

# Legends of the Old West French & Indian War Alternate Setting Posse Lists

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## English

### Choice of Fighters

An English posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 14. The number allowed of each type of fighter is displayed on the profile – the exceptions are British Regulars and Colonial Militia, of which you may recruit any number.

### Preferred Skills

The skill tables preferred by the English are Movin', Brawlin', and Shootn'

### Special Rules

**Quartermaster:** English posses are funded by the military and are provided with standard issue equipment. When trading for new or replacement equipment, English posses always pay the lower cost on their equipment list, rather than the price listed in the Trading post section. In addition, these items always count as common; however, items not listed in their equipment list cost an additional \$D3 each due to the Army's stance on non-regulation weaponry. This penalty does not apply to items that can only be used by English posses, such as the King's Colors.

### Heroes

Colonel (1)	\$21 to recruit								
	S	F	St	G	A	W	P	FA	FT
	4+	4	3	3	2	2	4	1	1

**Leader:** The leader may take a Pluck test on behalf of any friendly model within 6". If a head for the hills test is called for, the leader's pluck must be tested even if his pluck is not the highest in the posse.

**Starting Experience:** The leader starts with 8 Experience points

Captain (0-3)	\$13 to recruit								
	S	F	St	G	A	W	P	FA	FT
	4+	4	3	3	1	1	4	0	1

### Henchmen

British Regular	\$5 to recruit								
	S	F	St	G	A	W	P	FA	FT
	5+	3	3	3	1	1	2	-	-

Colonial Militia	\$3 to recruit								
	S	F	St	G	A	W	P	FA	FT
	6+	3	3	3	1	1	2	-	-

Grenadier (0-5)	\$7 to recruit								
	S	F	St	G	A	W	P	FA	FT
	5+	3	3	3	1	1	3	-	-

## Equipment

<b>Hero Equipment</b>	
Cavalry Saber	\$3
Flintlock Pistol	\$4
Horse	\$12
Flintlock Carbine	\$11

<b>Henchman Equipment</b>	
Regimental Standard*	\$15
Musician*	\$18
Bayonet	\$2
Musket	\$6
6lb Cannon	\$42

\*One per posse maximum

## Courer de Bois

*A coureur de bois was an individual who engaged in the fur trade without permission from the French authorities. The term literally means "runner of the woods".*

### Choice of Fighters

An Courer de Bois posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 12. The number allowed of each type of fighter is displayed on the profile – the exceptions are Trappers, of which you may recruit any number.

### Preferred Skills

The skill tables preferred by the Courer de Bois are Movin', Brawlin', and Shootn'

### Special Rules

**Woodsmen:** Courer de Bois are used to hunting in all kinds of inhospitable terrain. Heroes and Henchmen chosen from this list ignore the penalties for moving through difficult terrain.

### Heroes

Hivernant (1)	\$30 to recruit								
	S	F	St	G	A	W	P	FA	FT
	4+	4	3	4	2	2	4	1	1

**Leader:** The leader may take a Pluck test on behalf of any friendly model within 6". If a head for the hills test is called for, the leader's pluck must be tested even if his pluck is not the highest in the posse.

**Starting Experience:** The leader starts with 8 Experience points

Hunter (0-2)	\$21 to recruit								
	S	F	St	G	A	W	P	FA	FT
	4+	3	3	3	2	1	3	0	1

### Henchmen

Frontiersmen (0-2)	\$12 to recruit								
	S	F	St	G	A	W	P	FA	FT
	5+	4	3	3	1	1	3	-	-

Trapper	\$7 to recruit								
	S	F	St	G	A	W	P	FA	FT
	5+	3	3	3	1	1	2	-	-

Woodsmen (0-3)	\$10 to recruit								
	S	F	St	G	A	W	P	FA	FT
	6+	3	4	4	1	1	3	-	-

## Equipment

<b>Hero Equipment</b>	
Hand Weapon	\$1
Two Handed Weapon	\$3
Flintlock Rifle	\$12
Flintlock Pistol	\$4
Mule	\$12

\* Frontiersmen only

<b>Henchman Equipment</b>	
Hand Weapon	\$1
Two Handed Weapon	\$3
Flintlock Rifle	\$12
Musket	\$6
Indian Longbow *	\$6
Tomahawk *	\$3
Mule	\$9

## Woodland Indians

### Choice of Fighters

A Woodland Indian posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 16. The number allowed of each type of fighter is displayed on the profile – the exceptions are Braves and Scouts, of which you may recruit any number.

### Preferred Skills

The skill tables preferred by the Woodland Indians are Movin', Brawlin', and Savvy'

### Special Rules

Woodland Indians use the Heathen, Scalps, and Life is Precious rules as described on page 28 of Frontier: Blood on the Plains.

**Woodsmen:** All Woodland Indians automatically have the 'Scout' skill, as described on page 90 of Legends of the Old West.

**Counting Coup:** Woodland Indians count coup either by scalping or by using a coup-stick.

**Cardsharp:** Woodland Indians never gain the 'Cardsharp' skill. If they roll a 5 on the Savvy Skills table, then they gain the 'Hit and Run' skill.

### Heroes

War Leader (1)										\$26 to recruit
	S	F	St	G	A	W	P	FA	FT	
	4+	4	3	3	2	2	4	1	1	

**Leader:** The leader may take a Pluck test on behalf of any friendly model within 6". If a head for the hills test is called for, the leader's pluck must be tested even if his pluck is not the highest in the posse.

