



Civilizations Collide - The Wars of the Aztecs, the Inca, the Maya, and the Conquistadores

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By

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1 Introduction

1.1 Overview of the Historical Period

In Mesoamerica, a relatively few Spanish Conquistadores under Hernan Cortes (in alliance with other city states such as the Tlaxcalans of the Aztec-Chichimec Alliance, and others) managed to bring down the empire of the mighty Aztecs of the Triple Alliance. The Spanish subsequently did the same to the diminished Maya in Central America, though not without casualties and great difficulty. In the Andes, Francisco Pizarro and his Conquistadores similarly brought down the Incan Empire. Most of this supplement will focus on the Aztec conquest, but I include some information on the other New World empires as well. Most (if not all) of the terms used to describe the weapons, armor, geographic places, and culture of these New World empires definitely do not roll off the tongue, but I will attempt to help as much as possible.

The Spanish certainly had many technological advantages over their New World opponents, such as gunpowder and crossbows; however, these were not the decisive advantages. The Conquistadores were mercenary veterans of years of warfare in Italy and elsewhere. Conquistadores were known for their excellent swordsmanship. Also, one must add that skill with blades (and armor) of Toledo steel to the shock and awe of the horse and war hounds when looking at how the Conquistadores brought down their foes.

For victory, the combat experience of the Conquistadores alone was necessary but not sufficient. The Spanish definitely needed allies. Cortes' successful efforts in recruiting enemies of the Aztecs were Machiavellian to the extreme, and they worked. Many of the Aztecs' neighboring city-states (like the Totonacs and Tlaxcalans) were all too happy to help bring about their downfall after centuries of warfare. They were also very happy to share in the plunder. Without his gathering of thousands of allied troops, Cortes would never have succeeded against the Aztecs. Indeed, on multiple occasions he would have likely been killed or captured and sacrificed alive to the bloodthirsty Aztec god Huitzilopochtli (**wheat-zeeloh-poch-tlee**) in the capital of Tenochtitlan (**ten-ohch-teet-lon**). (The reader must disabuse himself of the fanciful myth of natives communing peacefully with nature and cooperating collegially with each other.) It is a historical fact that Aztecs practiced human sacrifice and cannibalism. As for the Conquistadores, their infantrymen and cavalry were the most lethal of the day. That lethality did not come with any more empathy for the indigenous than that practiced by the Aztecs. The Conquistadores were in the Americas for personal profit in exchange for taking the risks associated with conquest – hence their sobriquet.

As most of the tactics and weaponry of each of the New World empires did not change for centuries, their statistics can also be used to recreate battles that occurred among the Aztecs and their neighbors before the arrival of the Conquistadores. Pre-Colombian warfare for the most part revolved around gathering resources – be it luxury goods, food, agricultural slave labor, or subjects for human sacrifice. It was practically incessant.

It is safe to say that warfare and human sacrifice dominated every aspect of pre-Colombian Mesoamerican and Andean culture long before the Spanish arrived. Priests and shamans affected the morale of the troops of the New World empires, while the Spanish brought with them their Christian faith and the recent memories of defeating and ridding the Iberian Peninsula of the Islamic Caliphate. These two cultures and civilizations did indeed collide with historic implications. Captured Conquistadores were sacrificed alive to Huitzilopochtli by having their hearts removed on Aztec altars. The Spanish were far from angels as well in their conduct during The Conquest. In the end the smallpox and other pathogens that the Spanish brought with them to the New World killed far more than any Toledo blade.

This supplement will allow the fielding of Elements and War Bands in conjunction with the Feudal Patrol™ rules such that many different scenarios can be played – both involving forces that are both pre-Colombian and found during the era of the Spanish Conquest.

1.2 Further Reading

If you would like to seek out more information on this period, please check out the following sources:

- Diaz del Castillo, Bernal and Carrasco, David (2008). *The History of the Conquest of New Spain*. Albuquerque, NM: University of New Mexico Press.

- Pohl, John M. D. (1991). *Aztec, Mixtec, and Zapotec Armies – Men-at-Arms*. London: Osprey Publishing.
- Pohl, John M. D. (2001). *Aztec Warrior, AD 1325-1521*. Oxford: Osprey Publishing.
- Pohl, John M. D. (2005). *Aztecs & Conquistadores*. Oxford: Osprey Publishing.
- Sheppard, Si. (2018). *Tenochtitlan: 1519-21*. Oxford: Osprey Publishing.
- Wise, Terence (1980). *The Conquistadores – Men-at-Arms*. London: Osprey Publishing.

1.3 What will be covered in this supplement.

This supplement roughly covers the period of the Spanish Conquest of the 16th Century. This supplement is designed to allow the players to recreate battles both during the Conquest – and in the centuries before it happened. Optional and special rules will be covered first, then weapons, figure and unit characteristics. A booklet of suggested historical scenarios is available at Sally 4th and Buck Surdu’s website.

2 Optional and Special

2.1 The taking of captives and Aztec element organization (veteran/novice warrior element “twinning”)

A major aspect of Aztec warfare in this period was the overriding need to take captives. The Aztecs would place the taking of captives at a higher premium than actually killing the enemy. Rank and prestige in the Aztec army (and Aztec society) were dependent on two things – the number and the quality of the enemy warriors one had captured. Those captured were used for ritualized sacrifice or for making into slaves. The value of all captives was not equal – capturing a high-ranking member of a strong warrior tribe was better than a weaker one from a less-respected foe.

Because this was a predominant aspect of Aztec warfare, it takes precedence for all Mesoamerican Aztecs – to include both the Aztec Triple Alliance and the Aztecs of the Aztec-Chichimec Alliance (such as the Tlaxcalans). When attacking in Melee and the enemy’s Endurance is reduced to zero, instead of being incapacitated, the figure is subdued and must be carried to the deployment area designated by the game master. When carrying a captive, the figure’s LoE is increased one level. This capture can be used to accrue victory points per the game master or the scenario. Capturing and removing the enemy has an effect on Aztec forces and how they are organized as described below.

Non-Elite Aztec Warbands were typically composed of an Element of veteran warriors and an attached Element of novices. The novices were usually (but not always) in a second rank, following the veterans. The veterans were supposed to be responsible for the novice’s training. In the game, each element of novices is “twinning” to an equally-sized group of veterans (not Elite units). In the game a typical Aztec non-elite element should be composed of an equal number of veteran warriors and novice warriors (probably 5 and 5). Veteran Aztec elements may be “twinning” with fewer than 5 novice warriors as well.

- The veteran elements should be “twinning” to the novices. Only the Veteran element has a leader, which also serves as the leader for the “twinning” novices. Thus, in general, there should be 10 figures per Aztec Element. Most veterans will be armed with an obsidian-bladed wooden

sword club, called a macuahuitl (**ma-kwa-wheat**), though some may have other weapons such as a roundhead club called a cuauhololli (**kwa-ho-lolly**), or an obsidian-bladed thrusting pole-axe (a tepoztopilli (**tay-pose-toe-pee-lee**)). Some may also carry the spear-thrower known as an atlatl.

