

A Dark and Bloody Ground

Clarifications

Paul Rohrbaugh - Apr 11, 2004 8:04 am (#24 Total: 67)

Just a few clarifications to make sure:

1) In the campaign game, the Shawnee and Miami warrior units that do not begin the game set up per 15.1.2 become available in the Spring of 1791 at any of the respective tribal areas not pillaged or settled by the US player. All other Native American units from the other nations begin their tribal areas. These can be "read between the lines" in the rules but just want to make sure everyone understands.

2) Rotate disrupted units 180 degrees to indicate this status. There is no facing, and the counter mix just didn't have room. Besides, the counter density can be high at times, and adding another marker to the mix could make stacks precarious.

3) Use the backs of the Season and Year marker units for the Turn Record and Battle Impulse tracks. The counters were finished before the map, and Craig's turn record chart is much better than what I had!

Paul Rohrbaugh - Apr 13, 2004 9:33 am (#34 Total: 67)

Oh, Drat! The proofreader blew it again (and that would be me). On the Raid Resolution Table the Raid Unsuccessful result should be 1 or 2 (not 2 to 5).

Paul Rohrbaugh - Apr 21, 2004 10:17 am (#56 Total: 67)

In reviewing the game to answer the questions posed so far I'd like to add this clarification for resolving battle board fire combat. Somehow it's another that slipped through the editing process.

A Die Roll of 6, regardless of modifiers is always a miss.

Q&A

Frank Hakstege - Apr 13, 2004 4:39 am (#31 Total: 67)

US Commitment Level Chart.

-2: If all Native American nations, or only one, are peaceful.

I don't understand this one. You get a -2 if all nations are peaceful, but you could also get the -2 if only 1 nation is peaceful?

Played the Harmar scenario:

Rolled for extra rifles in the random event phase, but during mobilization the Miami nation surrendered: DR6 = 1, +2 Command rating leader, -3 for 3 areas with settlers in Miami territory. Modified DR result is zero, so they surrender.... bugger, and to add to the humiliation the Shawnee rolled less than their mobilisation level and just sat on their collective asses.

The -3 for each area with a settler unit is easy to get in this scenario. Just occupy 3 areas in Miami territory and 3 in Shawnee territory. Was it that easy to intimidate the Indians?

Say both nations rolled below their mobilisation level and during the settlement phase the US adds another "settler" area to both nations. They now would get a -4 DRM. It gets even harder for both Nations to go on the warpath. Or am I missing something?

Paul Rohrbaugh - Apr 13, 2004 8:32 am (#32 Total: 67)

The Raid Resolution Table is correct. Given the modifiers listed in the Raid Resolution Chart and rules it is possible for the DR to be less than 1.

The -2 DRM for US commitment applies if 1 or all of the NA nations are at peace (not likely, but there you have it).

When checking for NA mobilizations don't forget to take into effect Tecumseh (+1) and that the Miami and Shawnee are immune from any peace treaty attempts while Little Turtle and Blue Jacket are alive. Also, any Nation with Tecumseh residing in any of its areas is also immune to peace treaty attempts. Also, don't forget to include the leader of a nation's command rating in the DR (+). Little Turtle and Blue Jacket's +2 DRM is significant and can make it tougher for their tribes to go quietly. That said, the Delaware and Mingo are vulnerable in the early game, and seldom survive for more than a year or two. Having some of these warriors relocate to a British fort can keep them around for another year, though.

Settlers are easy to "scare off" with successful raids, pillaging, atrocities (automatic, no DR is made), as well as victorious battles and skirmishes. Now of course if the NA player doesn't pay attention to those pesky settlers and lets 'em just move on in he's going to be moving out pretty darned soon.

Frank Hakstege - Apr 19, 2004 6:03 am (#36 Total: 67)

Mobilisation Natives

Do you mobilize them only once in the game, or during every Mobilisation Phase?

Paul Rohrbaugh - Apr 19, 2004 8:36 am (#37 Total: 67)

NA Mobilisation Phase

The NA nations roll every turn during the turn's mobilization phase to determine if they go on the warpath. Note also that a peaceful nation may also go on the warpath if the US player trespasses (enters) any of their areas. The Iroquois warrior units only enter through Random Event and do not roll for mobilization.

Frank Hakstege - Apr 19, 2004 9:01 am (#38 Total: 67)

Let's take an example: Miami tribe. Their mobilisation level is 2. So each time I get a result that is equal to or less than two they become peaceful? Is that correct?

Paul Rohrbaugh - Apr 19, 2004 10:18 am (#40 Total: 67)

The rules state that a NA nation will go on the warpath with a modified DR result equal to or greater than their Mobilization Level (5.1). So, if the Mingo have a Mobilization Level of 2, they remain peaceful with a modified DR of 1 or less. They hit the warpath with a DR of 2 or more.

