# Song of Drums and Tomahawks

## Ranged Weapons Table

<table>
<thead>
<tr>
<th>Weapons</th>
<th>Stick Type</th>
<th>x1 or less</th>
<th>x2</th>
<th>x3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Musket</td>
<td>Long</td>
<td>+2</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>Rifle</td>
<td>Long</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>Bow</td>
<td>Medium</td>
<td>+0</td>
<td>-1</td>
<td>-2</td>
</tr>
<tr>
<td>Pistol</td>
<td>Short</td>
<td>+1</td>
<td>+0</td>
<td>-1</td>
</tr>
<tr>
<td>Tomahawk</td>
<td>Medium</td>
<td>+0</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Matchlock</td>
<td>Medium</td>
<td>+1</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Blunderbuss</td>
<td>Short</td>
<td>+2</td>
<td>+0</td>
<td>N/A</td>
</tr>
</tbody>
</table>

### Shooting Modifiers
- -1 Target in Light cover (woods)
- -1 Target prone/fallen at greater than Long distance
- -2 Target in Heavy cover (buildings)

### Aimed Shot: -1 to opponent’s score

### Shooting Results
- *Beaten with odd number on winner’s die:* Move up to 1 Short towards cover, or if already in cover, go prone
- *Beaten with even number on winner’s die:* Knocked down
- *Doubled:* Wounded (out of action)
- *If beaten while still knocked down, figure is wounded (out of action)*

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## Morale

### When to test morale:
- Leader wounded or flees off table
- Player’s force strength reduced **below** 50%
- Each additional figure wounded after 50% check

### Roll 3 dice for each figure vs. Quality
- 0 Failures = model stands
- 1 Failure = flee 1 move
- 2 Failures = flee 2 moves
- 3 Failures = removed from table

### Modifiers:
- +1 Leader within 1 Long or NCO within 1 Short (not cumulative)
- +1 Steadfast
**Song of Drums and Tomahawks**

**Melee Procedures**

**Melee Modifiers**
- +2 Attacking figure that has been knocked down (wound if out of action)
- +1 Attacking figure that is prone
- +1 Figure attacking from Ambush
- +1 Figure behind obstacle or on higher ground
- +1 Figure is Mounted
- -1 per additional enemy in contact after first opponent
- -1 Figure is mounted in difficult or dense terrain

**Melee Results**
- *Beaten with an odd number on winner’s die:* Recoil 1 base depth
- *Beaten with an even number of winner’s die:* Knocked down
- **Doubled:** Wounded (out of action)
- *If beaten while already knocked down, then wounded (out of action)*

**Power Attack (requires 2 actions):**
- -1 to Opponent’s score

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**Activation Procedure**
- ✤ Choose to attempt 1, 2, or 3 activations. One die per attempt.
- ✤ Must roll equal to Quality score or greater for success.
- ✤ Every success equals one action.
- ✤ Two or more failures on an attempt for a single figure (or group) ends turn. If succeeded on 1, but failed on 2, then may still do that 1 action.
- ✤ Roll of a natural “1” is always a failure.
- ✤ Roll of a natural “6” is always a success.

**Actions**
- ✤ Player choice of order -- may use an action to move first and then fire, or fire first, then move.
  - 1 action = 1 move of appropriate distance (Long, Medium, or Short).
  - 1 action = 1 attack (max. 1 attack per turn, except see Tomahawks).
  - Reloading firearms = 2 actions in same turn. No partial reload.
  - Rifle and Matchlock are “Slow Reload” -- may not reload and fire in the same turn.
  - Powerful Blow or Aimed Shot require 2 actions (opponents are -1 to combat roll).