly used to provide optional design and functionality elements.

Attached Community the fort is located within a town or city; those within the fort have access to a variety of civilian-provided services, but in times of conflict, they may bear some responsibility for protecting the community

Barracks the fort has facilities to house a larger contingent of soldiers or militia than normal; reinforcements can augment the fort's force rating by no more than its frame rating

Depot the fort has structures within it that contain food, clothing, equipment, and/or munitions sufficient to supply units operating in the area for up to six months before requiring replenishment

Special Troops the fort's personnel is exceptionally trained and equipped, far beyond most troops—all tasks involving the function ability receive a bonus of -2DIFF

Priest Holes the fort has a number of carefully hidden areas, such as cellars or caves, that are nearly impossible to discover without prior knowledge of them



<i>Hospital</i>	the fort has at least one surgeon as well as nurses and medical supplies that are located within the fort and able to provide assistance to the injured
<i>Murder Holes</i>	numerous small openings are located around the walls of the fort, allowing those inside to fire at invaders with little risk to themselves
<i>Reinforced Structure</i>	the fort's features (such as gun emplacements and gates) are exceptionally well-armored and can take two direct hits (from called strikes) before suffering damage
<i>Smithy</i>	the fort houses the facilities and staff required for the manufacture of ammunition and other military equipment
<i>Stables</i>	the fort maintains a horse livery; when combined with a garrison, a cavalry unit is assigned to the fort
<i>Trade Center</i>	the fort is a center of commerce and exchange, drawing in people of numerous cultures and backgrounds; such a forum for trade provides the benefit of easy access to a variety of resources, but also makes the fort a more attractive target for attack
<i>Watch Tower</i>	a tall perch built within the fort provides a much superior vantage point over activities both within and without the fort—cannon crews (and other spotters) positioned in these towers receive -2DIFF on all perspective-based tasks; note that placing cannons in watch towers can be extremely dangerous as per the gamemaster's discretion
<i>Well</i>	the fort has been built upon a natural source of water that is accessible without having to exit the walls; when under siege for more than a few days, forts without water are forced to surrender

Armies

Since a fort with a frame rating of zero (0) has no real protective structure, it is considered an army. Because it has no structure, it can also be moved from one location to another. The perspective ability cannot be less than -2 or greater than +1 for an army, representing lookouts and a certain degree of organization. Multiple armies can be combined—the new army's force rating is equal to the sum of the combined force ratings (this cannot be greater than five), while the new function rating is equal to the average of the armies' function ratings (totaled ratings divided by the number of armies incorporated, rounding down). Casualty levels are also averaged. This method works the same for the barracks gimmick.

EXAMPLE: Reinforcements with a force rating of 2 and a function rating of 4 join a fort's troops with a force rating of 1 and a function rating of 2. The new unit formed in the fort now has a force rating of 3 and a function rating of 3 ($4+2 / 2 = 3$). The fort's troops had sustained 3 grades of casualties, while the reinforcements have none. The new unit now has 1 grade of casualties ($3+0 / 2 = 1.5$, rounding down to 1).

Improving Forts

Forts can be improved in much the same way as player characters, except that both experience points and money can be used. Experience can only be spent to improve forts if the character possesses the masonry or carpentry skill with a minimum rating of three (3). Points may be pooled by multiple characters as long as they have the requisite skill.

Currency may be converted to experience for the purposes of improving forts—this represents paying someone else to do the job or purchasing the necessary materials. Since all improvement costs are in experience points, currency must first be converted. Each experience point is equivalent to fifty pounds (£50). A maximum of 80% of the total experience points required for the improvement may be converted from currency.

Experience may be used in the following ways after each completed story only:

- The expenditure of thirty (30) points increases the perspective rating by one.
- The expenditure of fifty (50) points increases the frame rating by one.
- The expenditure of seventy-five (75) points adds a gimmick.
- New cannons can be added for an expenditure of two (2) points per pound of the gun; the expenditure of twenty (20) points adds a mortar; another five (5) points adds an additional firing location for a weapon.



Chapter Three

Colonial Fighting

Most fighting can be handled using the rules from Coyote Trail. A few new setting-specific elements are described below.

Reloading

Due to the time involved in reloading loose gunpowder weapons after firing, such weapons cannot be fired every turn. Each requires a specific number of turns devoted to the reload process (see table below).

When a character wishes to reload, a routine firearms task should be attempted. If the task is successful, the reloading has begun. If unsuccessful, however, the reloading has not yet started for a variety of reasons, but another task to begin reloading can be attempted the following turn.

Reload Times

Bow	—
Flintlock Pistol	3 turns
Flintlock Musket	4 turns
Flintlock Rifle	7 turns

Revised Fighting Tasks

Because a few new weapons have been introduced in Colonial Record, a new task has been added, while others incorporate new uses. In addition, revised weapons accuracies against man-sized targets, as well as ranges are also provided.

Revised Fighting Tasks

Knife Attacks <i>also used for bayonets</i>	fitness + knife fighting
Firearms Attacks <i>used for flintlock weapons</i>	fitness + firearms
Artillery Attacks <i>used for cannons and mortars</i>	reasoning + gunnery
Thrown Attacks <i>used for grenades</i>	fitness + athletics

News Weapons Accuracy and Range

Weapon	Accuracy	Range
Flintlock Pistol	+2DIFF	20 yards
Flintlock Musket	+2DIFF	50 yards
Flintlock Rifle	-	100 yards

Determining Damage

Damage values for new weapons are provided below.

New Weapons Damage

Flintlock Pistol	3INJ
Flintlock Musket	4INJ
Flintlock Rifle	4INJ
Bayonet	3INJ
Pike	3INJ
Tomahawk	3INJ
Hand Grenade	6INJ





Chapter Four

Colonial Sieges

Siege combat refers to battles in which cannons are used or are otherwise directed at destroying or capturing forts.

Basic Siege Combat

Siege combat utilizes the same procedures as personal combat with a few modifications as listed below.

- Reaction rolls are made using the fort's force \pm perspective abilities since they do not possess fitness and awareness abilities.
- While as many as eight men may be manning a gun, the cannon crew leader sets the pace. When rolling to determine the order in which cannons are fired by player characters, the officer or character in charge of the weapon rolls for the entire cannon crew.
- Because forts can have large numbers of cannons, groups (those listed with †) are treated as single cannons—that is, one cannon per dozen (if a listing describes 2†x cannons, it indicates two-dozen cannons). The casualty damage rating is doubled for grouped weapons. This it is done to keep the action moving, rather than bogging it down with excessive dice rolling.
- Spotting tasks must be made in order to locate targets at distant ranges or those obscured by obstacles. Put simply, one cannot fire at smaller targets at long range without first making a successful spotting roll.

Siege combat often places combatants against each other with no ability to actively defend themselves. Battles known as gunnery duels force each side to knock out their opponent's artillery before they themselves are hit. Since a single cannon ball is sufficient to knock a gun out of action, quickness and accuracy are paramount.

Consult the table below to determine the appropriate skill combinations for siege combat.

Basic Siege Combat Tasks: Forts & Armies

Spotting	force + function \pm perspective
<i>spotting enemy guns and units</i>	
Gunnery Attacks	force + function
<i>preparing and firing cannons and mortars; determining range to targets</i>	
Melee Attacks	force + function
<i>infantry and cavalry attacks on exposed opponents (open gates and destroyed forts)</i>	

Basic Siege Combat Tasks: Player Characters

Spotting	awareness + investigation \pm perspective
<i>spotting enemy guns and units</i>	
Gunnery Attacks	reasoning + gunnery
<i>preparing and firing cannons and mortars; determining range to targets</i>	

Determining Damage

Gunnery Attacks

As with personal fighting, the amount of damage inflicted depends on the type of attack—either structural damage or casualties. When a fort is successfully hit, a damage roll is made with a number of dice equal to the damage value of the weapon used in the attack (only weapons that inflict structural damage or casualties can affect a fort).

When rolling for structural damage, each die that is less than or equal to the fort's frame rating indicates that the fort's armor and construction have negated one point of structural damage. The fort receives one grade of structural damage for each die remaining.

Rolling for casualties is slightly different. Instead of using the fort's frame rating to determine how much casualties damage is negated, the force rating is used. In other words, each die that is less than or equal to the fort's force rating indicates that the skill and toughness of the fort's personnel have negated one point of damage. The fort receives one grade of casualties for each die remaining. If a fort/army has a frame rating of zero, all attacks inflict casualties, even those normally causing structural damage.

Cannons can be loaded with either round or canister shot. Round shot consists of a solid, iron projectile, and is used to batter a fort's walls, emplacements, and even soldiers at long range. Canister shot is composed of a metal can that breaks apart when fired, releasing several, small, round shots, with the intent of causing casualties. Grape shot is similar to canister shot, but utilizes a canvas bag rather than a metal can. For purposes of this game, the two are the same. Because canister shot is designed to shower an area with projectiles in a shotgun-effect, the area (in feet) that it affects is roughly equal to three times the weight of the projectile launched by the cannon (a 12lb canister shot affects a thirty-six-foot area, for example).



Mortars fire bombs rather than round shot. The hollow centers of bombs are filled with black powder. Their fuses are lit when fired, and cause a timed explosion. They can be used for both damaging a fort and inflicting casualties because of their explosive nature.

Siege Weapon Damage Values

Weapon	Round Shot	Canister Shot
3lb Cannon	1STR	1CAS
4lb Cannon	2STR	1CAS
6lb Cannon	3STR	1CAS
12lb Cannon	4STR	1CAS
18lb Cannon	5STR	2CAS
24lb Cannon	6STR	2CAS
Mortar	3STR or 2CAS	

Melee Attacks

All melee attacks inflict casualties using the attacking army's force rating as the damage value. Otherwise, the process is the same as gunnery attacks.

Advanced Siege Combat

Advanced siege combat builds on the procedures and mechanics of basic siege combat and advanced fighting.

Reaction Rolls

The specific conditions listed below are used to modify the reaction roll for a fort as a whole. If player characters are manning a fort's guns, their reaction rolls should be made separately, ignoring penalties from casualties.

Reaction Modifiers

Area is obscured (fog, storms, etc.)	-3
Weakened	-1 (forts only)
Decimated	-2 (forts only)
Butchered	-3 (forts only)
numbed/stressed/spained	-1 (characters only)
fuddled/strained/wounded	-2 (characters only)
inebriated/exhausted/maimed	-3 (characters only)





Actions

Each fort or character participating in a siege may perform one action per turn. These actions may be: attack, evade, use skill, move, aim, or reload. Actions with asterisks (*) beside them are for player characters only.

<i>Attack</i>	fire cannons (or personal weapons)
<i>Evade*</i>	dodge incoming fire (this is a contested task)
<i>Use Skill</i>	attempt a non-combat skill task, such as spotting a target
<i>Move*</i>	move around the area—to a different gun emplacement or a first aid station, for example
<i>Aim</i>	aim a weapon at a target, providing -1DIFF for each turn spent aiming (up to three turns)—if the emplacement is struck by an attack, the aim is interrupted and the bonus is not applied
<i>Reload</i>	reload cannons (or personal weapons)

Range

While ranges are important in siege combat, actual numeric values need not be used unless the gamemaster prefers them. Abstract concepts of distance, as provided below, is a simpler method for determining range.

<i>Point Blank</i>	close enough to see a character's facial expressions
<i>Short</i>	close enough to determine a character's general features
<i>Medium</i>	close enough to hear a character shouting
<i>Long</i>	towards the edge of visual range

Spotting & Ranging Task Rolls

In a siege, large targets like forts or towns are usually obvious enough to see, even from a fair distance. Smaller targets, such as individual guns or soldiers, or those obscured can be more difficult to discern and must be spotted before any other action can be taken. These targets must be first located with a spotting task (see Siege Task Rolls below).

Once a smaller target has been spotted or the target is large and obvious, the range to it must be determined to properly aim the cannons—this is called a ranging task (see Siege Task Rolls below). Forts that possess the *special troops* gimmick can combine a single task to both spot a small target and determine its range in a single turn, but they do not receive the bonus associated with that gimmick on the task. Similarly, player characters can use the gunnery skill to also combine both tasks into one.

After the range to a target has been determined, it can be targeted with a cannon or mortar. The base difficulty for spotting and ranging tasks is determined by the distance of the target and may be modified by various situations.

Spotting and Ranging Difficulties

Point Blank (pb)	Trivial (-2)
Short (s)	Routine (0)
Medium (m)	Complex (2)
Long (l)	Challenging (4)

Spotting and Targeting Modifiers

Target is firing weapons	-4DIFF
Target is stationary at long range	+2DIFF
Target is concealed	+1DIFF to +4DIFF
Inclement weather	+2DIFF

EXAMPLE: A manned cannon sits at medium range, ready to fire on the fort. Because this target is relatively small, soldiers in the fort must first make a complex spotting task (otherwise, they simply do not see it). Once found, it can be targeted with a complex ranging task. Heavy rain would impose a penalty of +2DIFF on both tasks. If the fort were equipped with special troops, only a ranging task is required to both notice the target and determine the range to it.

Siege Task Rolls

Advanced tasks are handled slightly different than those in basic siege combat, as presented below.