- The veterans generally fight in the front rank, setting the example for the novices. The novices may fight in the front rank or the second rank. Note that this will generally make an Aztec unit in close order formation according to the rules. However, movement, combat damage, and effects of morale effects can alter this.
- If the novices use a long weapon, such as a spear or a tepoztopilli they may fight in either rank. This means that novices in the second rank participate in melee against the same opponent as their veteran twin on the front rank, even though they are not in base-to-base contact with that opponent. A sling, bow, or other weapon may also be used in the second rank if that weapon has the range or capabilities to be effective (generally speaking it must be a missile weapon or have a reach of 5 or better. If a novice is moved to the front rank, he fights as usual with whatever weapon the figure is using.
- Elite elements would not have novice warriors twinned to them (such as Eagle, Jaguar, Arrow Knights, and Cuahchic Shock Troops). Elite units must be homogenous elites of the same type.

As for the process of capturing captives and moving them to collection point/deployment area for sacrifice or slavery:

- When an enemy figure's Endurance is reduced to zero, that figure can be captured. Indeed, if the attacker is an Aztec in Melee with the incapacitated figure, capture is required. When a figure is in melee with an enemy whose Endurance has been reduced to zero, the attacker announces that the incapacitated figure is captured. The leader of the unit that incapacitated the enemy (be it Warband, Element, etc.) **must** assign one of his assigned figures – or even himself - to drag that subdued enemy off. That figure may begin the activation within six inches of the captive, move into contact, and capture the figure all with a single activation, regardless of the movement shown on the Feudal Patrol™ card. The captured figure is subdued and must be marked as such.
- Captive figures **must** begin to be moved to the rear by a figure on the next activation. A novice may do this for a veteran if the novice is in the same Element. Elites must do this for themselves. Leaders that dispatch a foe in melee may choose to designate another commanded figure to drag the subdued enemy to the collection point/deployment area. The GM should designate the deployment area to which captives must be moved. Any figure carrying a captive has his LoE increased by one level.
- Removing a captive is a permanent duty. Once this happens, the figure with the captive must proceed to the pre-designated collection point/deployment area. They can defend themselves but may not initiate melee or missile fire. They are not pinned by exceeding command radii or affected by any subsequent morale results to their element or higher. The captor must proceed directly to the deployment area unless engaged in combat at the game master's discretion. If the captor is a leader, he may designate another figure to take command while he drags the subdued captive away to the designated collection point/deployment area.

- Captives can be rescued by incapacitating the captor. This has the appropriate victory point implications.
- Missile fire directed at captor/captive combinations may strike either one as normally randomized. If hit, the incapacitated captive will be then truly dead, and not capable of gaining victory points as a captive – but may gain victory points for the original captor as an otherwise incapacitated figure.

The Maya were not similarly organized as the Aztecs (with novices) – but they also took captives, and were masters of guerilla warfare. Their battles should by necessity be smaller raids, using the methods of capture described above as desired, but unlike the Aztecs, they can choose to kill in lieu of capture; therefore, in this supplement, all Aztecs must attempt capture. Conquistadores, Maya, Mixtecs, Totonacs, and Zapotecs may attempt capture based upon the scenario. Inca never capture, they only attempt to kill.

2.2 Shock Troops – Aztecs of the Triple Alliance

The Aztecs had elite shock troops known as cuahchicque (**kwa-cheek-kweh – plural, singular is cuahchic - kwa-cheek**). These were elite warriors that had captured many enemies and who could, as a result, become an officer or a member of the cuahchicque. All cuahchic warriors – also called the “*Shorn Ones*” due to their unique haircuts - had passed up the opportunity to become officers in lieu of having this special status. They would be deployed in front of the Aztec line, offering insults and any other incendiary obscene gestures to the enemy in the hopes of provoking a premature enemy movement. After a barrage of missile weapons from any allied Aztec troops, they would be the first to charge into the enemy lines.

Cuahchicque can be in Elements of 2 or more figures.

Cuahchicque also have two special rules:

- They may attempt to provoke an enemy into moving to charge them. This is often a good way to draw the enemy out of a good defensive position into the open. To do this:
 - The cuahchic leader designates an enemy Element leader within 12” of his figure.
 - All figures within the cuahchic Element must be within the command radius of the leader.
 - The cuahchic leader draws a card from his Action Deck and consults the hit indicator. He needs 7 colored shields for success.
 - If unsuccessful, the cuahchic Element’s activation is over. His Element has spent their activation attempting to provoke the enemy into a rash attack.
 - If successful, the opposing Element immediately executes a charge move toward the cuahchic using sprinting movement. It will be stunned at the end of this move, whether or not it made contact with the cuahchic Element, since it has essentially activated early.

- The figures in the cuahchic Element may React to this “charge” as normal, but the figures will automatically pass the React attempt.
- The cuahchicque may become berserkers as described in Section 2.15 of the rules.

2.3 Devastating slings – all New World peoples

The peoples of the New World empires had used slings to hunt small game since childhood. They were expert in their use and carried rocks that were hand-shaped to be as aerodynamically effective as possible. Hence the following sling adaptations are used in this supplement:

- All New World slingers have an “Accuracy” rating of “3” or better.
- Slingers may use slings in close order.
- Slingers may use slings in second ranks.
- Any figure hit in the head by a rock from a sling may have been hit in the face, and not gotten protection from his helmet.
 - To resolve this, if a head shot happens by a sling and there is no shield protection, draw a second card. If there are 7 colored shields then the face was hit, the helmet provided no protection, and the damage goes up by two points.
 - Any figure hit in the head *without* helmet protection automatically takes two more points of damage in addition to the damage shown the card.
- Inca only – the Inca could launch flaming stones at an enemy.
 - To hit an enemy with these the reload time is one activation.
 - If a target is hit by Inca slings with flaming stones increase the damage level by one point.



2.4 Effects of Priests and Shamans – all New World peoples

The peoples of the New World empires had gods that required human sacrifice. Often, the priests fought alongside troops of all New World empires. The sight of a priest wearing the flayed skin of a sacrificed captive could embolden his side and frighten the other. To reflect the effects of priests on morale the following rules are used in this supplement:



- Individual priests not part of an Element should be considered individual “Heroes” as described in the rules. They can also be part of an Element, attached to an Element, or be in an Element of priests.
- Each priest on your side can remove up to 2 morale pips per activation from an element with which they are within 3” of any figure.
- Priests who fight and win a melee battle cause three morale pips on the other side’s leader.
- However, Conquistadores are unaffected by priests and shamans for morale purposes.

2.5 Effects of Catholic Priests – Conquistadores

The Conquistadores Catholicism was a key part of their ethos. Catholic priests fought alongside the Spanish and gave them hope. To reflect the effects of priests on Spanish morale the following rules are used in this supplement:

- Individual priests not part of an Element should be considered individual “Heroes” as described in the rules. They can also be attached to an Element.
- Each Catholic priest on your side can remove up to 2 morale pips per activation from an element with which they are within 3” of any figure.