**Starting Experience:** The leader starts with 8 Experience points

Honored Men (0-3)										\$13 to recruit
	S	F	St	G	A	W	P	FA	FT	
	5+	3	3	3	1	1	2	0	1	

### Henchmen

Braves										\$7 to recruit
	S	F	St	G	A	W	P	FA	FT	
	5+	3	3	3	1	1	3	-	-	

Scouts

				\$9 to recruit						
S	F	St	G	A	W	P	FA	FT		
5+	3	3	3	1	1	3	-	-		

**Guerillas:** In scenarios where the scout is allowed to deploy on the board (not in those scenarios where they arrive later in the game), then any scouts in the posse may make a full, free move before the game begins. This move follows all of the normal Movin' rules, and represents the stealthy tactics of Woodland Indians.

Shaman (0-1)

				\$18 to recruit						
S	F	St	G	A	W	P	FA	FT		
5+	3	3	3	1	2	4	-	-		

**Dance of Concealment:** Any model within 3" of the Shaman, including the Shaman himself, count as having the Stealthy skill. Any model within range who already has this ability will only be spotted on the roll of a 5 or 6

**Equipment**

Hero Equipment	
Hand Weapon	\$1
Tomahawk	\$2
Indian Longbow	\$5
Musket	\$6
Medicine Shield	\$6
Totemic Staff	\$18

Henchman Equipment	
Hand Weapon	\$1
Tomahawk	\$2
Indian Longbow	\$5
Musket	\$6
Medicine Shield *	\$6

\* Shaman only

## French

### Choice of Fighters

A French posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse may never exceed 12. The number allowed of each type of fighter is displayed on the profile – the exceptions are Fusiliers and Indian Allies, of which you may recruit any number.

### Preferred Skills

The skill tables preferred by the French are Movin', Brawlin', and Shootn'.

### Special Rules

**Quartermaster:** French posses are funded by the military and are provided with standard issue equipment. When trading for new or replacement equipment, French posses always pay the lower cost on their equipment list, rather than the price listed in the Trading post section. In addition, these items always count as common; however, items not listed in their equipment list cost an additional \$D3 each due to the Army's stance on non-regulation weaponry. This penalty does not apply to items that can only be used by French posses, such as the King's Colors.

### Heroes

Colonel (1)		\$21 to recruit							
S	F	St	G	A	W	P	FA	FT	
4+	4	3	3	2	2	4	1	1	

**Leader:** The leader may take a Pluck test on behalf of any friendly model within 6". If a head for the hills test is called for, the leader's pluck must be tested even if his pluck is not the highest in the posse.

**Starting Experience:** The leader starts with 8 Experience points

Captain (0-3)		\$13 to recruit							
S	F	St	G	A	W	P	FA	FT	
4+	4	3	3	1	1	4	0	1	

### Henchmen

Fusilier		\$5 to recruit							
S	F	St	G	A	W	P	FA	FT	
5+	3	3	3	1	1	2	-	-	

Indian Allies		\$7 to recruit							
S	F	St	G	A	W	P	FA	FT	
5+	3	3	3	1	1	3	-	-	

**Woodland Indian:** Indian allies follow all the special rules and have the preferred skills of the Woodland Indian posse

Grenadier (0-5)		\$7 to recruit							
S	F	St	G	A	W	P	FA	FT	
5+	3	3	3	1	1	3	-	-	

## Equipment

<b>Hero Equipment</b>	
Cavalry Saber	\$3
Flintlock Pistol	\$4
Horse	\$12
Flintlock Carbine	\$11

\* One per posse maximum

\*\* Indian Allies only

<b>Henchman Equipment</b>	
Regimental Standard*	\$15
Musician*	\$18
Bayonet	\$2
Musket	\$6
6lb Cannon	\$42
Indian Longbow **	\$6
Tomahawk **	\$3

## Trading Post

<b>Fightin' Weapons</b>		
Bayonet	\$2	Rare 6
Pistol Bayonet	\$2	Rare 7
Hand Weapon	\$2	Common
Cavalry Saber	\$3	Rare 7
Two Handed Weapon	\$3	Common
Tomahawk *	\$3	Rare 7
<b>Shootin' Weapons</b>		
Flintlock Pistol	\$4	Rare 6
Flintlock Rifle	\$12	Rare 6
Flintlock Carbine	\$11	Rare 7
Musket	\$6	Common
Indian Longbow *	\$6	Common
<b>Military Weapons</b>		
Howitzer **	\$70	Rare 11
<b>Items</b>		
Cuirass (Spanish Armor)	\$12	Rare 10
Telescope	\$14	Rare 7
Heavy Furs	\$6	Common
Medicine Pipe	\$10	Rare 7
Medicine Shield *	\$8	Rare 9
Warbonnet *	\$18	Rare 8
Trademark Item	\$10	Rare 7
Totemic Staff	\$20	Rare 10
King's Colors **	\$25	Rare 11
Horse	\$18	Common
Mule	\$12	Common
Fancy Duds	24	Rare 7
Fine Whiskey	18/10	Rare 6
Night on the Town	20	Common

\* Woodland Indian, Frontiersman, or French Indian Allies only

\*\* English or French only

## Scenarios

Die Roll	Scenario Found in	Special Modifications
1	High Noon Page 67 <u>Legends of the Old West</u>	Replace most or all of the buildings with trees and rocks to represent the wilderness
2	Stagecoach Page 72 <u>Legends of the Old West</u>	Replace the stagecoach with a mule or ox drawn wagon that moves 6". There are no loaned horses in the scenario
3	Dawn Raid Page 50 <u>Frontier: Blood on the Plains</u>	
4	Ambush Page 46 <u>Frontier: Blood on the Plains</u>	
5	Wagon Train Page 48 <u>Frontier: Blood on the Plains</u>	
6	Defend the Village Page 14 <u>Legends of the Old West: Showdown</u>	