Advanced Siege Combat Tasks: Forts

Spotting	force + function ± perspective
<i>spotting enemy guns and units</i>	
Ranging	force + function ± perspective
<i>spotting enemy guns and units, and determining their range</i>	
Gunnery Attacks	force + function
<i>preparing and firing cannons and mortars</i>	
Melee Attacks	force + function
<i>infantry and cavalry attacks</i>	
<i>only armies and wrecked forts can be attacked in this manner</i>	



Advanced Siege Combat Tasks: Player Characters

Spotting	awareness + investigation ± perspective
<i>spotting enemy guns and units</i>	
Ranging	awareness + gunnery ± perspective
<i>determining range to targets</i>	
Gunnery Attacks	reasoning + gunnery
<i>determining range to target, and preparing and firing cannons and mortars</i>	

In addition, the difficulty is based on the range to a target. Some weapons also have accuracy modifiers that alter the difficulty of the attack roll at long range only.

Range Difficulties

Point Blank (pb)	Trivial (-2)
Short (s)	Routine (0)
Medium (m)	Challenging (4)
Long (l)	Impossible (6)

Weapons Range

3lb Cannon	800 yards
4lb Cannon	900 yards
6lb Cannon	1000 yards
12lb Cannon	1200 yards
18lb Cannon	1400 yards
24lb Cannon	1600 yards
Mortar	600 yards

Weapons Accuracy (Long Range)

Weapon	vs. Fort/Army		vs. Character	
	Round	Canister Shot	Round Shot	Canister Shot
3lb Cannon	-	-	+4DIFF	+1DIFF
4lb Cannon	-	-	+5DIFF	+2DIFF
6lb Cannon	-	-	+6DIFF	+3DIFF
12lb Cannon	+1DIFF	-	+7DIFF	+4DIFF
18lb Cannon	+2DIFF	-	+8DIFF	+5DIFF
24lb Cannon	+3DIFF	-	+9DIFF	+6DIFF
Mortar	-	-	+6DIFF	-

Reloading Cannons

As with smaller firearms, cannons cannot be fired every turn. In addition to reloading, heavier cannons must dissipate the excessive heat generated by their blasts. Each size of cannon requires a specific number of minutes devoted to the reload process (see table below).

With regard to larger cannons, the actual time to reload is about ten minutes, but the remainder of the time is spent cooling the barrel so that it does not overheat and become damaged. Also note that reload times for cannons reflect a crew of four to eight trained men (requiring proficiency in the gunnery skill for player characters). Without such a crew, the reload times could easily double.

When a player character wishes to reload a cannon, a routine gunnery task should be attempted. If the task is successful, the reloading has begun. If unsuccessful, however, the reloading is stalled due to either mechanical or crew issues. Another task to begin the reloading process can be attempted the following turn, however.

Reload Times

3lb Cannon	1 minute (12 turns)
4lb Cannon	2 minutes (24 turns)
6lb Cannon	3 minutes (36 turns)
12lb Cannon and Mortars	10 minutes (120 turns)
18lb Cannon	30 minutes (360 turns)
24lb Cannon	60 minutes (720 turns)

Environmental Modifiers

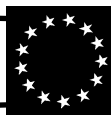
Various factors can also affect the outcome of siege tasks. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations. A few examples are listed below.

Adverse Conditions situations like heavy rain, fog, dust, or other disturbances may alter the difficulty from +1DIFF to +3DIFF, depending on the severity

Called Strike cannons may target specific parts of a fort (gun emplacement, gates, watch towers) when attacking, but the difficulty of the attack roll is +2DIFF (see Determining Siege Damage); the target must be within the direct line of sight for cannons, but mortars can target locations on the other side of walls due to their ability to fire at high trajectories

Casualties casualty penalties apply to all non-player character melee and gunnery tasks

Structural Damage structural damage penalties apply to all spotting and ranging tasks



Determining Siege Damage

The use of grouped weapons (those listed with †) remains mostly the same as with the basic rules. The casualty damage rating is modified, however, based on the function rating of the attacking fort/army and its own current casualties, as detailed below.

Grouped Weapon Damage Values

Force Rating	Current Casualties	Damage Adjustment
0 - 1	decimated or worse	half damage (round up)
0 - 1	scrambled or weakened	—
0 - 1	none	+1CAS
2 - 3	decimated or worse	—
2 - 3	weakened	+1CAS
2 - 3	none or scrambled	+2CAS
4 - 5	butchered or worse	—
4 - 5	decimated	+1CAS
4 - 5	weakened	+2CAS
4 - 5	none or scrambled	+3CAS

Like personal combat, all hits against forts are assumed to be non-specific unless a called strike is used (in which case, the normal +2DIFF is applied to hit). Only round shot and mortars can be used for called strikes.

Gun Emplacement the weapon is disabled and unable to fire; a second hit to the same gun will damage it beyond repair; only called strikes by grouped weapons can target other grouped weapons

Gate the gate is damaged and cannot keep out enemy troops; the enemy can send a detachment of troops inside the fort—this reduces the main enemy army's force rating by the amount transferred to the new army, but only a force rating of 1 can be moved through a destroyed gate per turn, up to a maximum of the original enemy army's force rating or the fort's frame rating (whichever is lower)

Watch Tower the tower collapses, incapacitating anyone stationed within it

Depot all stores are destroyed as powder explodes

Smithy tools and equipment are wrecked

Stables

half of the horses within are killed and the remainder are set loose in the fort, causing confusion (-2 on all reaction rolls for a number of turns equal to the roll of one die)

Hospital

those within are incapacitated

Well

the well is destroyed

Damage from siege combat can be increased at the gamemaster's discretion when an attack roll results in a triumph—increase damage by one or two points, or double it.

If the total amount of structural damage sustained by a fort (after damage rolls) in one attack is greater than its frame rating, a portion of its structure collapses, inflicting one (1) grade of casualties. This represents a mighty blast—walls falling on people, wood splinters and stone shards exploding, and buildings collapsing.

Siege Weapon Damage Values

Weapon	Round Shot	Canister Shot
3lb Cannon	1STR	1CAS
4lb Cannon	2STR	1CAS
6lb Cannon	3STR	1CAS
12lb Cannon	4STR	1CAS
18lb Cannon	5STR	2CAS
24lb Cannon	6STR	2CAS
Mortar	3STR or 2CAS	

Other Sources of Damage

Fire

A fort that catches fire sustains damage until it is extinguished or the fort is destroyed. The damage rating from the fire is typically 1STR, although a raging inferno may inflict 2STR. Fire damage is applied each turn as if it was an attack against the fort, with a damage roll made against the fort's frame rating. The gamemaster also has the option to inflict casualties rather than structural damage from the fire.

Disease

Why not a siege weapon, disease has been known to incapacitate armies. Many colonial militiamen and soldiers fell prey to illness due to lack of food and warm clothing, and also poor conditions. Disease can easily inflict casualties in a matter of weeks or days. The gamemaster can introduce disease to forts. While this can affect the outcome of sieges, it is not something that crops up during a siege.



The Legend of Molly Pitcher

Most talk of the Revolution conjures visions of heroic men rallying others or preparing to do battle against the Redcoats. Women are often not part of the legendary tales. Because of this, one might surmise that it was a battle between men, while the women stayed at home and kept house. This could not be further from the truth. Many assisted their husbands and even pretended to be men just so they could fight for independence.

Molly Pitcher was one such heroine. When her husband joined the Continental Army, Molly kept his side—even in battle. She learned a lot about the cannons as she watched her husband operate them. She even helped resupply them. At one point, her husband was incapacitated by British attack, and rather than move her husband to safety, Molly manned the cannon, finding the strength within to continue the fight. For her devotion to the cause, General George Washington declared her a non-commissioned officer. Thereafter, she was widely referred to as “Sergeant Molly.”

Unfortunately, the identity of the real Molly Pitcher is in dispute. Many claim her to be a German immigrant by the name of Mary Hayes McCauley, but others suggest that portions of this legend were taken from stories about Margaret Corbin who was buried in West Point Cemetery. Regardless of Molly Pitcher’s true identity, the story is meant to illustrate how not only women can be easily portrayed as heroes in this era, but also other minorities of the time, such as slaves, free blacks, and natives of the land.





Chapter Five

The Dawn of Liberty

The names that have been placed on pedestals and some of the major dates and events of two centuries past are widely known, but where does a gamemaster go from there? While this chapter does not pretend to be a thorough history of the period, it does set out to provide a landscape of the times and a springboard of ideas for your own colonial adventures.

Tough. Independent. Idealistic. If any three words could be used to describe those lived in eighteenth and early nineteenth-century America, those would do as well as any. The people of the colonies (and later of the United States) were not, by and large, average. Willing to take their fortunes into their own hands, their families left a relatively stale Europe determined to create a better life. And they did.

There is no doubt that life in that age was, compared to today's standards, unbearably primitive. Forced to contend with uncertain food supplies, unclean water, archaic medicine, and a lack of indoor plumbing, not to mention the dangers of frontier living and the threat of conflict, the average person's lifespan was no more than forty years. For all of that, however, the one and a half million colonists living in America had the highest standard of living in the world. Many owned their own land and livestock, homes and furniture, and in the rich and bustling New World, locally scarce resources were often available through trade.

The fact is that the disparity between Americans and their foreign counterparts was so great that when British soldiers began arriving in the rebellious colonies during the Revolution, they were greatly angered that any people so well off could even think of armed revolt. From an economic point of view, those redcoats may have been right. The minds of Americans were influenced by a factor greater than money, however, and that factor proved to be critical to the history of the era.

For the colonials, and the revolutionaries in particular, liberty was not just a catchphrase. It was lived by people making their own way on their own land. It was championed by the prevailing philosophy of the Enlightenment. And because of its importance, it was something to be protected under the law. Over the course of the eighteenth century, as Americans felt infringements made upon their liberty, their desire for independence grew in equal measure.

Languages

A *wide* variety of languages were spoken in the colonial era. As might be expected, English and French were the most common European tongues heard between the Atlantic and the Mississippi, but German, Spanish, Dutch, Swedish, and Swiss were also found.

Indian languages were even more diverse, with many of the dozens of tribes having at least their own dialect. Four language groups (which can each be used as individual languages for game purposes) are of particular note. In the north, Iroquois and Huron were among the most common Indian tongues, while the same could be said of Cherokee and Muscogee (also known as Creek) in the south.

Labor & Economy

Americans lived in a highly agrarian society. More than four out of every five people worked in agriculture, and most of the rest were involved in industries that supported farmers. This trend was more pronounced in the Mid-Atlantic and southern states, but less so in increasingly diversified New England.

A few cities of note (Boston, New York, Philadelphia, and Charleston) focused on gathering and shipping farmers' output and serving as distribution hubs for imports like sugar, tea, and manufactured goods. To provide a sense of scale, the town with the largest population at the time of the Revolution was Philadelphia, and it was home to nearly thirty-thousand souls.

The black population in the colonies accounted for one-fifth of the total residents, and along with indentured servants, the vast majority were employed in the south to work the fields. While most blacks in America were slaves, approximately one in twelve was free, particularly in the north.



Politics

The state of international relations and the development of the government of the United States play an important role in this game and should be reasonably familiar to the reader. Nevertheless, a few notes on politics on a smaller scale are worth mentioning. In the northern colonies, where communities were tighter-knit for reasons of defensibility and religious ties, the primary political unit was the town. In these towns, meetings would be held by the adult males to discuss public matters and elect officers like clerks and constables.

In the south, towns were of less importance because of how dispersed people were in their larger farms. Here, counties were the primary unit of local governance. Instead of town meetings deciding matters, most decisions were placed in the hands of a county court, the members of which were typically prominent local farmers. Both the members of this court and the county's executive, the sheriff, were chosen by the state's governor.

Warfare

Fighting in the eighteenth and early nineteenth centuries was not the relatively organized affair that characterizes modern, conventional warfare. When combat was not hand to hand, as it often was in the forests, mountains, and swamplands, the two sides were still usually close enough to make out their opponents' faces and expressions, and even able to have a conversation. And due to the primitive medicine available, even wounds that are mild by today's standards could result in an agonizing death.

The remote locations and close terrain where much of the period's fighting took place meant that infantry played the decisive role. Marching in lines to within fifty meters of their enemy, they would fire by volley. Then, often after only firing once, they would charge the hopefully wilted enemy formation with their bayonets. In such maneuvers, coordination and steeled nerves were often paramount.

Artillery was a useful adjunct on the battlefield, but only showed its best qualities in sieges. Cavalry, on the other hand, was only rarely an important part of the battles for America. Perhaps only in the southern campaigns of the Revolution was this oft-thought elite branch able to demonstrate its worth.

The Colonies

New Hampshire

New Hampshire was first settled in 1623, only a few years after the Pilgrims landed at Plymouth. It was the first colony to declare its independence from Britain and provided three regiments for the

Continental Army, as well as militia units who served at famous conflicts, including the Battle of Bunker Hill. Portsmouth, New Hampshire is the home for many naval ships that were built there; among them the USS Raleigh and USS Ranger, the latter famous for the commander, John Paul Jones.

Virginia

After a few abortive attempts to establish a viable settlement, Virginia was designated a Royal Colony in 1624 and expands both north and west of Jamestown. One of the first hotbeds of rebellion, Virginians were upset after the French and Indian War caused a dispute between the colony and the British Crown over taxes. This became the home for many major players in the push for independence. Tobacco, long a major source of income for many farmers, continued to be a popular crop for the colony.

Maryland

The Province of Maryland was established in 1632 through a grant from Charles I of England to Lord Baltimore. Named for the King's Consort at the time, Maryland began with an economic base of growing tobacco among other major crops. At one point, almost half of its population was composed of slaves, brought in to work on the plantations. It was the seventh State to ratify the new Constitution and be admitted to the fledgling union of states.