2.6 Bola – Inca only

The Inca used a three-ball bola as a weapon to both wound and immobilize an enemy. If struck by a bola, in addition to possibly being wounded and stunned, a figure may be immobilized. Use the following rules for bola:

- Bola may not be used in close order.
- An infantry figure receives two stun markers to represent the challenge of extricating from the bola. While so wrapped up, any combat on his part is done with three shifts to the right. No defensive use of a shield is permitted by the entrapped warrior.
- Follow the procedures outlined in section 2.13.2 of the main rules for missile fire against cavalry. If the horse is hit by a bola, it is considered incapacitated.

2.7 Morale effects of Conquistador cavalry and war dogs/hounds on all New World peoples

The peoples of the New World empires had never seen a horse or large dog prior to the arrival of the Spanish. Horses were initially considered to be large deer. The largest Mesoamerican dog was a Chihuahua - and that small dog was raised for meat. When the Spanish arrived with cavalry and huge armored mastiffs it was unnerving to those opposing the Conquistadores. The Spanish had very few horses, but their effect was decisive. Most scenarios should not have more than one horse element for the Conquistadores. To reflect the effects of these animals on New World morale the following are used in this supplement:

- For war hounds:
 - Up to two war hounds can be added to any Conquistador element not armed with a black powder weapon with the appropriate point cost.
 - Any war hound gets its own extra attack equivalent to an unarmed attack.
- Successful war dog attacks add one additional morale pip in addition to the one for damage.
 - Defenders can fight the war hound or its master – but not both. This has the effect of causing the defender to choose a target.
 - War hounds have an endurance of 3 and move with their handlers.
 - War hounds may have armor as well. If a war hound is wearing armor and is struck, reduce the amount of damage by two for plate armor and one for non-plate armor, just as for soldier-worn armor.
 - A war hound should be within 12” of its master. If the war hound’s handler is incapacitated, the faithful mastiff will defend it from capture until it is also incapacitated. War hounds cannot be captured themselves.
 - War hounds can be affected by Morale results, except that it again will not abandon an incapacitated master.
- For horse cavalry:
 - All horses may have some armor. If a horse is wearing armor and is struck, reduce the amount of damage by two for plate armor and one for non-plate armor, just as for soldier-worn armor.



- If the horse still takes one or more points of damage, apply the results as indicated in the Feudal Patrol™ rules in the “Mounted Combat” section.
- Any successful horse cavalry attacks add two additional morale pips in addition to the one for damage.

2.8 Black powder weapons, crossbows, and their effects in the New World

The peoples of the New World empires had never seen a black powder weapon or a crossbow prior to the arrival of the Spanish. Early in the conquest, the firing of black powder weapons had an additional psychological effect on the peoples of the New World empires; however, due to the logistics of transportation, and the climate, a few other negative issues need to be addressed.



First, gunpowder was scarce, and the wet and humid climate often rendered what was available useless. Second, the logistics of transporting and storing black powder and adequate lead shot for arquebuses, harquebuses, and large and small cannon was also a challenge. Third, crossbows also suffered from these same climactic conditions, and bolts for them were also in short supply. Last, 16th century firearms were not overly reliable even under the most ideal conditions of Europe. The conditions of the New World of the time were more detrimental.

Most scenarios should have limited numbers of Conquistadores armed with black powder weapons and/or crossbows; however, to reflect that they were there, and their effects on morale, the following rules modifications are used in this supplement:

- **Any fumble result** (that is, any red text on the hit shields, regardless of what the text is or whether the weapon is a crossbow or a black powder weapon) **results in a broken and non-functioning weapon for the remainder of the game, in addition to any effects from verbiage such as “Firearm Explodes”**. The weapon may be used as a club afterwards subject to the game master’s discretion; although, all Conquistadores would at least have a more preferable sword as a secondary weapon.
- The successful firing of a black powder weapon always causes the intended New World target to take two morale pips, even if no hit occurred. If a hit occurred, this results in a total of three morale pips.

- Black powder weapons may affect adobe and wooden walls and gates, and war canoes as determined by the game master.



2.9 Eagle Warriors, Jaguar Warriors, and Arrow Warriors of the Aztecs

The Aztecs had specialized elite warrior units in addition to the cuahchic shock troops. The best promoted warriors could join the Eagle Warriors, the Jaguar Warriors, or the Arrow Warriors/Arrow Knights. These all wore specialized suits over quilted cotton armor.

Eagle and Jaguar warriors are armed the same but wear different costumes. They are armed with Melee weapons, usually macuahuitl, tepoztopilli, and cuauhololli, and have quilted cotton ichcahuipilli armor (under their dazzling outfits) and wooden helmets.

The Arrow warriors had two long javelin-like darts, and one would be held onto for melee combat as a spear, but the other could be thrown. All of these units should have Elite Guts. Similar to the cuahchicque shock troops, all of these three Elite types also have the berserker capability.



2.10 Cortes, Pizarro, and the Conquistador leaders

Time and again Cortes and other Conquistador officers overcame incredible odds to either win the day or survive to win on another day. Certainly, being hundreds of miles away from your home base (and thousands away from Spain), the Conquistadores did not break often. On many occasions, Cortes and Pizarro (second cousins by the way) both rallied their men and managed to hold out even when vastly outnumbered, achieving improbable victories. Of note, their New World allies also helped to save them as well at times (such as the Tlaxcalans).

To reflect this leadership:

- As an action, both Hernan Cortes and Francisco Pizarro may remove up to three morale pips from each Element within eight inches as an action during their activation. This may

result in more than three total pips removed if there are multiple Elements within eight inches of the leader. For example, if there were four Elements within eight inches of Cortes, he could remove twelve morale pips total, but no more than three per Element. No Element may have “negative” morale pips.

- As an action, any Conquistador Warband leader may remove up to three morale pips from one Element with which they are in within 3” of any figure of at least one figure during their activation. This may result in no more than three total pips removed. No Element may have “negative” morale pips.
- As an action, any Conquistador Element leader may remove up to two morale pips from their own Element during their activation. This may result in the Element Leader not directing fire. No Element may have “negative” morale pips.

2.11 The Aztec and Inca Emperors – the Huey Tlatoani (**way-tla-toe-ani**) and the Sapa Inca

These emperors (the Huey Tlatoani and the Sapa Inca) held their Empires together through force of will and loyalty of the troops under them. Similar to Conquistador leaders, both the Huey Tlatoani and the Sapa Inca can inspire their troops (by loyalty or dread fear) – only the effect is wider.



As an action, an emperor may remove up to six morale pips from Elements within twenty-four inches of him during their activation. This may however only result in a total of six total pips removed per activation across multiple elements. For instance, if there were four eight elements within twenty-four inches, each with two morale pips, nor more than six total pips may be removed. No Element may have “negative” morale pips.

2.12 Spanish swapping dice with Allied Mesoamericans

Because of language differences and a paucity of translators, dice-swapping should not occur between Conquistadors and allied Mesoamericans (such as Tlaxcalans).

2.13 Steep Steps

Certain scenarios are in a cityscape, replete with steeply-stepped temples and other similar structures. These have effects on movement and combat.

- Movement up or down these steps is at half-speed.
- The steps pose some difficulties in fighting downwards (keeping one’s balance would be tricky in melee). Also, most gaming terrain does not allow for based figures to be placed on narrow stairs. Therefore, there are a few needed adjustments:
 - Use a small chit to represent the line of battle on the stairs and place the figures below or on a separate place for “battle order”.