Michael Welsh - Apr 19, 2004 7:18 pm (#43 Total: 67)

I'm unclear on one point, if a Native nation is already at war, do they bother rolling mobilization? If they do roll under their number do they cease fighting and go home? Or is it once on the warpath, they stay there?

Paul Rohrbaugh - Apr 20, 2004 4:56 am (#45 Total: 67)

Once a Nation goes on the Warpath it stays there until the end of the winter turn's end phase. This is in 4.7, but the clarification note that was in 8.0 got cut at some point...

BTW, my dyslexic fingers were at work again in my last post. The NA mobilization rules reference is 8.1 (not 5.1).

Paul Rohrbaugh - Apr 21, 2004 4:25 am (#49 Total: 67)

What is friendly territory to the N.A.? I am assuming everything north of the Ohio River that does not have any US unit or fort in it or is Pennsylvania? - What is friendly territory to the US side? Everything south of the Ohio + Pennsylvania and all areas where there are forts and US units (including. settlers)?

--For the above check the map legend in the lower left corner of the map. The US flags denote the areas "controlled" by the US player, as well as those with the settlements of Pittsburgh, Marietta and Cincinnati. The Native American/British "controlled" areas are all labelled and/or have a British flag/fort.

Control of the region is the ultimate goal of the game. I hesitated to use that term purposefully/often since US forts can come and go, and settlements, although "permanent," can still be the targets of raids. VP totals and the commitment/mobilization levels really drive the game.

- Placing a Atrocity marker may cost a player VPs? Which player? I know the NA player gets 1 VP for each settler unit eliminated and that you can eliminate settlers by placing an atrocity marker and that if you eliminate enough settlers the US player can't have a settled area and thus costing him 1 VP... but it is not crystal clear to me.

--Atrocity markers will cost the owning player a VP for failed Assassination attempts (9.2.3) and can cause the loss

of settlers per 6.0.2 (US Player).

Other remarks: US Reinforcements. Can I decide myself when to enter them? In the example I find that there is a penalty for entering a group of reinforcements. It is not in the VP list in 15.4.5.

--If you're talking about US Army reinforcements their entry/deployment is governed by rule 8.3.1 and 8.3.2. US militia units are dealt with in 8.4.1.

The positive Mobilization modifier from Tecumseh should be on the NA Mob. chart.

--This was another of those issues that was my call during playtesting. Several mistakenly were playing that Tecumseh affected all of the NA nations while he was in play when the modifier was part of a chart. I changed it so that it appears only in the rule 14.0.3 to avoid that arising on a larger scale.

You know, what I would like to see different in this game? Example: Atrocity 9.2 It says that placing an atrocity marker causes the loss of settler units. It does not say how many units get lost. For that I have to go back to 6.0.2. I wish a reference was inserted to that particular section, like this: (See 6.0.2)

Same thing for the mobilization thing for the NA. It is not in 8.0 but in 4.7.

--Getting the rules into a set limit/format always leads to calls on what to edit out and what to keep in. Elimination of redundant notes to keep other items was again a call I made. I admit I am not a "rules lawyer" style of writer.

I really like the subject, but I am somewhat struggling with the rules as presented.

The game's design is different but still simple. Playtesting showed that once the "system" was learned game play proceeded quickly and smoothly.

Frank Hakstege - Apr 21, 2004 5:13 am (#51 Total: 67)

Territory: A US settlement on NA soil. Does it become US soil? Can I place an NA Atrocity marker on this area? I ask this because a) I don't know if the territory is now US soil and b) settlers are not US units but are classified as markers.

- *Placing a Atrocity marker may cost a player VPs? Which player? I know the NA player gets 1 VP for each settler unit eliminated and that you can eliminate settlers by placing an atrocity marker and that if you eliminate enough settlers the US player can't have a settled area and thus costing him 1 VP... but it is not crystal clear to me.*

--*Atrocity markers will cost the owning player a VP for failed Assassination attempts (9.2.3) and can cause the loss of settlers per 6.0.2 (US Player).*

According to 9.2, there is a difference between placing an Atrocity marker in any non-friendly area (9.2.1) and placing an Atrocity marker for Assassinations (9.2.3). What you're saying is that the sentence in 9.2.1 "The deployment of Atrocity markers may cost a player VPs" is actually referring to 9.2.3?

- US Reinforcements: I was referring to 8.5.2: Group A and group B. When are they made available and is it triggered by an event or can I decide when to make them available?

Raid Resolution Chart

Spent another 15 minutes just to find out where in the rulebook I can find what severe weather is...It is not in the rulebook: it is a random event...<sigh> Just adding (random event) behind the condition would have sped up the learning.