Connecticut

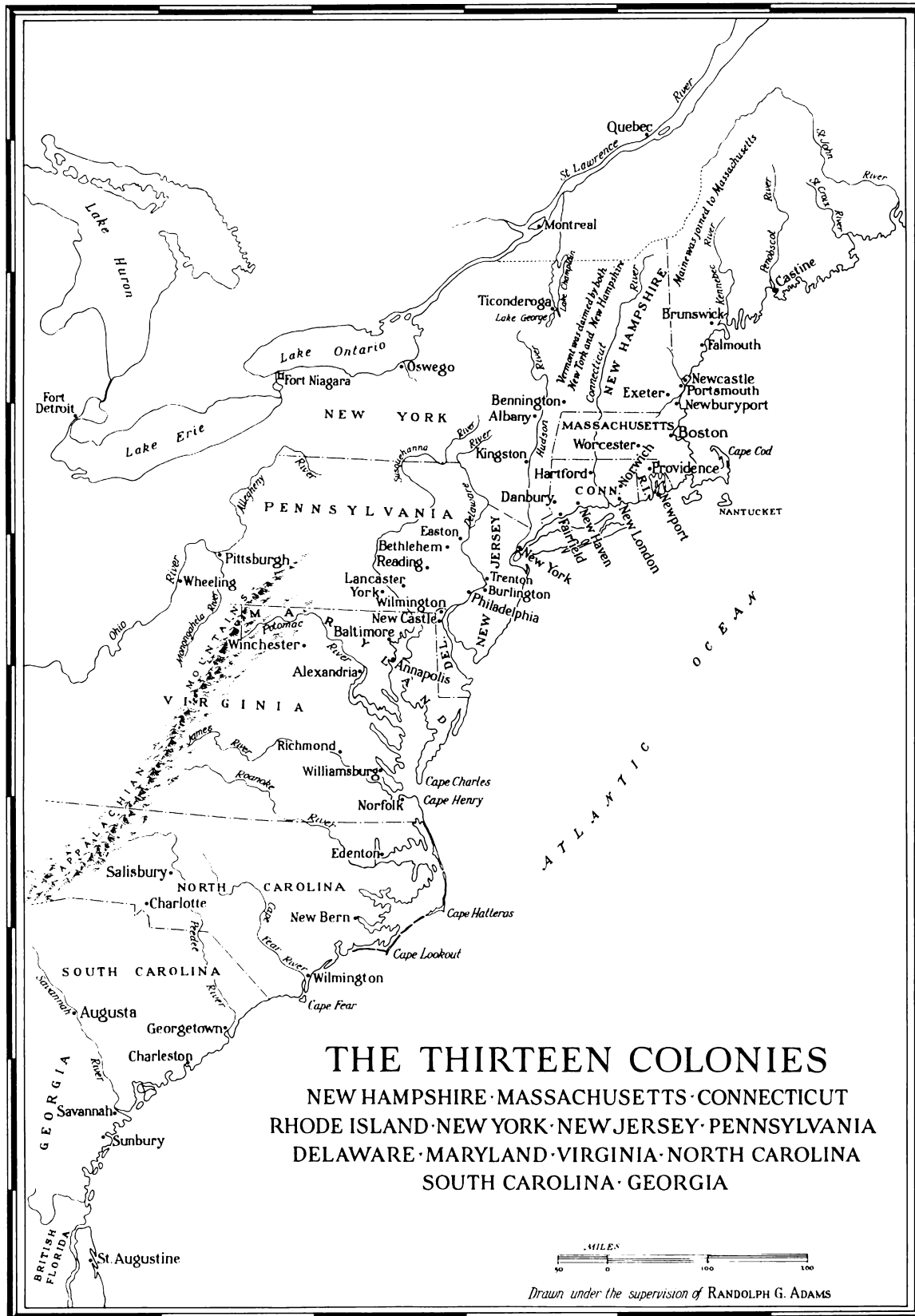
Originally settled in 1636 under the name of the River Colony, this area fell under English control a few years later. Mostly settled by Puritans, farming was the main source of income. Whaling fleets also ran out of New London, along with trading ships that travelled up and down the coast. Strangely enough, Connecticut did not change much with the American Revolution, since it had been relatively self-governing almost from the start.

Rhode Island

In 1663, a Royal Charter was granted by King Charles II of England to establish this colony. It was the only one of the original thirteen colonies to specifically guarantee religious freedom for all religions, including Judaism. This was, in fact, the only colony at the time in which this was permitted, allowing a small Jewish community to grow and flourish despite the Puritan intolerance in other areas. A major area for shipbuilding, it was also a popular port for slave-trading and smuggling once the British began to raise taxes and enforce strict tariffs. Rhode Island was the last of the States to ratify the Constitution.

North Carolina

This area was first settled in 1663. It was later split into the North and South parts in 1729 when seven of the eight English Lords who owned the land sold their shares to the British Crown, creating North Carolina.





The main crops grown here included rice, cotton, and flax. This area produced many famous frontiersmen such as Daniel Boone. It was also the first to send their delegates to the Continental Congress to vote for independence.

Delaware

Claimed by many countries and neighboring states, Delaware was known for its shipbuilding and trading along the many waterways. Originally settled by the Dutch, it traded hands with the Swedes, and finally became an English colony in 1664. Both Maryland and New York tried to claim this area for their own, but Delaware insisted on stating its independence during the Revolutionary War. It was the first State to sign the Constitution in 1787.

New Jersey

Most of the area that would come to comprise the State of New Jersey was settled by the Dutch and Swedish at the start of the seventeenth century. The British took over the territory in 1664 and maintained control until the Revolution. Despite being the location for a number of major battles during the Revolution, many inhabitants did not support the independence movement—William Franklin, its governor and the illegitimate son of Benjamin Franklin, remained loyal to the Crown. Agriculture was a main source of income for many, with indentured servants working alongside of slaves in some cases.

Pennsylvania

In 1682, Charles II of England gave William Penn a huge amount of land that would eventually develop into the State of Pennsylvania. First settled by Quakers, it became known for its religious freedom and open arms for those of different faiths. The Western part of the State was hotly disputed territory during the French and Indian War, especially the area around what would be known as Pittsburgh. A majority of the residents supported the Revolution, feeling the same economic pinch as the rest of the colonists.

Massachusetts Bay

This Crown Colony was created in 1691 and included the Massachusetts Bay Colony, Nantucket, Province of Maine, Plymouth Colony, and Martha's Vineyard. In 1774, the format of the colony changed with the creation of a provincial congress in preparation for the Revolutionary War. Farming was a main source of income for many families, but this area became a hotbed of revolutionary activity with Boston as the home of many rebels, including Paul Revere.

South Carolina

The last part of the land originally owned by the eight English Lords remained in the hands of the Carteret family until 1730, when the owner agreed to give up any participation in the local government in order to

keep the land. Carolinians confiscated a shipment of tea from Charleston Harbor, later selling it to raise funds for the Revolution. In 1776, South Carolina declared independence from the British Crown, remaining so for two years under the leadership of John Rutledge who would later help write the Constitution of the United States.

Georgia

James Oglethorpe received the corporate charter for the Georgia Colony in 1732. This was one of the first states to prohibit slavery; seeing itself as a farming community and a buffer zone between the Northern States and the danger presented by Florida, then under Spanish rule. The impending clash with the British Crown put the inhabitants in a tight spot—their proximity with the local Indian tribes and Spanish to the south had benefited them well in the way of subsidies and business, in order to keep a firm British presence in the area. They would eventually join the movement for independence, however, pushing out the British and joining their fellow states.

New York

This land originally included that of New Jersey and Vermont, and portions of Massachusetts and Maine. In 1777, it became known as the State of New York. Major cities used shipbuilding for the main source of income, while rural inhabitants raised cattle and grew crops. Slavery was not common in this area, except in New York City, where it was once estimated that up to fifteen-percent of the population were of African descent, and a majority of them were slaves.

History

The French & Indian War

The French and Indian War, or the Seven Years War as it is known in some countries, came about as a result of France and England laying claim to valuable land in North America. The area between the Mississippi River to the East, the Appalachian Mountains to the West, and from the Gulf of Mexico North to the Great Lakes is rich with natural resources and prime land—and also owned by the Iroquois Confederacy (Native Americans) who did not wish to give it up to either country. The British laid claim to this land through a convoluted argument—since the Iroquois were British subjects, the Crown had a right to the land. Some Indian tribes fought for the French, while others fought for the British in this conflict that lasted from 1754 until 1763. The biggest change to the North American continent from this conflict was that the land that became known as Canada was taken from the French and given to the British Crown. France gave up all of their colonies in North America (except for two small islands off of Newfoundland) and regained two colonies in the Caribbean. Britain suddenly found itself in possession of huge tracts of land that had previously been under French rule and now open for settlement.



1754 George Washington leads a company against a French encampment near that nation's Fort Duquesne in the Ohio valley frontier. He is victorious, though French regulars sent from the fort successfully drive Washington from the frontier a little over a month later. This is the first engagement of the war.

Possibility: While casualties during these engagements were not very heavy, the historical impact of Washington having been killed at this time would be huge, allowing for some very dramatic gaming.

1755 General Braddock, the newly arrived English commander-in-chief in America, marches a sizable army of twenty-four hundred regulars and militia westward to seize Fort Duquesne. Surprised by French and Indian forces attacking out of the woods, the British suffer nearly one-thousand casualties, including the General himself, before retreating.

Another British and Colonial force moves up towards French holdings in the Champlain valley. Informed of these movements by scouts, French regulars, militia, and Indian forces numbering thirty-five hundred move south to meet them. Under the command of the German officer Baron de Dieskau, the French army meets the outnumbered British near Fort Edward. Despite initial success, however, the British, behind hastily built fortifications, win the Battle of Lake George.

Possibility: Had the French forces used better tactics, they could well have won the Battle of Lake George. Such an eventuality would have left the Hudson River open to exploitation by the French and, along with Braddock's defeat, left the British in a desperate situation.

1756 French forces led by Marquis de Montcalm seize Fort Oswego on Lake Ontario. This victory convinces many Indians that the British are likely to lose this war, preventing them from joining against the French.

1757 Montcalm continues to attack, this time taking Fort William Henry on Lake George. Unfortunately for the French, it is in part due to the dangers presented by their victory here that William Pitt, Prime Minister of Britain, decides to intensify the war effort.

1758 A successful British assault on Fort Louisbourg at the mouth of the St. Lawrence River strips the French of a means of easily resupplying their forces in North America.

Having been massively reinforced, the British send a force of sixteen-thousand regulars and colonials to take Fort Carillon (Ticonderoga) on Lake Champlain. Though outnumbered four-to-one, Montcalm leads the French forces to victory, inflicting more than five casualties for every one suffered.

A third major British attack in the year, this time on Fort Duquesne, is successful. This gives the British control over the Ohio valley

and, in combination with the victory at Louisbourg, leaves them in a commanding position, the defeat at Carillon notwithstanding.

Possibility: Had the French won victories at Louisbourg and/or Duquesne, they might have managed to create a stalemate in the war and ensured a continued French presence in America. Helping to win one or both of those battles could make for an exciting scenario.

1759 Buoyed by success, the British attempt a multi-forked attack, sending one force against Carillon and another, led by General James Wolfe, against the capital city of Quebec. Desperate to protect the capital of New France, Montcalm pulls most of his forces back to Canada. Shortly thereafter, the British overwhelm the French forts along the Champlain valley, including the newly renamed Ticonderoga.

Wolfe's attack on Quebec is a struggle in which luck plays a large part deciding. After an arduous siege, Montcalm remains in command of the city. With winter approaching and his chances of victory in the year slipping away, Wolfe creates a diversion and lands a force at the base of the cliffs surrounding much of the area. In a hard-fought battle, the British engage the French head-on and decisively win the battle.

While the French and Indian War would officially continue for a few more years, the Battle of Quebec was the last major engagement and the one that ensured British domination of America for the time being.

Possibility: With better luck or decision-making by the French forces, Quebec may hold through the winter. Given such circumstances, the possibilities for the future are endless. Perhaps the British forces continue their attacks the next year. Maybe the event encourages reinforcements from France to continue the war. Whatever happens, it is certain to have an impact on America in the years to come.

The Revolutionary War

The French and Indian War may have proved successful for the British Crown, but was a costly investment of time, money, and troops. Thousands of troops had to be outfitted and sent to the North American continent so they could fight the French, and various bribes and presents went to the Indian tribes to maintain their loyalty. Forts had to be built and maintained, while supplies were obtained and shipped either overseas from Britain or in from the American coastline to the troops on the front lines.

As a result of these investments, the British Empire found itself in debt even as it maintained its position as the major world power. The British Parliament decided that it was time for the British Colonies in North America to start shouldering some of this burden and voted to impose various taxes on the colonists. The major problem was that the American colonists had no way to agree or disagree with these new taxes, enjoying no



representation in the British Parliament. This had a major impact on the public, creating a negative atmosphere even as American politicians pleaded with the British to allow them some say in these new taxes.

Another source of conflict between the colonists and the British Crown was the way that government decisions were made. The majority of British representatives obtained their positions through inheritance or financial means, leaving the Americans disgruntled at having such elite members of British society making decisions for people a sea away. This would be reflected in later American politics where no positions would be passed down from father to son and one's position would not be based solely on financial worth.

The Stamp Act, passed in 1765, proved to be the spark set to the powder keg of dissent in the American colonies. The Stamp Act required all permits, playing cards, mail, and newspapers to carry an official stamp from the government—at a price, of course. This was the last straw for the colonists who saw it as a final attack on their beleaguered economy and self-esteem.