- Any morale result that indicates that an individual figure or a unit fighting downwards “runs away from an enemy and/or towards cover” results in the figures affected falling off the building. Each figure affected will take a SQUARE’s worth of damage per each 4” down, with no armor saves. They should fall off the building on the closest side per the GM or as determined by a die roll. Any other morale result is as shown on the card. Any morale failures fighting upwards are conducted as normal.
- Similarly, any morale result that indicates that an individual figure or a unit on the top of a tall building’s (> 4” high) top level “runs away from an enemy and/or towards cover” results in the figures affected fleeing and falling off the building. Each figure will take a SQUARE’s worth of damage per each 4” down, with no armor saves. They should fall off the building on the closest side per the GM or as determined by a die roll. Any other morale result is as shown on the card.

2.14 Conch Shell Blowers, Drummers, Buglers, and Signalers, and Command Groups

Any leader figures assisted by another figure equipped with a signaling device increases their command radius by a factor of 2. If the leader has more than one type of signaler, that group is a “Command Group”, and activates on the leaders’ die.

- Mesoamerican leaders can use conch shell blowers, drummers, or other signalers (say with large banners) to increase an individual commander’s command radius by a factor of 2. Any signaler needs to be within 2” of the leader, and move with him when activated. If two types are part of a Command Group, each successive signaler increases command radius by an incremental amount. So, for example, if Cuauhtémoc has a conch blower, his command radius increases by 2 times. If Cuauhtémoc also had a drummer his command radius is increased by 2 times plus 1, or 3 times. If he had also a signaler, his command radius is increased by 3 times plus 1 or 4 times.
- Conquistador leaders can use drummers, buglers, or the Banner of Cortes to increase an individual commander’s command radius by a factor of 2. If two types are part of a Spanish Command Group, each successive signaler increases command radius by an incremental amount. So, for example, if Cortes has the Banner of Cortes, his command radius increases by 2 times. If Cortes also had a drummer his command radius is increased by 2 times plus 1, or 3 times. If he had also a bugler, his command radius is increased by 3 times plus 1 or 4 times.

- If any signaler is incapacitated, the command radius is reduced, potentially creating an “out of command” situation.



2.15 The Banner of Cortes

Cortes and the Conquistadores were not part of any Spanish “army”. They were all expected to pay for their own weapons and supplies, with the expectation that they would get rich with a share of looted Aztec gold. The Conquistadores did not carry a Spanish flag, but the “Banner of Cortes”, which had on it an image of the Virgin Mary. This symbol was powerful and was a rallying point for the Spanish. The bannerman may be part of a command group with buglers and drummers, or by himself with Cortes or another leader.

There are four implications of the banner’s presence:

- If an Element or Warband Leader is in line of sight of the Banner of Cortes, he may, at no Action Cost, remove up to two morale pips from any one Element or Warband entity within his command. This can be done before any Morale check, and is in addition to any removed because of leadership benefits. Again, no Element may have “negative” morale pips.
- Any Element within sight of the Banner of Cortes and is in melee gets an additional column shift to the left.
- The Banner of Cortes can be captured by incapacitating the bannerman.
 - Capture is similar to the process used by the Aztecs to take prisoners, except that a different Aztec figure must be used for both the bannerman and the banner. The Aztecs must try to get the banner to their collection point/deployment area site similar to prisoners. GM’s may assign Victory Points to the Aztecs for such capture – and I suggest as many as any big game objective.

- Upon any loss of the banner, the Conquistadores must satisfy honor. Any Spanish Elements with figures within 18" of the banner **must** pursue the Banner to retake it as berserkers. This takes precedence for them despite any other tactical consideration or objectives. Once the banner is retaken, the berserkers are stunned per the berserker rules.
- The Banner of Cortes counts as a “signaler” and increases a leader’s command radius as describe in Section 2.4.9. of the rules.



2.16 Conquistador Cavalry on pavements

On any cityscape hard pavement, Conquistador cavalry would be limited in effectiveness as their horses’ hooves would slip. Because of that, cavalry cannot get impetus within a city with pavements. The cavalry can get impetus on causeways if their charge moves do not start on pavements.

2.17 Artillery - Falconets and Lombards

The most common Conquistador artillery piece was the falconet. It is a smallish cannon, with perhaps a 2-inch caliber. It was useful for clearing boarders from the decks of a ship. Think of it as a big shotgun or a swivel gun. As ammunition, it could use either solid shot or langridge. Langridge is described by Wikipedia as “bags of any junk such as scrap metal, bolts, rocks, gravel, old musket balls, etc. fired to injure enemy crews”. Spanish sailors would have been the crews in the use of these pieces. For games using this supplement, use these rules for falconets.

Lombards were slightly larger but less movable. One would find them on carriages like that found on a naval ship, but they would not be limbered. They can be aimed, but distance movement is impractical across any rough ground. They may be used only on brigantines or on in fixed fortifications. The rules for falconets will apply to lombards, with exceptions to movement and to range.

2.17.1 Artillery Movement:

To move a falconet, it must be on a limber. Falconets otherwise are fixed (such as on a brigantine,) but may swivel to fire (if mounted on a brigantine or fort) without any cost other than making the appropriate column shift for adjusting to fire outside 180° from the end of the barrel. Adjusting to fire outside this window is considered moving fire. Limbered falconets can only be moved in combat here by manpower (two crewmen), not horses (horses were reserved for cavalry). Therefore, falconets on limbers should always be considered “unlimbered”. To move a falconet on a limber:

- Draw an Action card – forward or backward movement is at ¼ the Medium LOE rate.
- The angle of fire is 180° from the end of the barrel. Adjusting to fire outside this is considered moving fire.
- If a crewman is lost, the movement rate is halved again.
- A lombard may have its aim adjusted similarly, though they are always fixed in position on a brigantine or fortification.

2.17.2 Artillery Loading/Reloading:

The falconet or lombard takes two activations to load, and can fire on the next activation.

- The player must use a pair of chits with READY and AIM on it. Place the chit by the weapon to indicate its status.
- On the first loading or reloading activation, the player declares what type of ammunition is being loaded (solid shot or langridge). This can be done aloud or by alerting the GM in secret. The loading chit should then display READY.
- On the 2nd activation, the chit should be flipped to display AIM.
- On a subsequent activation, the player controlling the weapon may designate a target, check range, Arc of Fire, and Line of Sight, and if allowed may fire as below, adding a smoke marker on the tube’s end, and removing the chit.
- To begin reloading, the smoke marker is removed on the next activation and the READY side of the chit is placed again as described above.
- Loss of a crewman results in one extra turn to load.
- If the artillery piece has no crewmen, it is abandoned.

2.17.3 Artillery Firing:

2.17.3.1 *Solid shot:*

Here the rules are the same for both falconets and lombards except as noted. Solid shot has three ranges: short (up to 10”), medium range (>10” up to 20”) and long range (20” to 40”). Fire >40” is not allowed. Follow this firing sequence.