Paul Rohrbaugh - Apr 21, 2004 7:10 am (#52 Total: 67)

Yes 9.2.3 states a player loses 1 VP for a failed assassination attempt and is one of the two instances VPs can be lost in the game using Atrocity markers.

Atrocity markers have no effect on settlements, so the NA player placing one there would be a waste. Settlers will cut and run, but the settlements are there to stay.

US Army reinforcements arrive in the Spring turn of a year, per rule 8.3. The first time Group A can arrive would be Spring of 1792. The first time Group B can arrive, assuming Group A was taken as soon as it came up, would be Spring 1793.

Yes indeed, severe weather is a random event. Number 5 in this case.

Frank Hakstege - Apr 21, 2004 8:39 am (#54 Total: 67)

I wanted to say place NA Atrocity marker in an area with settlers, not settlement.

Paul Rohrbaugh - Apr 21, 2004 8:47 am (#55 Total: 67)

Putting atrocities in an area where there is a settler is a great way to get them trespassin' varmints to clear out!
Highly recommended....

Tony Adams - Apr 22, 2004 5:58 am (#64 Total: 67)

mobilization/commitment die roll

I don't know why but I am simply not finding the relevant rules section on this. How does a unit 'pass' a mobilization/commitment die roll for determining recovery or checking to see if an already disrupted unit routs when it is hit again?

Is it rolling less than, less than or equal to, greater than or equal to, or greater than the Mobilization or Commitment numbers? Thanks in advance for any help.

Paul Rohrbaugh - Apr 22, 2004 6:36 am (#65 Total: 67)

Similar to what is stated in 9.3.2, a NA unit passes a mobilization Check DR if it rolls less than or equal to its Nation's mobilization level. Subtract the command rating of any eligible leaders the unit is stacked with.

Similar to what is stated in 9.3.1, a US unit (regular or militia) must roll less than the US Commitment level (Note: a DR equal to it fails!). Again, subtract an eligible leader's command rating if it is stacked with the unit.

Dark and Bloody Ground: Quick Battle Resolution

My people are determined on vengeance. They have taken up the tomahawk. They will make it fat with blood! – Tecumseh.

19.0 QUICK BATTLE RESOLUTION

This optional rule is for players desiring a quicker resolution of battle than that using the battle boards.

19.1 Battle Rounds Determination and Set Up.

The number of rounds fought in battle is determined by the initiative player's Primary Leader command rating (1, 2 or 3). The non-initiative player may add one additional round by rolling a die less than his/her primary command leader's command rating. This decision to add an additional round by the non-initiative player must be made before the battle is resolved and cannot later be rescinded.

The non-initiative player sets up his/her units first (**exception:** if surprise, rule 9.5.1a, is in effect, the side that has been taken by surprise sets up first). In a convenient place off-map, the side to set up first arrays their forces in a row by stacks of individual units. The stacking limits are as follows:

	Rough	Wilderness	Settled
Warrior	2 units	3 units	3 units
Regular	1 (may not Stack)	1 (but may stack with 1 militia)	3 units
Militia	2 units	2 units	3 units

Note: Leaders, rifle, and marker units do not count against stacking.

After the first player arrays his/her forces the opponent does the same, placing at least one stack/unit opposite each enemy stack/unit. Excess stacks/units may be arrayed in a second line behind the first, but each must be clearly opposite an enemy stack/unit. A third row of stack/units may not be arrayed against an enemy stack/unit until all opposing units/stacks have 2 sets arrayed against them (and same for a fourth, etc).

19.2 Sequence of Play

The quick battle sequence of play is as follows:

- Fire Combat
- Movement
- Melee Combat
- Recovery

19.2.1 Fire Combat

The initiative player fires first, followed by the non-initiative player. If surprise is in effect, the surprised side may not engage in fire combat in the first round. Only undisrupted units may engage in fire combat.

Units fire individually upon the opposite front-row enemy unit/stacks. All rows, second, third, etc., may fire upon the opposing enemy units. Units must target all of the enemy's front row of units before targeting any in a second or third (or fourth, etc) rows. If firing upon an enemy stack, the specific target unit(s) of each firing unit must be specified before resolving the fire combat of any of that friendly stack's fire combats. Determine a unit's fire combat CF and/or die roll by modifying for terrain:

	Rough	Wilderness	Settled
Regular	NE	-1 DR*	CF x2, -1 DR*
Rifle	NE	-1 DR*	-1 DR
Militia	NE	NE	-1 DR
Warrior	NE	NE	NE

***Note:** No DR modifier in severe weather.

NE = No effect on the unit's printed fire CF.