After years of fighting, the rebels had managed to claim their original colonies for their own, but not that of the British holdings across the Great Lakes in Canada. Indeed, almost two percent of the colonists fled across the border into Canada, because of their reluctance to give up their relationship with the British Crown. Many others were also forced to leave if their neighbors thought them to be disloyal and pushed them off their land.

The American Revolution sent a shudder throughout the world with the radical concept of all men having an equal voice in governing their country. It would influence other, smaller revolutions around the world as other countries looked to the United States of America as a source and inspiration for their own internal conflicts and possible future. The British Empire had suffered a great loss, but still maintained a vibrant presence on the North American continent through their claims in Canada that would remain for almost another century.

1775 After the frustration between the British and Americans had boiled over at Lexington and Concord, the war was on... British-held Boston comes under siege by the Americans for nearly a year, climaxing in the Battle of Bunker Hill, in which over one-thousand British soldiers fall with less than half as many American casualties.

An intrepid group of Americans invade Canada. One force makes its way up Lake Champlain, eventually reaching and taking the town of Montreal. Another group, led by Benedict Arnold, reaches Quebec by way of the Kenebec River, where they are too tired and too few to successfully take the city.

Possibility: One of the things that the American invaders of Canada had counted upon was support from dissatisfied Canadians. As it

happens, the efforts made to lobby the Canadians were not very successful. Perhaps with better leadership, a larger revolt can be fermented, evicting the British from Canada.

1776 This disastrous year for the Americans is saved only by the more complete catastrophe that is averted. In Canada, the British General Carleton, reinforced at Quebec, brushes aside American forces along the St. Lawrence, and chases them all the way to Lake Champlain. There, both sides build navies to establish control of the lake. When the fateful battle finally arrives, the Americans, led again by Arnold, are overpowered.

Further south, from late June until the end of the year, Washington's army is outflanked and in constant threat of being destroyed by General Howe's British Army. Expelled from New York City and constantly harassed by British forces, Washington and his men are only saved by Howe's unwillingness to deliver a final blow.

Driven past the Delaware River, the British decide to end their campaigning for the year. It is this decision that sets the stage for the famous attack on Trenton on Christmas Day 1776. There, in an audacious assault, the wearied American army surprises a Hessian force of fourteen-hundred men, capturing two-thirds of them while suffering only a dozen casualties.

Possibility: In this fateful time, the future course of history is very uncertain. Had Carleton pressed his advantage, New England might become completely cut off from the rest of the colonies. Had Howe used his superior forces to annihilate Washington's army or had the attack at Trenton been foiled, America's primary source of resistance would have been crushed. Any of those events would leave the colonies with few recourses. Exploring those prospects may prove interesting.

1777 Under the leadership of General Burgoyne, the British attempt to finish what Carleton had started the year before in the Saratoga Campaign. While no fleet on Lake Champlain challenges him nor can the Americans offer much resistance at the choke point of Fort Ticonderoga, Burgoyne still meets one setback after another, either as a result of his own poor decision-making or the bold leadership of Benedict Arnold. In the end, his army is destroyed, and this tremendous victory convinces the French to ally themselves with the Americans. This is a turning point in the war.

Meanwhile, Washington and Howe's armies continue to engage each other. The American force takes the brunt of the casualties and the British manage to capture Philadelphia. Washington's army remains intact, however.

Possibility: Burgoyne's leadership plays a large part in the loss of the Saratoga campaign and the war for the British. If Carleton had been left in charge of the British forces in the north, this decisive series of battles may end another way.



1778 The Battle of Monmouth is the most acclaimed engagement of the year. As the British are evacuating Philadelphia, Washington's army engages them. General von Steuben's rigorous training over the winter allows Washington's men to go head to head with their quarry and hold the field.

A smaller, but equally vital campaign is undertaken by the one-hundred and seventy-five frontiersmen of George Rogers Clark. This expedition sets out from Pittsburgh, down the Ohio River, and eventually to the outskirts of St. Louis, capturing one British fort after another. The trek culminates in an attack on Vincennes, where Clark's forces capture the community and its British garrison of five-hundred men in the middle of winter. This campaign almost single-handedly wins the western frontier for the United States.

Possibility: Clark's expedition is so essential to the future of America that its failure can leave the nation land-locked. Other characters can take Clark's place if he is unable to lead the mission. During the War of 1812, American forces may struggle to take the frontier from the British.

1779 A comparatively quiet year, the British refocus on gaining the support of southern loyalists. An American-French attack on the town of Savannah ends in failure.

1780 The third British assault on the city of Charleston is successful as over five-thousand American soldiers surrender to General Clinton under threat of bombarding the garrisoned town.

A civil war breaks out across the Carolinas as both loyalists and separatists engage in savage fighting and acts of violence.

1781 This year begins with a series of battles in which the newly appointed General Nathanael Greene distinguishes himself against British forces in South Carolina at the battles of Cowpens, Guilford Court House, Hobkirk's Hill, and Eutaw Springs. While no decisive victories are won, by the summer of 1781, the British are left with little to show for their southern campaigns, save for Savannah and Charleston.

The climax of the war occurs in Virginia, where General Marquis de Lafayette engages General Cornwallis' British army. Seeing the opportunity, a coordinated attack is planned with Washington's army marching south from New York, while French vessels sail north from the Caribbean. After successfully beating off a relief attempt by the Royal Navy, the combined American and French armies surround Cornwallis' men and lay siege at Yorktown. After two weeks, the British force surrenders.

Possibility: Wavering political support and continuing economic costs are already having their effect upon Britain when Cornwallis' army surrenders, but if their Navy's relief attempt is successful and the army saved, it is possible for the war to stretch on for some time and peace negotiations may become more difficult.

The United States of America

As to be expected, problems arose almost immediately after the end of hostilities with the British Crown. Massive debts had been incurred with not only the residents of the original thirteen colonies, but also with other countries. Over ten million dollars alone was owed to France for their support and assistance in the war effort, with another estimated twenty-four million owed to Americans from the state and national governments who had written a plethora of promissory notes to colonists for local supplies. The new government found itself under pressure to pay off these debts not only to their own citizens but also to their allies across the ocean that had made their liberty possible.

There was also initial confusion as to how this new government would be established. The Articles of Confederation were drawn in 1781 as a quick response to the questions coming out of the new colonies and their delegates as to what sort of system was to be used. The Second Continental Congress ratified these Articles in 1787 after much discussion and debate, but the Articles were superseded by the Constitution of the United States in 1788. Interpretation of these papers continue to this very day as people attempt to determine the original intent of the Founding Fathers for the future of the country.

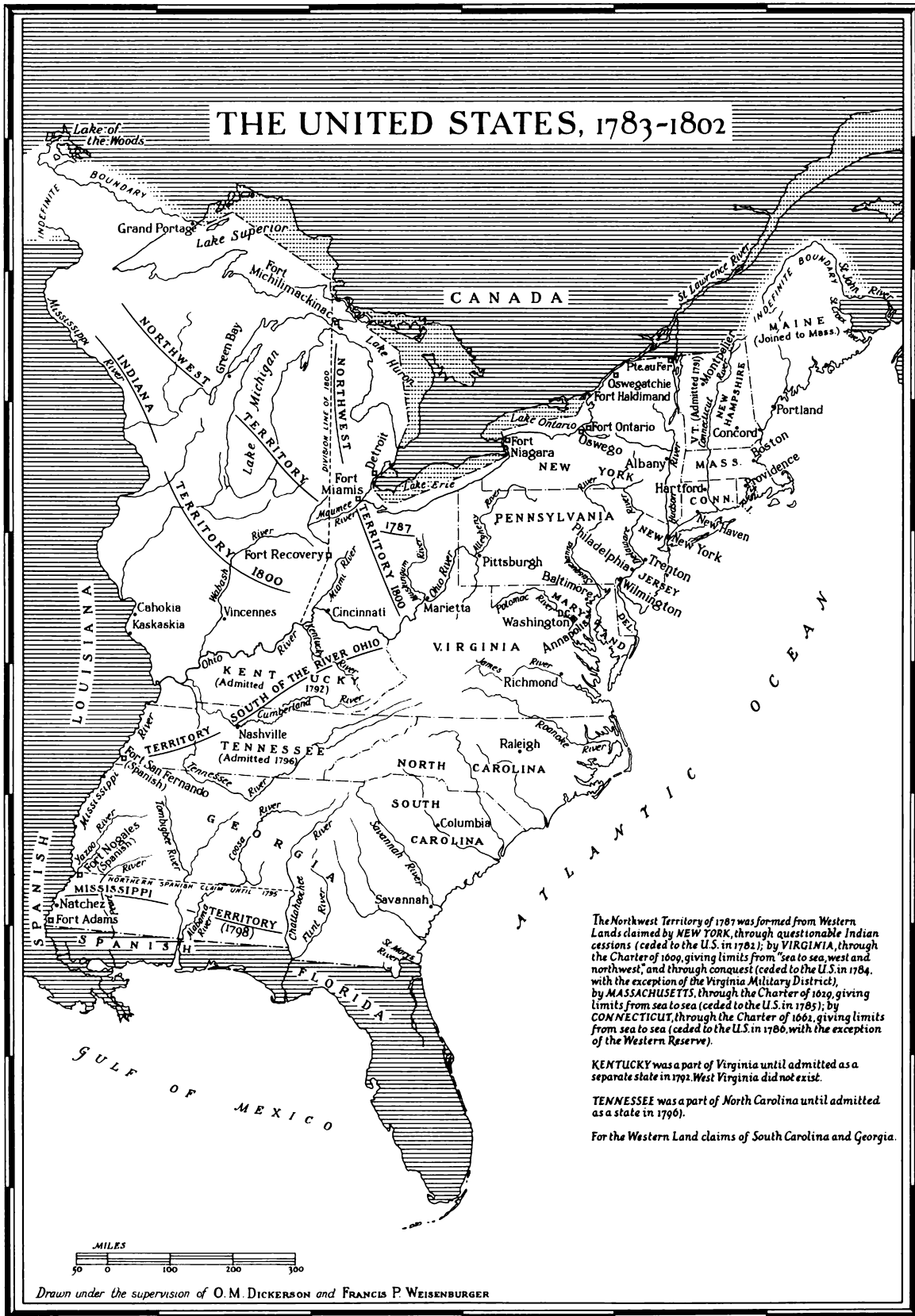
Many families found themselves torn apart, not only by losses in the war, but also by loyalties. Many remained loyal to Britain and either immigrated to the Canadian colonies to the north or all the way back to Britain, leaving the only home some of them had ever known. Much like the Civil War would do years later, it created a division between father and son, brother and brother as many had to decide the country and the laws under which they wished to live. As already stated, many were also pushed out of the new United States by their neighbors, creating bad feelings that would continue for generations.

The Native Americans would prove to be the biggest losers in the war; having fought on both sides and still losing in the long run. The Treaty of Fort Stanwix created a peace between the Iroquois Confederacy who fought with the British in the Revolutionary War, but became the first in a long line of devastating moves by the fledgling American government against the Native Americans. With no assistance available from European powers, the Indians are soon driven from their lands to the west of the new nation and forced further inland until they are finally removed from memory as a nation and as a people.

Foreign Powers

France

The French viewed the American Revolution at first with curiosity, wondering if this small group of upstarts would be able to continue battling their ancient foe, England. With the arrival of Benjamin Franklin in Paris in an attempt to woo French support, the Monarchy waited to see what victories the rebels would be able to achieve against the larger and



The Northwest Territory of 1787 was formed from Western Lands claimed by NEW YORK, through questionable Indian cessions (ceded to the U.S. in 1761); by VIRGINIA, through the Charter of 1609, giving limits from "sea to sea, west and northwest," and through conquest (ceded to the U.S. in 1784, with the exception of the Virginia Military District); by MASSACHUSETTS, through the Charter of 1620, giving limits from sea to sea (ceded to the U.S. in 1785); by CONNECTICUT, through the Charter of 1662, giving limits from sea to sea (ceded to the U.S. in 1786, with the exception of the Western Reserve).

KENTUCKY was a part of Virginia until admitted as a separate state in 1792. West Virginia did not exist.

TENNESSEE was a part of North Carolina until admitted as a state in 1796.

For the Western Land claims of South Carolina and Georgia.



technically-superior British forces. As Franklin campaigned for French support, General George Washington eventually delivered enough tactical victories that the French decided to help America, supplying not only arms, military training, and other goods, but also the eventual assistance of the French navy.

Spain

The Spanish looked at the conflict with an eye towards making the best of a bad situation for their own country. They had already created an alliance with France in 1761 and had given Louisiana to the French in 1762. The American Revolution gave them an opportunity to not only recoup their economic losses, but also annoy the British, a source of many conflicts over the centuries. The Spanish provided either outright gifts of money or loans amounting to thousands of dollars—they created a “dummy” shipping company to provide supplies to the Rebels. In 1789, they started a second battlefront with the British as the Spanish took back forts they had previously lost in such places as Mobile, West Florida and in the Mississippi River Valley. Their largest contribution to the Revolution was the reinforcement of Yorktown in 1781, preventing the British from taking this vital area.