- Designate the aiming point subject to LOS and LOF restrictions.
- Use the crew AIM value of 4 and pull an Action Deck card to see if the target is hit with adjustments as listed here.
 - Apply one column shift to the left if the target is in close order. Apply all other column shifts per Table 1-3 in the Rules EXCEPT there is no column shift applied for any wounded crewmembers.
 - Apply one column shift to the right for each successive rank hit
 - Apply any red text results per section 2.7 in this supplement.

- The first figure in the target rank can be hit as well as any 12" beyond the aiming point in a straight line. Each figure potentially hit gets a card pulled with the appropriate column shifts and cover taken into consideration.
- **There are no armor saves.** If there is cover, pull a second Action Deck card to see if that cover helps the hit figure. If so, the figure is stunned. Each figure that is hit without cover protection is incapacitated.
- If the weapon misses, use the scattering sequence procedure described in Section 3.6 of the Rules to determine the actual deviation of the shot path. This is determined at a point 20" from the original desired arc of fire by using the dagger on the Action Deck card and the hit randomizer (in inches) to determine the point where the new arc of fire would travel.
- Apply any column adjustments described above for each figure to see if the errant round hits.
- To represent the shock effect the sound of merely firing a falconet, any enemy figure within 12" (in any direction) of a falconet firing solid shot **is stunned, even if not hit.**
- To represent the shock effect the sound of merely firing a lombard, any enemy figure within 18" (in any direction) of a lombard firing solid shot **is stunned, even if not hit.**

2.17.3.2 *Langridge:*

- Langridge has two ranges for falconets: short (up to 6"), and medium range (>6" to 12"). Fire >12" is not allowed.
- Langridge has three ranges for lombards: short (up to 6"), medium range (>6" to 12"). And long (>12" to 18"). Fire >18" is not allowed.
 - The combat resolution process is dependent on the range.
 - For figures at 3" or less (first half of short range) the damage is as follows:
 - Any figures within 3" in range and 1" to either side of the centerline of the arc of fire are **automatically hit**. As this is a "shotgun" type of fire, there is a cone of fire. All figures in this range and cone are affected.
 - Use the **PENTAGON** to assess damage to each figure. **There are no armor saves.**
 - If there is cover, pull an Action Deck card to see if that cover helps the hit figure. If so, the figure is just stunned.
 - Any additional figures still in short range (>3" and <6") are potentially in the cone of fire as well. These would be 3-6" in range and up to 2" on either side of the centerline of the arc of fire (remember, a cone spreads out). Each figure here **may** be hit.
 - Apply one column shift to the left if the target is in close order.
 - Apply all other column shifts per Table 1-3 EXCEPT there is no column shift applied for any wounded crewmembers.
 - Use the crew AIM value of 4 and pull an Action Deck card to see if each figure in the cone was hit. There are no armor saves. Pull a second card to see if cover helps the hit figure. If so, the figure is stunned.
 - If no cover, use the **PENTAGON** to assess damage to each of these figures.

- If any figure in the second half of the short-range cone of fire is not hit, **that figure is still stunned**.
- If the range is greater than 6" yet less than 12" (medium range), the cone of fire continues to spread out and additional troops may be hit beyond short range. These would be 6-12" in range and up to 3" on either side of the centerline of the arc of fire (remember, a cone spreads out). Each figure here **may** be hit.
 - Apply one column shift to the left if the target is in close order. Apply one column shift for medium range.
 - Apply all other column shifts per Table 1-3 EXCEPT there is no column shift applied for any wounded crewmembers.
 - Use the crew AIM value of 4 and pull an Action Deck card to see if each figure in the cone was hit. There are no armor saves. Pull a second card to see if cover helps the hit figure. If so, the figure is stunned.
 - If no cover, use the **SQUARE** to assess damage to each of these figures.
 - If any figure in the medium-range cone of fire (12") is not hit, **that figure is still stunned, as are any enemy within 12"**.
- For lombards ONLY - if the range is greater than 12" yet less than 18" (long range), the cone of fire continues to spread out and additional troops may be hit beyond short range. These would be 12-18" in range and up to 4" on either side of the centerline of the arc of fire (remember, a cone spreads out). Each figure here **may** be hit.
 - Apply one column shift to the left if the target is in close order. Apply two column shifts for long range.
 - Apply all other column shifts per Table 1-3 EXCEPT there is no column shift applied for any wounded crewmembers.
 - Use the crew AIM value of 4 and pull an Action Deck card to see if each figure in the cone was hit. There are no armor saves. Pull a second card to see if cover helps the hit figure. If so, the figure is stunned.
 - If no cover, use the **SQUARE** to assess damage to each of these figures.
- If any figure in the long-range cone of fire (18") is not hit, **that figure is still stunned, as are any enemy within 18"**.
- Effects of crew wounds and crew loss:
 - Crew aim is unaffected by wounds.
 - Crew loss does affect reloading. If one crew member is incapacitated or not present because of other causes such as morale, add an additional activation to load the falconet.
 - If a crew member is lost, movement of the limber, other than adjusting the limber to aim, is not possible. The GM may allow another Spanish soldier to assist in movement (but not reloading) if an original crewman is lost
- Effect of fumbles:
 - Fumbles take effect as in Table 2-4 of the Rules.

- If a falconet explodes, the crew are incapacitated, plus any figures from any side within 6". Any figures within 12" are stunned. If a falconet explodes while mounted on a brigantine, the ship is damaged and will not be able to move further.
- If a lombard explodes, the crew are incapacitated, plus any figures from any side within 8". Any figures within 18" are stunned. If a lombard explodes while mounted on a brigantine, the ship is extensively damaged, and will begin to take on water. The ship will not be able to move further, and will be considered "sunk" on the next reroll and reshuffle card or at the end of the current activation.
- See the Brigantine section for more details.



2.18 War Wagons

In 1520, Cortes found himself and his troops trapped in Tenochtitlan and surrounded by hostile Aztecs. In order to provide some cover from hails of rocks, atlatl dart, and arrows, he ordered that war wagons be built. These were roughly-built contraptions similar to Hussite war wagons. He used them to provide cover for his arquebusiers and crossbowmen, with Conquistador Sword and Buckler men and Tlaxcalans as "teamsters" (horses were reserved for cavalry use). In certain scenarios, involving the escape attempts, the war wagons of Cortes provided a critical role. Each war wagon can hold two men, who should be initially crossbowmen or arquebusiers.

- Movement, actions, firing, melee, and cover:
 - The war wagon, its pushers, and the men inside are in one Element. Each War wagon needs two men to move them, otherwise they cannot be moved.
 - War wagons must be pushed from an appropriate side (usually an opening short end).
 - War wagons may move forward or backward movement at $\frac{1}{4}$ the Medium LOE rate.
 - Moving or turning the war wagons 45° takes an action by the pushers.
 - **Each time a player tries to move or turn a war wagon it must take a "break" check.** Pull an Action Card – if there are 5 shields or more the move succeeds. If the move fails, the war wagon is stationary for the remainder of the game.
 - The Conquistadores inside the war wagon get "foxhole" cover. They may fire and reload as normal during their Elements' Action.
 - If the war wagon is attacked in melee, the figures inside get "foxhole" cover.
 - In some scenarios, the war wagons should be prepositioned and manned.

