

## **Black Powder Stats for the Battle of Little Robe Creek**

### **John Ford's Rangers**

**John Ford (CR 8)** commanding two units of ten Rangers, and one wagon guarded by a detachment (small Unit)

**Chief Placido (CR 8)** commanding two units of ten allied Indians.

<b>Unit</b>	<b>Type</b>	<b>Armament</b>	<b>H to H</b>	<b>Shooting</b>	<b>Morale</b>	<b>Stamina</b>	<b>Special</b>
Rangers	Regular Cavalry	Breech Loading carbines	4 6 Mtd	3	4+	3	Skirmishers
Indians	Warband	Rifled carbines / muskets	4 6 Mtd	2	4+	2	Skirmishers
Wagon Train Unit	Wagons	Breech Loading Carbines	1	1	4+	1	May only move once- 12"

### **Iron Jacket's Comanches**

First Village containing one Foot warband and one group of Civilians.

Second village containing **Chief Iron Jacket (CR 8)** commanding one Mounted warband and one Foot warband, protecting two stands of Civilians. One of Iron Jacket's warbands can be upgraded to **Dog Soldiers**.

**Buffalo Hump (CR 8)** commanding Reinforcements of up to six warbands.

### **Indian Special Rules**

**Iron Jacket:** Chief Iron Jacket believed that his chainmail made him invulnerable, and so he was always putting himself in harm's way. Any warband that Iron Jacket joins which loses a stamina point from firing or melee runs a 2 in 6 chance of killing Iron Jacket. If this occurs, both of Iron Jacket's warbands must take a Break test with a -1 modifier.

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Mounted Comanches	Warband	Rifled carbines / muskets	6	2	4+	3	Skirmishers
Foot Comanches	Warband	Rifled carbines / muskets	4	2	4+	3	Skirmishers
Civilians	Warband	Mixed Weapons	1	0	5+	2	Skirmishers