Canada

The Canadian colonies to the north of the original thirteen British colonies were dismayed when they came under fire in 1775 after having rejected appeals from the Rebel Congress to join them. In late 1775, Major General Philip Schuyler of New York raised an army of approximately two-thousand men, dispatched under the command of Brigadier General Richard Montgomery, to take over the British colony. They hoped that the mere presence of the rebel soldiers would rally Canadians to their cause. This was not so, however, and British Regulars along with Canadian militia pushed Montgomery, as well as Colonel Benedict Arnold, out of Canada. Montgomery was killed and Arnold wounded, allowing the British forces to advance and take back land previous lost. It was not until George Washington took personal command of the forces that the British were pushed back to the border, securing their Canadian colonies for the future. These colonies would remain under British rule for another century, bolstered both financially and militarily by the influx of Loyalists from the new United States of America, as well as money from Britain, wanting to maintain control over their last colony in North America.

Common Goods

Although plenty of trade occurred during the United States’ founding years, most of it was done in an old fashioned way—bartering. Due to a ban on English specie leaving the home country and a prohibition on imports of gold and silver into the colonies, there was no official hard currency until the United States of America was established. This means that debts and taxes were often purchased with livestock, furs, grains, and slaves.

Of course, there are times when such a system is inconvenient, and for those occasions, alternative currencies are available. Coins, including Spanish Dollars and Dutch Guilders, were reasonably common. Paper currency printed by the colonies themselves was also available. All of those are subject to significant fluctuations in value, however, leaving one other method of trade—bills of exchange.

These bills are similar to vouchers good for currency in a foreign bank. In this case, the currency is typically the British Pound Sterling and is held by merchants in England. Using a bill of exchange is much like using a traveller’s check. As might be expected, however, financiers take their own cut out of these bills. In some cases, those proceeds are used to fund the Revolution itself.

Exchange Rates

1 Pound Sterling (£)	20 Shillings
1 Crown	5 Shillings
1 Shilling (s)	12 Pence/Pennies (d)
1 Gold Guilder (Dutch)	3 Shillings
1 Spanish Dollar	5 Shillings (1 Crown)
1 American Dollar	4 Shillings

Clothing

Basic Clothing 1£

This simple outfit consists of a linen shirt, breeches, and waistcoat for a man or linen dress, apron, and shawl or coat for a woman. This is the apparel of the commoner.

Heavy Clothing 2£

Providing greater protection from the elements, heavy clothing is typically made of animal skins that, while not hampering mobility, are more rugged than woven cloth.

Dress Clothing 4£

For those looking to make a favorable impression when mingling in high society, a finely tailored outfit such as this cannot hurt one’s chances.

Leather Shoes 8s

This simple footwear is sold in pairs that do not distinguish between left and right feet. They provide basic foot protection.

Heavy Boots 1£

Providing better protection than simple shoes, these high-cut boots are also more resistant to the elements.



Cocked Hat 5s
This three-cornered hat made of felt helps shade one's face from the sun and weather, while also providing an amount of elegance.

Fine Beaver Hat 1£
For those with the means, these hats are very warm, comfortable, and can be considered a luxury item outside of the frontier.

General Goods

Knapsack/Haversack 5s
These basic canvas packs, which can be made water-resistant by painting them, allow people to easily carry a number of basic items.

Candle 5s
For the given price, this provides two pounds of candle, providing many hours of illumination.

Soap 1s
This one-pound quantity of perfumed soap is a luxury for some, but a staple for others. It is highly recommended for the enterprising bachelor.

Canteen 5s
Typically made of either wood or tin, this round container can carry about a half day's water.

Watch 5£
An expensive item at this time, it is nonetheless a valuable tool for coordination and information.

Telescope 1£
Another helpful piece of equipment, this instrument has extensible tubes for improved magnification in a smaller package.

Rope 5s
This sixty-foot length of rope can serve many purposes.

Saw 10s
One of the essential tools of the frontier, the saw allows a person to clear wooded land and generate logs for construction and fuel.

Shovel 10s
The shovel is another important tool, making possible many different excavating and building projects.

Tobacco 8d
Tobacco is a popular commodity, and is sold by the pound.

Foodstuffs

Simple Meal 3d
Consisting of bread, cheese, and beer, this is a basic supper for those on a budget.

Average Meal 6d
A step above the simple meal, this dinner adds cold meat, often boiled beforehand, to the menu.

Good Meal 1s
For those with a taste (and the budget) for steak, along with basic accompaniments and a proper tip, this is the ideal supper.

Gin 2d
This quantity of gin is sufficient to inebriate most and knock out others.

Tea 10s
Considered the drink of choice by many, this one-pound supply provides for the brewing of many cups of this popular beverage.

Sugar 8d
This popular import is sold by the pound.

Butter 8d
A basic foodstuff sold in one-pound quantities.

Cheese 6d
A staple dairy product also sold by the pound.

Potatoes 8d
Sold in five-pound bags, potatoes are an excellent source of calories.

Bacon 6d
A one-pound cut of fat bacon, providing enough meat and grease for the hardest worker.

Weapons

Flintlock Musket 4£
This is a typical flintlock musket. It is sturdy and, with the ability to attach a bayonet, designed for military use. Lacking any rifling, the musket is not very accurate, but has a reasonable rate of fire.

Flintlock Pistol 3£
A smaller version of the musket, the pistol packs a similar punch. The cost of such convenience is further-reduced accuracy, making the pistol only truly useful at close range.



Flintlock Rifle

5£

With its rifled barrel, this weapon is easily the most accurate firearm of the period. Without the ability to attach a bayonet, however, it is little more than a club in melee combat. It also suffers from very slow reloading times.

Bow

2£

This well-crafted weapon features a faster rate of fire and better accuracy than a musket, but requires longer training and lacks the musket's versatility as a melee weapon.

Cartridge Box

15s

This item, with the exterior of a leather purse, has inside a wood block with twenty holes drilled into it, each of which can hold one cartridge upright in a dry, secure position.

Cartridges

8s

A lead round and gunpowder wrapped in a paper casing, these are ripped open by one's teeth when reloading a firearm. They are sold in groups of ten.

Quiver

5s

This is a sturdy container for arrows, worn on the back for increased mobility and payload. It can hold twenty arrows.

Arrows

5s

This is the ammunition required for a bow. Like cartridges, they are sold in bundles of ten.

Bayonet

8s

An optional attachment for muskets, this allows soldiers to fight more effectively in close combat and, when in proper formation, resist cavalry charges.

Sword

1£

This weapon, which excels in a melee, is also a sign of prestige. Persons of high rank sometimes carry swords with finely-crafted baskets made of precious metals or even adorned with jewels.

Axe

10s

As both a weapon and a tool, the axe is a useful item.

Pike

12s

Too unwieldy for close combat and being made obsolete by the bayonet, these twelve-foot-long pole-arms are still in use by forces too ill-equipped to carry muskets.

Knife

6s

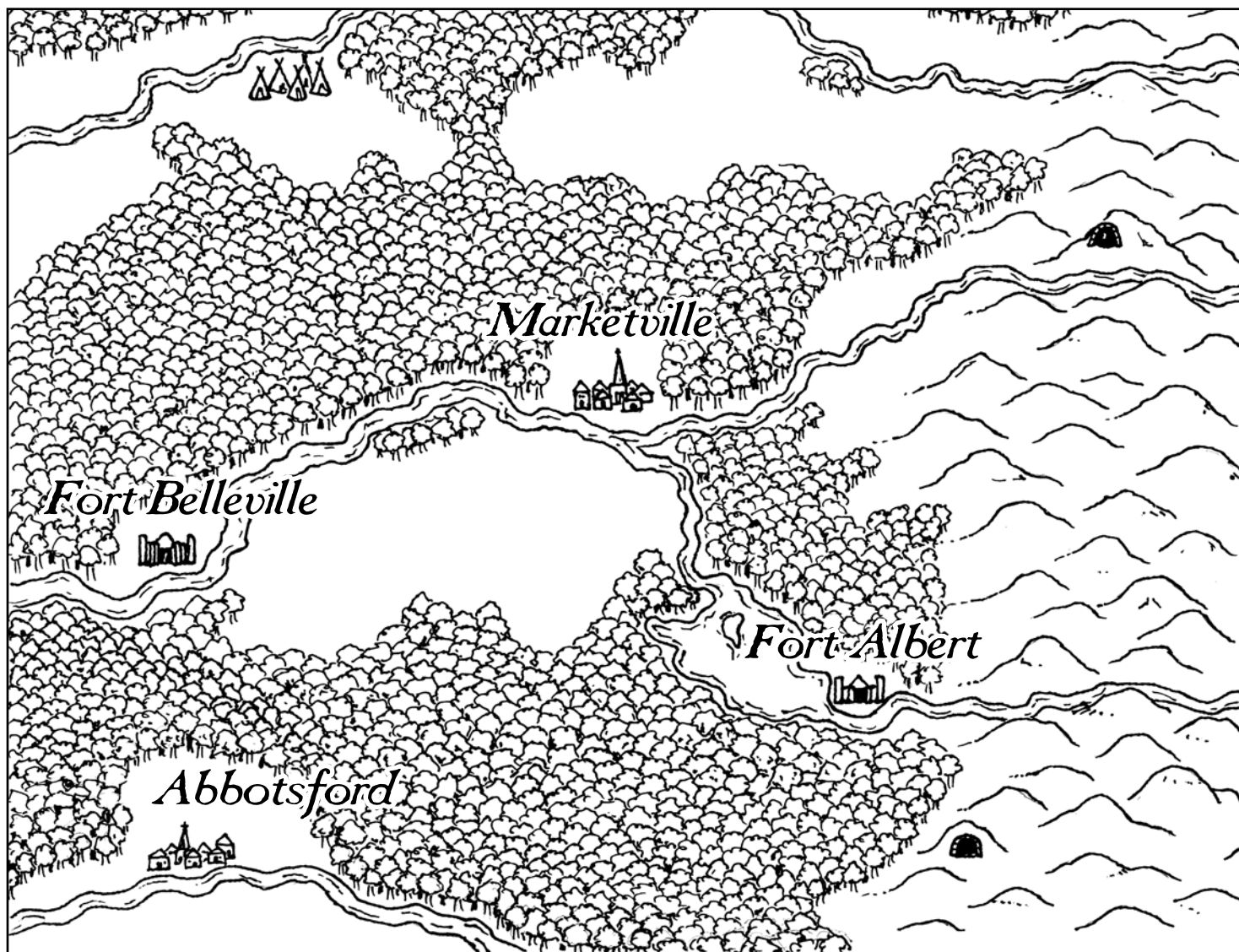
Another weapon that has many functions as a tool, the knife is an essential accoutrement.





Abbotsford

and its surroundings...





Chapter Six

The War at Home

This introductory setting and scenario paints a picture of a small town with a growing problem—do they support the Crown or the Revolutionaries? Not only are their loyalties to a nation tested, but also those to their friends and family. Life will never be the same in Abbotsford.

The rumors have been spreading like wildfire—there is a revolution afoot! The British have imposed their will long enough on the Thirteen Colonies and it is time for men to stand up and demand no taxation without representation! But when push comes to shove, are the player characters standing with the Loyalists backing British rule or with the Revolutionaries?

Abbotsford is a small farming village, founded decades ago by British settlers seeking to exploit the fine land and raise crops. Now the quiet community is being torn apart as rumors of revolution create conflict between fathers and sons, and friends and neighbors.

The most recent news is that of a small group of British troops arriving to secure the village for a larger army advancing through the area. This will be a deciding moment for Abbotsford, as it has to choose whether to declare itself for the Rebels or for the British Crown.

Whatever is decided will not only affect the residents of this small community, but also those of the surrounding areas—Marketville to the northeast and the two military settlements nearby, to say nothing of the Indian village far to the north. The British arrive once the player characters and the village itself are thrown into a conflict against the interests of the Crown.

EARLY 1776

"I say we set an ambush for those Redcoats," David Hereford shouts as he slams his fist down on the wooden table. The other three men flinch, looking around the bar to see if anyone had overheard the angry young man's comment.

"Sit down." Daniel Hereford motions with his hand, his voice low and steady. *"We do not know who is listening here or who is already in the pay of the Crown."*

The younger Hereford sits, biting his lip.

"We could raise a militia... create a barricade," James Watson mumbles. *"I know others that would stand with us."*

"And then what?" William Sanderson shakes his head, explaining, *"unless you are prepared to continue the fight, it is pointless."* His finger tapping on the table, Sanderson continues, *"we can fight, but we will be aligning ourselves with the Rebel Government. And that is something that cannot be easily undone."*

"And if we do not, the British troops will destroy us!" Growling, David exclaims, *"I have heard about how they occupy villages and have their way with our wives and sisters. They will strip us bare of all our supplies and leave us nothing but British paper and promises."*

"The boy has a point," Watson adds to the debate, nodding. *"It may be a case of the lesser evil."*

"Then if it is to be done, let us see who else is ready to take up arms." Sanderson stands from the table, proclaiming, *"and remember, this is a path we cannot turn from once we take the first step."*

Abbotsford

Abbotsford is a small village with only a handful of houses built around the town square; the majority of the residents owning and working on the outlying farms. But there are a few major buildings inside the town that are a source of interest for visitors. Other small businesses operate in the village, but the ones of note are described below.

Church

Led by Reverend Johnson, the church holds services every Sunday. A small graveyard nearby contains about two dozen graves and tombstones.

General Store

James Watson owns this business that also doubles as the Post Office. He has been under fire lately by the villagers for having to enforce the unpopular Stamp Tax and charging more for his goods. This is, of course, all due to the demands of the British Crown.



The Uprooted Oak

This meeting place and tavern is a small enterprise run by William Sanderson. As of late, it has not been doing well because of the increased financial pressures placed on the residents from British taxes. The disputes over current events throughout the village have also hurt business.