- War wagon durability:
 - As previously mentioned, moving a war wagon may cause it to become immobile. Additionally, they can be worn down by missile fire or melee damage.
 - Each war wagon can take 20 points of damage – after which becomes a pile of broken lumber providing only wall cover. To represent this effect on the war wagon, use a D20 or some other means to show accumulated damage.
 - Every time a missile misses a war wagon passenger, or it protects him with cover, it is assumed that the wagon takes damage. Use another Action Card to determine the damage done, and decrement that off of the current durability of the war wagon.
 - In melee, a figure can attack the war wagon and cause it to be damaged. Also, it during melee, the war wagon protects him with cover, it is again assumed that the wagon takes damage. Use another Action Card to determine the damage done, and decrement that off of the current durability of the war wagon.
 - Aztecs may only get into a war wagon if at least one of the occupants is incapacitated.
 - I would assign 5 points as the cost for a war wagon.
 - Morale effects to Elements using war wagons is as normal.



2.19 Naval Aspects of the Spanish Conquest

Combat on Lake Texcoco (which surrounded Tenochtitlan) was a major part of the Spanish Conquest. The Aztecs and Mesoamerican allies of the Spanish used war canoes extensively. Typically, these war canoes served to carry warriors armed with missile weapons as well as those who could board enemy vessels.

The Spanish, with shipbuilder Martin Lopez and a lot of Tlaxcalan toil, were able to build small cog-like brigantines. These mounted falconets and lombards, as well as having many differently-armed Conquistadores on their way to an amphibious assault.

Different models are available for both. In general, a brigantine should be a Warband and able to be crewed by 1-2 Elements, plus any artillery pieces. I would expect that the point values of the crew would be the major costs, so I would not assign point costs for a brigantine.

War canoes were far more numerous of course, and different models hold different numbers of figures. In general, I would assume each war canoe to carry an Element of 4-6 figures. I would also not assign a point cost to war canoes or brigantines. Perhaps the GM should consider 1 brigantine (holding two+ Elements would be evenly matched against 5 or 6 war canoes with each canoe carrying, 4-6 figure Elements apiece. As there could be a number of different troop configurations, feel free to make adjustments as the GM would like.

Here, I will set out how these different vessels and their crews will move and fight.

2.19.1 War Canoes

2.19.1.1 *Organization, Elements and Warbands/Leadership:*

- War canoes carry 4-6 figures and are an Element. One figure must be dedicated to paddling the war canoe, and one must be the Element Leader.
- Warband Leaders can be in an Element canoe or another with a smaller group of warriors who only report to him or another Element Leader in the canoe.
- Command radii on the water are 50% greater.

2.19.1.2 *Vessel Movement, Turning, and Effects of Underwater Obstacles*

- War canoes move at up to Medium LOE rate of speed. The war canoe activates on any Leader in the canoe who can tell the paddler where to go.
- War canoes can turn up to 45° at the stern (that's the back of the canoe for us Army guys) **twice per move in any direction**, rotating on the war canoe's center. These turns can occur at the beginning of, at the end of, or during the move. This represents the agility of the canoe versus the brigantine.
- If the paddler is stunned or incapacitated, or just not there to paddle, the canoe will drift. When activated, use the dagger on the Action Deck card and the number randomizer to see in which direction the canoe drifts and how far. The paddler can be replaced by another figure.
- Paddlers cannot fire missile weapons while paddling. If he is a leader assuming the paddler's role (because the original paddler was incapacitated), he can still direct fire from their canoe while paddling. Leaders should not normally be paddling!
- Wounded paddlers cause the canoe to move at half speed.
- War canoes are unaffected by underwater obstacles and cannot get stuck like brigantines can. They have no movement restrictions on the water other than they cannot ram or go through a brigantine.
- War canoes cannot ram another canoe or a brigantine. War canoes can be rammed by a brigantine. War canoes can avoid being rammed by a successful use of the onboard Leader's Reaction number (see Ramming below).
- War canoes can maneuver adjacent to the side of a brigantine or enemy war canoe to attempt to board it (see Boarding below).
- There is no cost to stopping a war canoe, though it may drift if not moving.
- War canoes may back up at half-speed after having stopped during the previous activation.

- War canoes can drift if stopped and as described in Morale Result Effects on war canoes below.

2.19.1.3 Missile Combat from War Canoes:

Troops in war canoes can fire missile weapons, but this fire is always considered to be moving fire. If the target is moving, that is another column shift as well as a moving target.

2.19.1.4 Missile Combat at War Canoes:

- If the war canoe has “armor” (such as small boards set up to block incoming missile fire), treat that as “tree” cover for a protected figure. Otherwise, the figures are considered to be in the open.
- Missile fire at war canoes has another small wrinkle. The canoe is a possible target!
 - Simply treat the canoe as an extra target, to be counted as the last one. As an example, if there are four figures in the canoe, and the randomizer is a 5, the canoe was hit instead of the troops.
 - There are no armor saves or cover protection for a war canoe. Process the damage as you would with a figure.
 - Any single hit damage greater than 3 sinks the canoe and drowns all of the figures in it. However, damage to a war canoe is not cumulative.
- If the leader of the canoe or the paddler is stunned or incapacitated, follow the rules under Movement, as well as those for Leader Death in the Feudal Patrol™ Rules.

2.19.1.5 Boarding Other Vessels:

- A war canoe can move adjacent to the side of a brigantine in the hopes of boarding the Spanish vessel. The war canoe must touch the brigantine’s side.
- The boarding must be at the lower portion of the brigantine’s sides, not at an elevated section.
- Once the war canoe can touch the side, each figure trying to board pulls an Action Card to see if they board successfully. Two shields or more are a success for an unwounded figure. A wounded figure needs six shields to board. Any other results mean that the figure has slipped into the water and drowned. Stunned figures cannot attempt to board.
- Once boarding occurs, melee or any other action can ensue if allowed. The process of boarding puts a figure at 1” from the ship’s rail in any direction from the point of boarding at the player’s discretion.

2.19.1.6 Ramming:

War canoes are vulnerable to being rammed and sunk by a moving brigantine.

- If a war canoe is rammed, it is sunk.
- Simultaneous to the ramming, the war canoe crew may attempt to jump into the brigantine using their Leader’s Reaction value. The figures cannot attempt this if they are stunned.
- The bow of the brigantine must be low enough to make this attempt (it should be at the same height as the brigantine’s side). If the Leader is successful at the Reaction, draw another Action Card for each figure – if successful, the figure makes the jump. To be successful in boarding while being rammed, an unwounded figure needs 7 shields or more, a wounded figure needs 8 or more. If successful, place the Aztec figure at 1” from the ship’s rail in any direction from the point of boarding at the player’s discretion.

2.19.1.7 Morale Result Effects on war canoes:

The results of Morale Checks should be similar to ground warfare, except that on the water there is nowhere to run to!

- If a Morale Check result would cause a figure to run away, that figure has jumped into the water and is out of the game.
- Stunned figures (not with a “running away” result) are stunned and are still in the canoe.
- If a Morale Check result would cause a figure to charge towards the enemy, that figure has NOT jumped into the water and may fire at the enemy if he has a missile weapon, and is not stunned.
- If the Element is stunned, the war canoe will drift on activation as discussed above.
- Note that a pinned canoe crew will drift on a red or blue number – though the crew will not take any actions on red or blue cards.
- If a Unit “running away” result occurs, the canoe and crew move as the card dictates.
- Morale Results for figures that have boarded a brigantine are different – see those below in the “Brigantine” section.
- All other Morale Results are unchanged from the cards.