A hit is scored if the resulting DR is equal to or less than the unit's fire combat CF. A die roll of 1 is always a hit, and a 6 is always a miss, regardless of DR modifiers.

A hit causes a unit to become disrupted (mark with a disrupted marker). A hit on an already disrupted unit causes it to rout (turned upside down). An already routed unit that is hit again is eliminated.

If a stack/unit that is stacked with a leader, and is hit by fire combat, roll immediately for leader loss as per rule 9.5.9.

19.2.2 Movement

The initiative player moves first, followed the non-initiative player. An undisrupted unit or stack may move from a) one row to another, b) opposite any another enemy stack, or c) atop an enemy stack to engage in melee combat. Only one such move can be made by a unit/stack per battle round. If surprise in effect for the battle, only those units stacked with a leader can attempt to move in the first round by the side that has been surprised.

To move the friendly stack/unit must roll less than or equal to the side's commitment/mobilization level. Modify the movement die roll as follows:

- If stacked with a leader, the leader's command rating can be subtracted from the movement DR.
- In settled areas, subtract 1 from the movement DR for regular units, and any other units stacked with them at the time of movement.
- In rough terrain, add 1 to the movement DR for all non-warrior units.
- In severe weather, add 1 to the movement DR for all units.
- Add 1 to the movement DR of a stack/unit if enemy units have moved atop them.
- The side that has won surprise may subtract 1 from all movement DR of units stacked with a leader in the first round of the battle.

Note: All DRM are cumulative.

A DR of 1 regardless of DR modifiers, always allows a unit to move, while a DR of 6 or more always means the unit must remain in place. Undisrupted and routed units may never move.

Only the front-most stack/unit in a row may move atop an opposite enemy stack/unit to engage in melee combat. Those in the 2nd or 3rd rows must wait their turn!

Note: Rather than move units that successfully avoid melee, return the attacking enemy units that were atop them to the front row where they came during the opponent's movement phase.

19.2.3 Melee Combat

Opposing units that are stacked together must engage in melee combat. Determine a unit's melee CF by modifying it for terrain:

	Rough	Wilderness	Settled
Regular	x1	x1	x1
Militia	x2	x1	x2
Warrior	x3	x2	x2

Note: Ignore the presence of any routed units in melee combat. If all enemy units are already routed at the beginning of melee they are automatically eliminated.

Shift the odds used in melee combat as follows:

- 1 column either right (attacking) or left (defending) according to a leader's command rating if stacked with units engaged in melee combat.
- Shift the odds column 1 right if any of the defending units are disrupted.
- Shift the odds column 1 right if the attacking side has surprise (first round only).

Note: All odds column shifts are cumulative.

Modify the melee CRT die roll by the difference of the opposing side's mobilization/commitment levels. If the attacker's is greater, add the difference to the melee die roll. If the defender's is greater, subtract the difference from the die roll. The maximum a melee CRT die roll can be modified is ± 3 , however.

Use the standard game's melee CRT to resolve the melee combat. Numbered results are the number of units on a side that are eliminated. Treat the R result as routed. Routed units are removed from play but not considered eliminated (yet).

Following the melee combat resolution, all surviving units are returned to the row they occupied before moving to engage in melee. Any leader that engaged in melee combat, and if their side sustained a numbered or R result, must roll for loss per rule 9.5.12.

19.2.4 Recovery

During the recovery phase the owning player may roll for each disrupted and routed unit to see if it can recover. A die roll less than or equal to the side's commitment/mobilization level will result in the unit recovering one level. A leader's command rating may be subtracted from this DR if stacked with the unit. A die roll of 6, regardless of the leader's command rating as well as die rolls greater than a side's commitment/mobilization level, means the unit does not recover.

Disrupted units that recover return to normal status. Routed units that recover become disrupted.

19.3 End Battle

At the conclusion of the last battle round determine the status of routed units and victory determination as per rule 9.6. Return all combat units to the main map.

19.4 Designer's Note

Most battles utilizing this means resolution can be fought-out in 15 to 30 minutes, depending upon the number of units involved. The use of the battle boards is still recommended for those desiring the maximum level of detail, or to provide some interesting gaming over a lunch hour. Enjoy!

Optional Rule (regular game)

Raid Resolution Results Table:

Have any and all militia and warrior units that are to subject to elimination make a commitment/mobilization DR to determine whether or not they survive. Add 1 to the DR for militia units in a raid that succeeded. Add 1 to the DR for warrior units in a raid that failed.

Note: Presently only the second such militia/warrior units must make a mobilization/commitment DR check, and this is unmodified. This DR was one that did not survive the playtest/development process as we wanted to reduce the amount of "wristage" in the game.