Blacksmith/Livery Stable

Harry Stone is the blacksmith and owner of this small building, turning out horseshoes and metalwork for anyone who can afford it. Rumor has it that Indian blood flows through his veins, but no one has been able to confirm or deny it, and no one dare ask the giant for the truth. He has room for five horses in his stable and is always willing to sell them to anyone who asks, provided they can pay his fee or barter well for the beasts.

Mallory's Fine Tailoring

Jacob Mallory is an experienced tailor with two apprentices, Malcolm Smyth and Eric Cannon. He can literally perform miracles with a bolt of cloth.

Abbotsford Residents

Daniel Heresford

The young Heresford is eager to prove himself a man and get out from under the shadow of his successful father. Working the farm has not only made him physically fit, but also taught him the ability to improvise.

Fitness	Awareness	Creativity	Reasoning	Influence
4	2	3	3	1

Skills
athletics 4, brawling 2, riding 3, tracking 2, literacy 2, animal handling 4, carpentry 2, streetwise 2, survival 2, street cred 2

Gimmicks
constitution, quick, sure-footed, loyal

Fatigue	Injury
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

David Heresford

As a young man, Heresford fought in the French and Indian War, returning to his wife a changed man. With her death a year later, he found himself raising his son alone and wanting nothing more than a quiet life farming his land. Now with war upon his doorstep, he finds himself once again preparing to take up arms, willingly or unwillingly with his son in tow.

Fitness	Awareness	Creativity	Reasoning	Influence
2	3	3	2	2

Skills
athletics 3, brawling 4, firearms 4, knife fighting 4, stealth 4, drinking 4, gambling 4, tracking 3, literacy 3, academics 3, commodities 2, general knowledge 3, legends 3, streetwise 4, survival 5, intimidation 3, negotiation 3, street cred 4, composure 5

Gimmicks
merchant contacts, hardened, forager, veteran

Fatigue	Injury
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

Harry Stone

Harry Stone is the result of a secret affair between a British woman and an Indian warrior. This sets him apart from the rest of the community. He does not see himself as a British subject, but neither does he see himself as an Indian. If war should come to his front door, he is ready to fight with all his skills.

Fitness	Awareness	Creativity	Reasoning	Influence
4	2	2	2	1

Skills
athletics 5, drinking 4, design 4, blacksmithing 6, carpentry 4, general knowledge 3, legends 5, medicine 6, streetwise 5, survival 5, intimidation 5, street cred 3, composure 3

Gimmicks
dexterous, hardened, hunter, smith contacts

Fatigue	Injury
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

William Sanderson

The Uprooted Oak has been in the Sanderson family for years, and with very little change. William Sanderson is the current owner and lives above the tavern itself. While he may not totally support the rebel cause, he knows the damage that British troops can do to a town, even those that support the Crown.



<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
2	2	2	3	2

Skills

athletics 2, drinking 3, gambling 3, literacy 3, commodities 3, general knowledge 4, commerce 3

Gimmicks

merchant contacts, eloquent, clumsy

<i>Fatigue</i>	<i>Injury</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

James Watson

As the local Postmaster and owner of the general store, James Watson is in a precarious position—charged with enforcing the new British taxes. While he supports the rebel cause in spirit, there is also a chance that he may be lured away with the promise of increased status under British rule.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
2	2	1	2	2

Skills

athletics 1, literacy 3, business 3, commodities 3, general knowledge 3, commerce 3, negotiation 3

Gimmicks

merchant contacts, trade contacts, government official

<i>Fatigue</i>	<i>Injury</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

Reverend Johnson

The reverend is a pacifist at heart, but knows that conflict is imminent. If at all possible, he keeps his church open as a sanctuary for those who wish to avoid conflict. His medical skills are more likely to be needed than his peacemaking skills.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
2	3	2	2	3

Skills

athletics 2, literacy 3, music 3, religion 6, medicine 5, sciences 4

Gimmicks

multilingual, wordsmith, pious

<i>Fatigue</i>	<i>Injury</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

Jacob Mallory

Originally trained in Boston, Jacob Mallory moved to Abbotsford to start his own tailoring shop and pass on his knowledge to another generation. He is a stout monarchist, however, and does not tolerate talk of rebellion in his shop. The rumor of the upcoming British troop arrival brings him a great deal of joy, for nothing else but the chance to sew new uniforms for the officers and hear the latest news from England.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
2	2	2	1	1

Skills

drinking 2, crafts 7, design 7, literacy 5, business 4, commodities 5, general knowledge 3, commerce 3

Gimmicks

trade contacts, merchant contacts, eloquent, lawful, proud

<i>Fatigue</i>	<i>Injury</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

Eric Cannon

At age fifteen, Eric is the first and oldest of Mallory's apprentices. He is secretly helping to organize the rebellion against the arriving troops by running messages back and forth through the village and outlying areas. Indentured to the elderly tailor years ago, he yearns for the freedom that may come with a revolution.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
3	2	3	2	1

Skills

athletics 3, brawling 3, stealth 3, gambling 2, crafts 4, design 4, forgery 4, literacy 4, streetwise 4, survival 3

Gimmicks

dextrous, quick, keen senses

<i>Fatigue</i>	<i>Injury</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 +2 +3 - DIFF	+1 +2 +3 - DIFF

Malcolm Smyth

At age ten, Malcolm is the younger of the two apprentices for Jacob Mallory. This eager boy admires both Eric and his master. Eric has not yet taken him into his confidence regarding the rebels, fearing that the young boy may go to Jacob out of a sense of loyalty. At some point, however, Malcolm finds himself caught between his friendship to Eric and his obligation to the tailor.



Fitness *Awareness* *Creativity* *Reasoning* *Influence*
 3 2 2 1 1

Skills

athletics 2, crafts 3, design 3, literacy 3, streetwise 3, survival 3

Gimmicks

quick, sure-footed, compassionate

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Marcus Mueller

A young businessman seeking his fortune in the New World, Mueller sought to find trade contacts between settlements without much success. Then he met John Grover, and began a partnership to transport needed supplies to American Revolutionaries.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
 2 2 1 2 2

Skills

athletics 2, drinking 3, gambling 3, literacy 3, academics 3, business 5, commodities 5, streetwise 4, commerce 5, negotiation 5, street cred 2

Gimmicks

trade contacts

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

John Grover

John Grover is another businessman in Marketville trying to make a profit from the conflict raging around him—to the point that he gladly trades with friend or foe, as long as their money is good. He has formed a partnership with Marcus Mueller for transporting goods back and forth, intended as supplies for the rebellion.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
 2 2 1 1 1

Skills

athletics 2, literacy 3, academics 2, business 5, commodities 5, streetwise 3, commerce 5, negotiation 3, street cred 3

Gimmicks

trade contacts

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

The British Troops

Unknown to the villagers, the advance group of British troops is being led by Major Harold Wakesford out of Fort Belleville. These troops number no more than twenty men, all of whom are veterans of overseas conflicts under the Major and have no problem carrying out his orders. The gamemaster may wish to increase or decrease this number depending on the group of players. Another unit is attached to Fort Albert and led by Captain John Kingston.

Major Harold Wakesford

The Major has a reputation for being cruel and vicious with those who express support for the rebels or their cause. Even Loyalists may find themselves on the Major's bad side as he confiscates goods and supplies in the name of the Crown—but more often than not, it is for his own personal gain.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
 3 3 2 2 4

Skills

athletics 3, firearms 4, sword fighting 4, riding 4, drinking 6, interrogation 6, literacy 4, general knowledge 3, intimidation 6, negotiation 5, performance 4, composure 4

Gimmicks

military rank, infamous

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Captain John Kingston

As a recent arrival to the Colonies, the Captain is eager to prove himself worthy of his rank and wishes to move up quickly in the British Army.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
 3 3 2 2 2

Skills

athletics 3, firearms 4, sword fighting 4, riding 4, literacy 4, negotiation 2, survival 3, street cred 2, performance 1, composure 2

Gimmicks

military rank

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF



Typical British Soldier

The majority of British soldiers have committed their entire lives to serving the Crown, some traveling around the world to help expand and keep the British Empire strong. Loyal to the bitter end, these men fight to the death since they know no other life.

Fitness	Awareness	Creativity	Reasoning	Influence
3	2	2	2	2

Skills

athletics 3, brawling 3, firearms 5, knife fighting 5, drinking 5, general knowledge 2, composure 2

Gimmicks

professional, poor, military

Fatigue

□ □ □ □ □
+1 +2 +3 - DIFF

Injury

□ □ □ □ □
+1 +2 +3 - DIFF

Typical Indian Warrior

Many Indian nations sided with the British, most notably, four of the six Iroquois nations. Some even fought their own on the battlefield. Both the Americans and the British look down upon their Indian allies as lesser men and warriors, despite any achievements in battle.

Fitness	Awareness	Creativity	Reasoning	Influence
4	3	2	2	2

Skills

athletics 4, archery 4, brawling 5, knife fighting 4, riding 5, tracking 5, navigation 3, survival 3, legends 4, negotiation 2, composure 5

Gimmicks

forager, discriminated, hardened

Fatigue

□ □ □ □ □
+1 +2 +3 - DIFF

Injury

□ □ □ □ □
+1 +2 +3 - DIFF

Enter the Characters...

A businessman going by the name of Marcus Mueller approaches the characters in town, asking for their help. He attempts to hire them to transport goods from Abbotsford to Marketville. With the increasing political tension, no one cares to take on the simple job of accompanying a single wagon down the road. Also required is that they veer off the road near the British Fort and move along a hidden trail through the forest—this path has been in use for many years as a shortcut. Mueller is willing to pay 2£ in advance, with his partner, John Grover, paying another 5£ in Marketville once the goods are delivered.

To make matters tricky, a rumor has been spread that the wagon contains contraband weapons. As much as Mueller attempts to assure the town and the characters that the cargo is merely foodstuffs and other supplies, no one really believes him. If the characters refuse to follow through with the errand, they not only lose the advance from Mueller, but are also viewed with suspicion by the inhabitants—they are now seen as unable to keep promises and may even be suspected of spying with intent to stir dissent. The characters are also free to inspect the contents once they are on the road, but Mueller assures them that payment will not be forthcoming if the wax seals are broken on the containers.

The characters are provided with horses and a single wagon to transport the goods. Firearms and various supplies for the trip are also available for sale through Marcus Mueller.

Horse

Gimmicks	Fitness	Awareness
slow as molasses, workhorse	4	2

Fatigue

□ □ □ □ □
+1 +2 +3 - DIFF

Injury

□ □ □ □ □
+1 +2 +3 - DIFF

Wagon

Gimmicks	Cover	Frame
extended cargo capacity	0	3

Structural Damage

□ □ □ □ □
+1 +2 +3 - DIFF

Encumbrance

□ □ □ □ □
+1 +2 +3 - DIFF

Both the revolutionaries (through Grover) and the British seek to obtain the shipment, with the latter also intent on extracting information about the characters' contacts in both towns. Major Wakesford, along with some Indian allies, hunts for the wagon while it is en route to its destination.

Defeating the British troops results in a price placed on the characters' heads by the Crown. This is highly unlikely, however, as they are professional soldiers. The gamemaster is encouraged to allow them to escape, but only defeat the soldiers if the players display useful tactical planning or maneuvers.

If the British capture the characters, their punishment depends on their actions during the battle. Fighting honorably results in Major Wakesford transporting them to the closest fort for imprisonment, but dishonorable acts, such as ambushing the troops, results in swift executions. Obviously, the latter situation means an end to the characters—the gamemaster is encouraged to avoid this, relying on a band of rebels to attack the Crown's soldiers in order to retrieve the cargo, and resulting in the liberation of the characters as a by-product.



Negotiations are possible with the military unit if done properly and carefully. Regardless of how eloquent the characters are, however, they are escorted to the nearest fort. The characters are interrogated once they arrive at Fort Albert or Belleville. The British wish to learn the identity of the man responsible for transporting weapons to the rebels, the culprit being Marcus Mueller. The characters may wish to reveal this information to avoid punishment, but are destined to suffer horribly for this betrayal as rumors of their despicable act circulate—they will be viewed with suspicion by anyone and everyone in the area.

New Agenda

After the British are sighted in the area, Abbotsford is torn asunder by political strife, while Marketville is on the edge of armed revolt. Rumors abound of caches of weapons and hidden gold required for the procurement of firearms for the fledgling revolutionaries in the caves to the east.

At times, words can be more powerful than weapons, and this is one of those times...

If the characters make it to Marketville with the cargo, they are approached by locals who seek their assistance. The local rebel leader, Benjamin Handler, is planning to talk to the townspeople in an attempt to raise funds and volunteers for the Revolutionary Army. This is obviously going to be a heated meeting, and the characters are requested to act as bodyguards not only for his initial speech in Marketville, but also for a further appeal in Abbotsford. The latter promises even more danger, since the British are on their way and Loyalists seek to keep Handler from drumming up support, resorting to violence if necessary.

Benjamin Handler

Born and raised in Boston, Benjamin Handler declared his support for the rebel cause on the night that the British troops arrested his father. While he is still a young man, his fiery speeches have become legendary for inciting people to support the rebels.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
2	3	2	2	3

<i>Skills</i>
athletics 2, firearms 2, literacy 5, investigation 3, academics 2, business 2, general knowledge 4, printing 1, streetwise 2, survival 2, negotiation 5, performance 6

<i>Gimmicks</i>
representative, famous, wordsmith

<i>Fatigue</i>	<i>Injury</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 - DIFF	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 - DIFF

Handler is due to speak at the village square at noon the day after the characters are offered the job. He is already in town, but hiding as preparations are made for both his speech and his departure for Abbotsford.