2.19.1.8 Crew Considerations and Costs

- War canoes may carry a single Element of 4-6 figures, or a Warband Leader or equivalent and figures reporting only to him.
- I would also not assign a point cost to war canoes, rather focus on the costs of the figures themselves. If the scenario involves both brigantines and war canoes, the GM should consider 1 brigantine (holding 2+ Elements would be evenly matched against 5-6 war canoes each carrying, 5-6 Elements. As there could be a number of different troop configurations, feel free to make adjustments as the GM would like.

2.19.2 Brigantines

Organization, Elements and Warbands/Leadership:

- Brigantines are considered to be a Warband of up to 2+ elements – say a Warband Leader, two infantry Elements of 4-6 figures, plus an artillery piece and crew. These Elements are built the same way as for ground warfare. One figure (helmsman/coxswain) must be dedicated to steering the brigantine and must report to the Warband Leader. Several rowers will likely also be needed and involved, and report to (and come from) the infantry Elements on board. The physical model used will dictate the number.
- Warband Leaders on brigantines can report to a Battle Group Leader, who would also be on board a brigantine if the scenario dictates that he should.
- Command radii on the water are 50% greater.

2.19.2.1 Vessel Movement, Turning, and Effects of Underwater Obstacles

- Brigantines move at up to the Heavy LOE rate of speed. A brigantine activates on the Warband Leader in the ship who can direct it where to go.
- Brigantines, like war canoes, should be turned at the stern, rotating on the vessels center. A brigantine is far less maneuverable than a war canoe. It may can turn up to 45° at the stern (again, that’s the back of the brigantine for us Army guys) **once per move** in any direction, turning at the stern but using the vessels center (usually the mast) as the rotation

point. A single turn can occur at the beginning, at the end, or during the move. This represents the brigantine's inferior agility versus a war canoe.

- If the helmsman/coxswain is stunned or incapacitated, or just not there to control the brigantine, it will drift (unless stuck on an underwater obstacle). When activated, use the dagger on the Action Deck card and the number randomizer to see in which direction the brigantine drifts and how far. The helmsman/coxswain can be replaced by another figure, but the brigantine will only move at half-speed to represent the lesser skill and training of his replacement.
- Helmsmen/coxswains cannot fire missile weapons while steering. Warband Leaders can assume the helmsman/coxswain's role (because the original was incapacitated), but Leaders should not normally be steering!
- Wounded helmsman/coxswain have no effect on the brigantine's speed.
- There is an Action cost to stopping a brigantine, and it may subsequently drift if not moving.
- Brigantines may back up at half-speed after having stopped during the previous activation.
- Brigantines can be affected by underwater obstacles and may get stuck. The GM and Aztec player should coordinate the size and locations of these obstacles prior to the game. If a brigantine hits an underwater obstacle, check to see if the brigantine is stuck or if it is unaffected.
 - The Warband Leader pulls an Action card. If he gets 5 shields or more, the brigantine is not stuck and can continue on until it hits another obstacle area.
 - If the Warband Leader fails, and is stuck, the brigantine is immobile and fixed in position and angle for the rest of the game.
- Brigantines can ram war canoes (see Ramming below).
- Brigantine can be boarded by war canoes (see Boarding below).
- Brigantines cannot be sunk by Aztec weapons – so effectively they are invulnerable – but their crews are not. Of course, a lombard exploding will sink a brigantine as described previously.

2.19.2.2 Missile Combat from Brigantines:

Troops in brigantines can fire missile weapons, and this fire is **NOT considered to be moving fire** as the brigantine is more stable than a canoe. However, if the target is moving, that is a column shift as well for a moving target.

2.19.2.3 Missile Combat at Brigantines:

- Brigantines are invulnerable to damage from Mesoamerican missile fire. However, the troops on board are not so lucky.
- Treat the brigantine as “wall” cover for troops on them.
- If the Warband Leader of the canoe or the helmsman/coxswain is stunned or incapacitated, follow the rules under Movement as well as those for Leader Death in the Feudal Patrol™ Rules.

2.19.2.4 *Boarding:*

- A war canoe can move adjacent to the side of a brigantine in the hopes of boarding the Spanish vessel. The war canoe must touch the brigantine's side. See the War Canoe movement section for details.
- Brigantine crews cannot board a war canoe, but may board another brigantine in dire circumstances. The boarding must be at an equivalently-tall section of the both brigantines' sides. Once both brigantines are touching, each figure trying to board pulls an Action Card to see if they board successfully. Two shields or more are a success for an unwounded figure. A wounded figure needs six shields to board. Any other results mean that the figure has slipped into the water and drowned. Stunned figures cannot attempt to board.
- Once boarding occurs, melee or any other action can ensue if allowed. The process of boarding puts a figure at 1" from the ship's rail in any direction from the point of boarding at the player's discretion.

2.19.2.5 *Ramming:*

Brigantines can ram a war canoe and sink it.

- This can happen during the movement of a brigantine. The brigantine must strike the war canoe with its bow or its stern as a result of either turning or lateral movement. The bow or stern areas are defined as the front or rear of the brigantine and 3" to either side. If a war canoe is rammed, it is sunk.
- Simultaneous to the ramming, the war canoe crew **may** attempt to jump into the brigantine as previously described.

2.19.2.6 *Morale Result Effects on brigantines:*

The results of Morale Checks for all troops should be similar to ground warfare, except that on the water there is nowhere to run to!

- If a Morale Check result would cause a figure to run away, that figure has run as far away as possible on the brigantine and is stunned.
- If a Morale Check result would cause a figure to charge towards the enemy, that figure has charges the enemy if he has a missile weapon and is **not** stunned.
- If the helmsman/coxswain or Warband Leader of the brigantine is stunned, it will drift on activation as discussed above (unless stuck on an obstacle).
- Note that a pinned brigantine crew will drift on a red or blue number – though the crew will not take any actions on red or blue cards.
- If a Unit "running away" result occurs, the figures run as far away as possible on the brigantine and are stunned.
- All other Morale Results are unchanged from the cards.

2.19.2.7 *Crew Considerations and Costs*

- Only Spanish troops can be crews of brigantines.
- Brigantines are considered to be a Warband of up to 2+ elements – say a Warband Leader, two infantry Elements of 4-6 figures, plus an artillery pies and crew. These Elements are built the same way as for ground warfare. One figure (helmsman/coxswain) must be

dedicated to steering the brigantine and must report to the Warband Leader. Several rowers will likely also be needed and involved, and report to (and come from) the infantry Elements on board. The physical model used will dictate the number.

- I would also not assign a point cost to brigantines, rather focus on the costs of the figures themselves. If the scenario involves both brigantines and war canoes, the GM should consider 1 brigantine (holding 2+ Elements) would be evenly matched against 5-6 war canoes each carrying, 5-6 Elements apiece. As there could be a number of different troop configurations, feel free to make adjustments as the GM would like.
- Brigantines cannot be sunk by any Aztec weapons or obstacle. At worst they can get stuck on an obstacle.