The British have already heard the rumors of Handler going to Abbotsford and are en route with a small military group led by Major Wakesford, ready to take him into custody for treason. They depart Fort Belleville and make their way through the woods north of Abbotsford, but are delayed by the excessively-thick brush.

As Handler finishes his speech in the market square, a young rebel, fired up with Handler's words, pulls out a firearm and shoots at a Loyalist troublemaker. While the bullet flies wide, other Loyalists believe that they are in danger, and confusion results. The characters must retrieve Handler from the square and get him out of town without fail. This is not an easy task as Loyalists are now forming their own militias and gangs in an attempt to find and silence Benjamin Handler.

Despite the dangers, Handler is adamant that he be taken to Abbotsford for his second speech regardless of the consequences. The characters are unable to change his mind no matter how hard they try, and either continue their service to Handler or allow him to go alone. If they leave the revolutionary, he is most likely captured and executed on the way to Abbotsford, leaving the characters with a stain on their reputations that will be hard to remove. This may even haunt them before the tragic event occurs, and by virtue of their guilty consciences or dirty looks from townspeople, a change of mind is not unfathomable.

Between the British march and the Loyalist-Revolutionary split, Abbotsford is a powder keg waiting for a single spark. As the characters and Handler arrive, they are heralded as heroes, since the disruption at Marketville is now being spun as an attempt on Handler's life by the British. Loyalist riders inform the British troops of the incident, and the Major is less than thrilled—another group of soldiers has been dispatched from Fort Albert to reinforce the enraged Major Wakesford. The characters are now not only charged with keeping Handler safe from the Loyalists in Abbotsford (who want the rebel speaker silenced and removed from their village), but also trying to stay ahead of the British troops that are coming from two directions.

Retaliation

Handler's rally is relatively peaceful, but the gamemaster can provide a few side-encounters here. Once the British are sighted on the outskirts of Abbotsford, Handler discloses to the characters that he has an emergency plan. He requests that they make a trek to the Cliff Cave south of Fort Albert and alert the rebel force hiding there of the town's situation. In the meantime, Handler leads the town in removing the Loyalist threat and fortifying the area. If the rebel militia can get to the town with the cannons in time, they can fend off the British.



Captain Kingston is in charge of the large British force to the east of town. While he never backs down from a fight, he also does not stop pursuing the rebels after they sneak out of town. A good part of his soldiers are green recruits, however, and are not very experienced in battle. The British split up into several groups. One of these (a number of soldiers equal to double the number of player characters) manages to catch the characters' scent and chases them to the cave. The characters must outrun or shake them on their horses.

If the characters make it to the cave, the soldiers retreat in the face of an overwhelming number of militiamen, regrouping with the main force. The characters also have the option to turn and fight the small band of soldiers. Alternatively, they could also plan an ambush with the rebel militia, but it requires exceptional riding skill in order to secure enough time for the planning and execution of such a feat.

Regardless of the characters' actions, the waiting militia heads for Abbotsford as quickly as possible. They are bound to run into the main force of British troops along the way and a battle ensues. Because the rebels are planning to use the cannons to defend Abbotsford, they are caught off-guard and unable to use them during this skirmish. Should the militia win, they continue to the town and prepare for attack from the British forces from Fort Belleville, led by Major Wakesford (the militia augments the town's forces).

If the town successfully fends off the attack, the characters make a valuable friend in the Revolutionary Army. Of course, the British view the characters as traitors and issue arrest orders for them if any commanders are still alive. This can also create a personal vendetta between the characters and Captain Kingston or Major Wakesford, as they view the failure of his troops to capture the rebel speaker and town as a personal slight on their honor. Further, should the British forces be defeated, reinforcing the rebel militia could mean a siege on the two British forts and eventual conquest of the area by Revolutionary forces.

British Forces from Fort Belleville

Perspective	Frame	Force	Function
-1	0	1	3
<i>Weapons</i>			
no artillery (melee attacks only)			
<i>Gimmicks</i>			
none			
<i>Structural Damage</i>		<i>Casualties</i>	
■■■■■		□□□□□ +1 +2 +3 - DIFF	

British Forces from Fort Albert

Perspective	Frame	Force	Function
-1	0	1	1
<i>Weapons</i>			
no artillery (melee attacks only)			
<i>Gimmicks</i>			
none			
<i>Structural Damage</i>		<i>Casualties</i>	
■■■■■		□□□□□ +1 +2 +3 - DIFF	

Rebel Militia

Perspective	Frame	Force	Function
-2	0	2	1
<i>Weapons</i>			
no artillery (melee attacks only)			
<i>Gimmicks</i>			
none			
<i>Structural Damage</i>		<i>Casualties</i>	
■■■■■		□□□□□ +1 +2 +3 - DIFF	



Fort Albert

Perspective	Frame	Force	Function
0	1	1*	2

Weapons

2†x 6lb cannons

Gimmicks

barracks, depot, (*force rating of 2 with Captain Kingston's troops)

Structural Damage

□□□□□
+1 +2 +3 - DIFF

Casualties

□□□□□
+1 +2 +3 - DIFF

Fort Belleville

Perspective	Frame	Force	Function
+2	1	0*	1

Weapons

1†x 6lb cannons, 1†x 4lb cannons

Gimmicks

(*force rating of 1 with Captain Kingston's troops)

Structural Damage

□□□□□
+1 +2 +3 - DIFF

Casualties

□□□□□
+1 +2 +3 - DIFF

Abbotsford Fortification

Perspective	Frame	Force	Function
0	2	2*	1*

Weapons

4x 6lb cannons, 2x 12lb cannons (*1†x 12lb cannons with militia)

Gimmicks

attached community, well, (*augment with militia numbers if it sustained only weakened or fewer casualties)

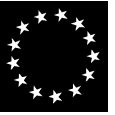
Structural Damage

□□□□□
+1 +2 +3 - DIFF

Casualties

□□□□□
+1 +2 +3 - DIFF





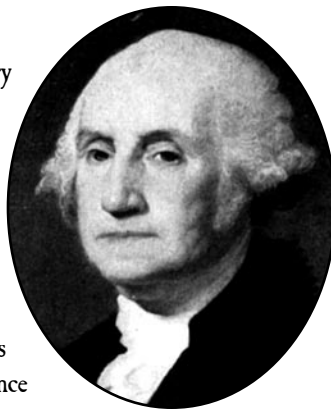
Chapter Seven

Historical Figures

The following figures can be easily dropped into stories as non-player characters, providing a little structure—player characters can assist them as a way of propelling a plot. While only a small selection of the notable and influential figures of the times are provided below, any such icon of history can be introduced on the spot, even without the need of game statistics, since they are ideal for storytelling purposes.

George Washington

George Washington started his military career during the French and Indian War, and has his first military loss at Fort Necessity where he is forced to surrender. It is disputed that he confessed about his actions leading to the death of a French officer. Later, he looks back at that battle as a major turning point in his life, as he leads the rebel colonists towards independence from the British. One of the most important aspects that made Washington great was that he voluntarily gave up both his military power and presidency—this was a first in the history of national leaders, and one of the qualities necessary for a nation based on democracy.



<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
3	3	3	3	4

Skills

athletics 5, brawling 5, firearms 8, knife fighting 7, riding 7, sword fighting 7, interrogation 5, investigation 5, tracking 5, literacy 8, music 7, academics 6, business 7, commodities 7, carpentry 5, general knowledge 7, sciences 6, streetwise 6, survival 6, commerce 7, intimidation 6, negotiation 8, street cred 8, composure 8

Gimmicks

government official, military rank, famous

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Benjamin Franklin

As a diplomat during the turbulent times of the American Revolution, Benjamin Franklin has no equal. While in France to acquire the support of the French King, Franklin distinguishes himself in many fields, including science and writing. Upon his return to the United States, he continues his studies and helps design the Great Seal of the United States. It should be noted that while Benjamin Franklin is unlike other men, many others excel in the same qualities that make him great, just not at the same time. He is responsible for a number of inventions and public services. A firm believer that it is man's greatest gift to share his abilities with society, Dr. Franklin never sought a single patent.



<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
3	3	4	5	3

Skills

athletics 2, firearms 3, riding 3, drinking 3, gambling 3, interrogation 5, investigation 6, crafts 5, design 5, literacy 8, music 8, academics 8, business 7, commodities 7, carpentry 3, demolitions 4, general knowledge 7, gunnery 3, masonry 3, mechanics 7, printing 8, religion 7, sciences 8, commerce 6, intimidation 5, negotiation 5, performance 5, seduction 5, street cred 6, composure 7

Gimmicks

government official, famous, tolerant, wordsmith, merchant contacts

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF



Benedict Arnold

Known primarily for his attempt to betray the rebels to the British at West Point, Benedict Arnold actually served in the Revolutionary Army with distinction for many years beforehand, particularly at Fort Ticonderoga and the Battle of Saratoga. He is outspoken about despising any attempt to seek support from the French while on the side of the Revolution. Evading capture after his treasonous attempts, he accepts a position in the British Army, but finds himself at odds with them, being viewed as just a traitor.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
3 2 2 2 1

Skills

athletics 5, firearms 5, knife fighting 4, riding 6, sword fighting 5, drinking 4, gambling 4, interrogation 4, investigation 4, forgery 5, literacy 5, music 5, business 2, commodities 2, general knowledge 4, streetwise 2, survival 2, commerce 2, intimidation 2, negotiation 6, performance 5, seduction 4, street cred 3, composure 3

Gimmicks

military rank, infamous (after his betrayal)

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Samuel Adams

Cousin to John Adams, this man makes his reputation primarily by helping organize the famous Boston Tea Party. As a delegate to the Continental Congress, he serves on many boards and eventually signs the Declaration of Independence. John is often mistaken for Samuel, the more popular Adams.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
3 3 2 3 2

Skills

athletics 3, drinking 4, gambling 4, interrogation 5, investigation 5, literacy 7, music 5, academics 6, general knowledge 5, sciences 3, commerce 1, intimidation 5, negotiation 5, performance 5, seduction 2, street cred 3, composure 3

Gimmicks

representative

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

John Adams

John Adams first comes to the public's attention during the outcry over the Stamp Act of 1765. He helps encourage rebellion through writing articles and creating discussion. Later, he finds himself defending British soldiers in court, accused of what would be later known as the Boston Massacre. He succeeds in getting many of the soldiers acquitted and gains a reputation as a fair and honest man. He is sent to France alongside Benjamin Franklin, but is recalled once his bullish attitude threatens relations. As a member of the Continental Congress, he is responsible for the formation of the United States Navy.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
3 3 3 3 3

Skills

athletics 3, boating 4, firearms 3, interrogation 7, investigation 7, literacy 8, music 7, academics 8, business 7, commodities 6, general knowledge 7, sciences 8, commerce 7, intimidation 7, negotiation 3, performance 7, street cred 5, composure 6

Gimmicks

government official, wordsmith

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Abigail Adams

Married to John Adams, this young woman begins writing voraciously at a young age, and later sending letters back and forth to her husband in aim of the goals for the Continental Congress and Constitution. After seeing the Battle of Bunker Hill and the burning of Charleston in person, she becomes an active voice for not only female rights to be enshrined in the Constitution, but also how the fledgling government should be run.

Fitness *Awareness* *Creativity* *Reasoning* *Influence*
2 3 3 3 2

Skills

athletics 2, literacy 8, music 7, business 3, commodities 3, general knowledge 5, commerce 4, negotiation 6, performance 6

Gimmicks

wordsmith, compassionate

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF



Friedrich Wilhelm von Steuben

Friedrich von Steuben became an officer in the Prussian Army by the age of seventeen. Discharged from the military in his thirties, he finds himself looking for work. The French Minister of War sends him to aid George Washington, finding himself directing the training and equipping of the rebel army, despite his foul-mouth. He becomes known as the father of the United States Army.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
4	3	2	2	3

Skills

athletics 5, boating 3, brawling 3, firearms 6, knife fighting 5, riding 5, sword fighting 5, drinking 5, gambling 5, interrogation 4, investigation 4, literacy 5, music 3, general knowledge 5, streetwise 3, survival 3, intimidation 6, negotiation 6, performance 5, street cred 4, composure 3

Gimmicks

veteran, military rank

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Major General William Howe

One of three brothers to serve during the Revolutionary War, Major General Howe began his career as an officer in the Duke of Cumberland's Dragoons in 1746. Howe is eventually posted to North America as part of the British force fighting in the French and Indian War. Participating in the Battles of Bunker Hill and New York, he is one of the few to defeat George Washington on the field of battle.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
3	3	3	3	4

Skills

athletics 5, brawling 3, firearms 7, knife fighting 6, riding 6, sword fighting 7, drinking 4, gambling 4, interrogation 4, investigation 4, literacy 5, music 5, general knowledge 5, streetwise 3, survival 3, intimidation 5, negotiation 5, performance 3, street cred 4, composure 4

Gimmicks

veteran, gentlemanly, title, military rank

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Sir Henry Clinton

Originally born in Newfoundland, Canada, Sir Henry Clinton enters the New York Militia while his father serves as Governor for the colony. He later moves to England with his family and continues his military career with the Coldstream Guards, eventually dispatched to stifle the rebellion in the colonies as a Major-General. He will be held responsible for the loss of the colonies to the rebels if he cannot put down these upstarts.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
3	2	2	2	4

Skills

athletics 4, brawling 1, firearms 5, knife fighting 2, riding 5, sword fighting 6, interrogation 5, investigation 5, literacy 5, general knowledge 5, survival 4, intimidation 5, negotiation 5, performance 4, street cred 4, composure 5

Gimmicks

title, veteran, military rank

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF

Joseph Brant

One of the few Native Americans to see military service in the British Army, Joseph Brant is a leader of his Mohawk tribe. Having worked with the British during the French and Indian War, he is prepared to offer his assistance to the British yet again as they fight the rebels. His reputation for cruel atrocities against both military and civilian targets may or may not be true—that is left to the discretion of the gamemaster.

<i>Fitness</i>	<i>Awareness</i>	<i>Creativity</i>	<i>Reasoning</i>	<i>Influence</i>
4	4	2	2	2

Skills

archery 5, athletics 5, boating 5, brawling 7, firearms 4, knife fighting 7, riding 5, stealth 7, interrogation 5, investigation 5, tracking 7, navigation 5, animal handling 4, general knowledge 6, legends 8, medicine 6, survival 7, intimidation 7, negotiation 6, performance 5, street cred 6, composure 7

Gimmicks

forager, discriminated

Fatigue

+1 +2 +3 - DIFF

Injury

+1 +2 +3 - DIFF



Marquis de Lafayette

One of George Washington's closest friends, Marie-Joseph-Paul-Yves-Roch-Gilbert Du Motier or the Marquis de Lafayette begins his military career in France. Upon hearing of the rebellion in North America, he risks life and limb to travel to the colonies and offer his expertise to the rebels. At the tender age of nineteen, he proves himself to be an able commander and becomes part of Washington's inner circle of friends.

Fitness	Awareness	Creativity	Reasoning	Influence
3	2	2	2	2

Skills
athletics 6, brawling 3, firearms 5, knife fighting 6, riding 6, sword fighting 6, drinking 4, gambling 4, interrogation 4, investigation 4, literacy 7, music 4, general knowledge 6, streetwise 6, survival 6, intimidation 4, negotiation 4, street cred 5, composure 4

Gimmicks
title, veteran, loyal

Fatigue	Injury
□ □ □ □ □ +1 +2 +3 - DIFF	□ □ □ □ □ +1 +2 +3 - DIFF

Daniel Boone

One of the most famous frontiersmen, Daniel Boone serves as a militia officer in Kentucky during the rebellion. Captured by Shawnees during this time, he escapes and returns to fight against British incursions. Even today, people still hear tales about this mighty warrior.

Fitness	Awareness	Creativity	Reasoning	Influence
4	4	3	3	2

Skills
archery 3, athletics 7, boating 6, brawling 7, firearms 6, knife fighting 7, riding 7, stealth 7, drinking 5, gambling 5, interrogation 5, investigation 5, navigation 7, tracking 7, literacy 4, animal handling 5, general knowledge 5, legends 7, streetwise 5, survival 6, intimidation 6, negotiation 6, performance 3, street cred 5, composure 6

Gimmicks
famous, ranger

Fatigue	Injury
□ □ □ □ □ +1 +2 +3 - DIFF	□ □ □ □ □ +1 +2 +3 - DIFF

Thomas Paine

Originally born in England, Thomas Paine immigrated to the Colonies on the behest of Benjamin Franklin, who wrote him a letter of recommendation. Once in North America, he becomes a vibrant believer in the rebel cause, anonymously printing "Common Sense," a pamphlet that becomes the rallying cry of Washington's army.

Fitness	Awareness	Creativity	Reasoning	Influence
2	2	3	2	2

Skills
athletics 2, firearms 2, riding 2, interrogation 2, investigation 2, literacy 8, general knowledge 5, performance 7

Gimmicks
eloquent, wordsmith

Fatigue	Injury
□ □ □ □ □ +1 +2 +3 - DIFF	□ □ □ □ □ +1 +2 +3 - DIFF

Patrick Henry

One of the more radical rebels in the Revolution, Patrick Henry makes a name for himself first as an attorney and later as a representative to the House of Burgesses in Virginia. His fiery speeches stir the soul and move many rebels to action. He is not just a speaker—he is also involved in the famous Gunpowder Incident, leading a militia against British forces.

Fitness	Awareness	Creativity	Reasoning	Influence
3	3	4	4	4

Skills
athletics 3, riding 3, interrogation 4, investigation 4, literacy 7, academics 6, business 5, commodities 5, general knowledge 5, commerce 5, intimidation 5, negotiation 5, performance 8, street cred 5, composure 6

Gimmicks
representative, wordsmith, eloquent

Fatigue	Injury
□ □ □ □ □ +1 +2 +3 - DIFF	□ □ □ □ □ +1 +2 +3 - DIFF



Task Reference

Fighting Tasks

Knife Attacks <i>knives, small bladed weapons, bayonets</i>	fitness + knife fighting
Sword Attacks <i>swords, large bladed weapons</i>	fitness + sword fighting
Brawling Attacks <i>punching, kicking, and grappling</i>	fitness + brawling
Firearms Attacks <i>flintlock weapons</i>	fitness + firearms
Archery Attacks <i>bows and arrows</i>	fitness + archery
Other Armed Attacks <i>axes, hammers, grenades, thrown items, etc.</i>	fitness + athletics
Trampling Attacks <i>attacking with horses</i>	fitness + riding
Artillery Attacks <i>cannons and mortars</i>	reasoning + gunnery
Armed Defense <i>block or parry attacks with blunt objects, such as canes</i>	fitness + brawling
Brawling Defense <i>block or parry punches and kicks</i>	fitness + brawling
Sword Defense <i>block or parry sword attacks</i>	fitness + sword fighting
Other Armed Defense <i>block or parry with axes, picks, hammers, etc.</i>	fitness + athletics
Dodging or Evasion <i>evade and dodge attacks</i>	fitness + athletics
Escaping <i>breaking free from and avoiding grappling attacks</i>	fitness + athletics

Siege Tasks (Forts)

Spotting <i>spotting enemy guns and units</i>	force + function ± perspective
Ranging <i>spotting enemy guns and units, and determining their range</i>	force + function ± perspective
Gunnery Attacks <i>preparing and firing cannons and mortars; determining range to targets</i>	force + function
Melee Attacks <i>infantry and cavalry attacks</i> <i>only armies and wrecked forts can be attacked in this manner</i>	force + function

Siege Tasks (Characters)

Spotting <i>spotting enemy guns and units</i>	awareness + investigation ± perspective
Ranging <i>determining range to targets</i>	awareness + gunnery ± perspective
Gunnery Attacks <i>determining range to target, and preparing and firing cannons and mortars</i>	reasoning + gunnery

Spotting and Ranging Difficulties

Point Blank (pb)	Trivial (-2)
Short (s)	Routine (0)
Medium (m)	Complex (2)
Long (l)	Challenging (4)

Spotting and Targeting Modifiers

Target is firing weapons	-4DIFF
Target is stationary at long range	+2DIFF
Target is concealed	+1DIFF to +4DIFF
Inclement weather	+2DIFF



Fighting/Siege Reference Part 1

Siege Reaction Modifiers

Area is obscured (fog, storms, etc.)	-3
Weakened	-1 (forts only)
Decimated	-2 (forts only)
Butchered	-3 (forts only)
numbered/stressed/spained	-1 (characters only)
fuddled/strained/wounded	-2 (characters only)
inebriated/exhausted/maimed	-3 (characters only)

Siege Environmental Modifiers

Adverse Conditions	+1DIFF to +3DIFF
Called Strike	+2DIFF
impaired/weakened	+1DIFF
breached/decimated	+2DIFF
compromised/butchered	+3DIFF

Reload Times

Bow	—
Flintlock Pistol	3 turns
Flintlock Musket	4 turns
Flintlock Rifle	7 turns
3lb Cannon	1 minute (12 turns)
4lb Cannon	2 minutes (24 turns)
6lb Cannon	3 minutes (36 turns)
12lb Cannon and Mortars	10 minutes (120 turns)
18lb Cannon	30 minutes (360 turns)
24lb Cannon	60 minutes (720 turns)

Basic Fighting Damage

Brawling	1FAT
Rock/Club	2FAT
Knife	1INJ
Sword	3INJ
Axe	3INJ
Flintlock Pistol	3INJ
Flintlock Musket	4INJ
Flintlock Rifle	4INJ
Bayonet	3INJ
Pike	3INJ
Tomahawk	3INJ
Spear	3INJ
Arrow	1-2INJ
Hand Grenade	6INJ

Basic Siege Damage

<i>Weapon</i>	<i>Round Shot</i>	<i>Canister Shot</i>
3lb Cannon	1STR	1CAS
4lb Cannon	2STR	1CAS
6lb Cannon	3STR	1CAS
12lb Cannon	4STR	1CAS
18lb Cannon	5STR	2CAS
24lb Cannon	6STR	2CAS
Mortar	3STR or 2CAS	



Fighting/Siege Reference

Part 2

Advanced Personal Weapons

Weapon	Accuracy	Damage	Range	Reload
Flintlock Pistol	+2DIFF	3INJ	20 yds	3 turns
Flintlock Musket	+2DIFF	4INJ	50 yds	4 turns
Flintlock Rifle	-	4INJ	100 yds	7 turns
Rock/Club	-	2INJ	8 yds	-
Knife	-	1INJ	8 yds	-
Sword	-	3INJ	-	-
Axe	-	3INJ	-	-
Tomahawk	-	3INJ	-	-
Bayonet	-	3INJ	-	-
Pike	-	3INJ	-	-
Spear	+2DIFF*	3INJ	20 yds	-
Arrow	+2DIFF**	1-2INJ	20 yds	-
Hand Grenade	-	6INJ	8 yds	-

* short, medium, and long ranges only

** medium and long ranges only

Grouped Weapon Damage Values

Force Rating	Current Casualties	Damage Adjustment
0 - 1	decimated or worse	half damage (round up)
0 - 1	scrambled or weakened	-
0 - 1	none	+1CAS
2 - 3	decimated or worse	-
2 - 3	weakened	+1CAS
2 - 3	none or scrambled	+2CAS
4 - 5	butchered or worse	-
4 - 5	decimated	+1CAS
4 - 5	weakened	+2CAS
4 - 5	none or scrambled	+3CAS

Advanced Siege Weapons Damage & Range

Weapon	Round Shot	Canister Shot	Range
3lb Cannon	1STR	1CAS	800 yds
4lb Cannon	2STR	1CAS	900 yds
6lb Cannon	3STR	1CAS	1000 yds
12lb Cannon	4STR	1CAS	1200 yds
18lb Cannon	5STR	2CAS	1400 yds
24lb Cannon	6STR	2CAS	1600 yds
Mortar	3STR or 2CAS		600 yds

Advanced Siege Weapons Accuracy at Long Range

Weapon	vs. Fort/Army	vs. Character	
	Round/Canister Shot	Round Shot	Canister Shot
3lb Cannon	-	+4DIFF	+1DIFF
4lb Cannon	-	+5DIFF	+2DIFF
6lb Cannon	-	+6DIFF	+3DIFF
12lb Cannon	+1DIFF	+7DIFF	+4DIFF
18lb Cannon	+2DIFF	+8DIFF	+5DIFF
24lb Cannon	+3DIFF	+9DIFF	+6DIFF
Mortar	-		+6DIFF

Structural Damage and Casualties

Grade	Structural Damage	Casualties	Penalty
1	Dented	Scrambled	-
2	Impaired	Weakened	+1DIFF
3	Breached	Decimated	+2DIFF
4	Compromised	Butchered	+3DIFF
5	Wrecked	Annihilated	-



Fitness Awareness Creativity Reasoning Influence

Name

Background

Role

Era

Gimmicks

Skills

Health

- | <i>Intoxication</i> | <i>Fatigue</i> | <i>Injury</i> | |
|--|--|--|--------|
| <input type="radio"/> <i>Dizzied</i> | <input type="radio"/> <i>Dazed</i> | <input type="radio"/> <i>Bruised</i> | - |
| <input type="radio"/> <i>Numbed</i> | <input type="radio"/> <i>Stressed</i> | <input type="radio"/> <i>Sprained</i> | +1DIFF |
| <input type="radio"/> <i>Fuddled</i> | <input type="radio"/> <i>Strained</i> | <input type="radio"/> <i>Wounded</i> | +2DIFF |
| <input type="radio"/> <i>Inebriated</i> | <input type="radio"/> <i>Exhausted</i> | <input type="radio"/> <i>Maimed</i> | +3DIFF |
| <input type="radio"/> <i>Unconscious</i> | <input type="radio"/> <i>Unconscious</i> | <input type="radio"/> <i>Incapacitated</i> | - |

Gear

Biography and Notes



Perspective *Frame* *Force* *Function*

Fort/Army

Weapons

Gimmicks

Integrity

Structural Damage

- Dented
- Impaired
- Breached
- Compromised
- Wrecked

Casualties

- Scrambled -
- Weakened +1DIFF
- Decimated +2DIFF
- Butchered +3DIFF
- Annihilated --



Cover



Frame

Wagon

Gimmicks and Horses

Cargo

Integrity

Structural Damage

- Dented
- Impaired
- Breached
- Compromised
- Wrecked

Encumbrance

- Loaded -
- Laden +1DIFF
- Weighted +2DIFF
- Burdened +3DIFF
- Immovable --



Fitness



Awareness

Horse

Gimmicks

Notes

Health

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised -
- Sprained +1DIFF
- Wounded +2DIFF
- Maimed +3DIFF
- Incapacitated --