3 Weapons and tactics – New World Empires



All of the New World peoples - the Aztecs of the Triple Alliance, the Aztecs of the Aztec-Chichimec Alliance, the Mixtecs, the Zapotecs, the Tlaxcalans, the Maya, and the Inca all used different weapons and tactics. Each of these will be summarized in separate sections below. In any game, the Elements should be set up as the figures are armed (WYSIWYG).



3.1 The Aztecs of the Triple Alliance - Weapons

The Aztecs of the Triple Alliance was the largest in Mesoamerica and had its capital in Tenochtitlan. Historically, it was an alliance of three city-states – Tenochtitlan, Texcoco, and Tecuba from 1428 AD onwards. They warred with many, many other kingdoms, some of which had slightly different warriors, tactics and organizations. The Aztecs of the Triple Alliance had a single emperor, and was bent on conquest.

Aztecs of the Triple Alliance						
Weapon	Short	Med.	Long	RoF	Reach+	Damage
Unarmed	--	--	--	--	0	
Obsidian Knife	--	--	--	--	1	
Club/Torch	--	--	--	--	2	
Macuahuitl (obsidian-bladed club/sword)	--	--	--	--	2	
Tepoztopilli (obsidian-bladed thrusting spear/pole-axe)	--	--	--	--	5	
Cuauhololli (Roundhead Wooden Club)	--	--	--	--	2	
Stone or Copper Hand Axe	--	--	--	--	1	
Aztec “Morning-star”	--	--	--	--	2	
Thrusting Spear or Dart (on foot)	--	--	--	--	5	
Atlatl (Spear thrower)	6	12	18	1	0	
Arrow Darts (Arrow Warriors)	4	8	16	1 #	0	
Thrown objects	1	2	4	1	0	
Sling (see Rule 2.3)	3	6	12	1	0	









Bow	7	14	28	1	0	
Spear	2	4	8	1 +	5	








large javelin-like spears – may throw one and use one in melee

+ may only be thrown as many times as the figure has spears

3.2 The Aztecs of the Aztec-Chichimec Alliance - Weapons

The Aztecs of the Aztec-Chichimec Alliance fought the Aztecs of the Triple Alliance as they defended themselves over a period of a century from Triple Alliance conquest. Historically, it was an alliance of three city-states – Tlaxcala, Huexotzingo, and Cholula. However, in Mesoamerican history, alliances and enemies changed like the wind. Their uniforms and markings were slightly different, though like the Triple Alliance, they fought for the same resources, especially for food, and captives for slavery and sacrifice. The Tlaxcalans were a major ally of the Conquistadores, and were noted for their fast-firing bowmen. Hence their rate of fire is higher than the Aztecs of the Triple Alliance – and their forces should be more bow-heavy and atlatl-heavy versus those of the Triple Alliance.

Aztecs of the Aztec-Chichimec Alliance						
Weapon	Short	Med.	Long	RoF	Reach+	Damage
Unarmed	--	--	--	--	0	
Obsidian Knife	--	--	--	--	1	
Club/Torch	--	--	--	--	2	
Macuahuitl (obsidian-bladed club/sword)	--	--	--	--	2	
Tepoztopilli (obsidian-bladed thrusting spear/pole- axe)	--	--	--	--	5	
Cuauhololli (Roundhead Wooden Club)	--	--	--	--	2	
Stone or Copper Hand Axe	--	--	--	--	1	
Aztec “Morning- star”	--	--	--	--	3	

Thrusting Spear or Dart (on foot)	--	--	--	--	5	
Atlatl (Spear thrower)	6	12	18	1	0	
Arrow Darts (Arrow Warriors)	4	8	16	1 #	0	
Thrown objects	1	2	4	1	0	
Sling (see Rule 2.3)	3	6	12	1	0	
Bow	7	14	28	2 ^	0	
Spear	2	4	8	1+	5	

large javelin-like spears – may throw one and use one in melee

^ increased RoF versus others






+ may only be thrown as many times as the figure has spears

3.3 The Mixtecs and Zapotecs - Weapons

The Mixtec (or “Cloud People”) and Zapotecs (or “The People”) both lived in the area of the current Mexican states of Oaxaca, Guerrero and Puebla. They warred with each other, and were eventually allied against both the Aztecs of the Triple Alliance and later the Spanish.

Their uniforms and markings were different from the Aztecs, though like them, they fought for the same resources, especially for food, and captives for slavery and sacrifice. Their cities tended to be more fortress-like, making them tougher to conquer. They both used priests as battle captains, often in the flayed skins of their enemies (see section 2.4). Forces of the Mixtecs and Zapotecs should be more armed with the atlatl and hand axes, with peasants with slings and bows in support.

Mixtecs and Zapotecs						
Weapon	Short	Med.	Long	RoF	Reach+	Damage
Unarmed	--	--	--	--	0	
Obsidian Knife	--	--	--	--	1	
Club/Torch	--	--	--	--	2	
Stone or Copper Hand Axe	--	--	--	--	1	
Mixtec “Morning-star”	--	--	--	--	3	

Atlatl (Spear thrower)	6	12	18	1	0	
Thrown objects	1	2	4	1	0	
Sling (see Rule 2.3)	3	6	12	1	0	
Bow	7	14	28	1	0	
Spear	2	4	8	1+	5	







+ may only be thrown as many times as the figure has spears






3.4 The Maya - Weapons

The Maya were located in the Yucatan and Central America, and were similar to the Aztecs of the Triple Alliance in terms of the practices of human sacrifice and unending war. Their city-states were at war with each other incessantly – and any invaders would face attack. However, they were very difficult to subdue (as both the Conquistadores and the Aztecs learned the hard way). This was partly a function of the different terrain of the Mayan's homeland versus that of the Aztecs.

War was a means to gain captives for slavery and for sacrifice, and they did not campaign long in the field. Missile weapons were similar to those of the other Mesoamericans, except that the bow was not highly favored in warfare versus the atlatl and sling.

Alone among the Mesoamericans, the Maya were seafarers. Their melee weapons included a long thrusting spear, obsidian-edged clubs (similar to the macuahuitl), flint knives, and tridents made from turtle shells.

The Maya						
Weapon	Short	Med.	Long	RoF	Reach+	Damage
Unarmed	--	--	--	--	0	
Flint Knife	--	--	--	--	1	
Club/Torch	--	--	--	--	2	
Macuahuitl (obsidian-bladed club/sword)	--	--	--	--	2	
Thrusting spear	--	--	--	--	5	
Stone or Copper Hand Axe	--	--	--	--	1	








Trident	--	--	--	--	5	
Atlatl (Spear thrower)	6	12	18	1	0	
Thrown objects	1	2	4	1	0	
Sling (see Rule 2.3)	3	6	12	1	0	
Spear	2	4	8	1+	5	







+ may only be thrown as many times as the figure has spears

3.5 The Inca - Weapons

The Inca were not in Mesoamerica – they were in the Andes, in modern day Ecuador, Peru, and western Brazil. Until the Conquest, they never lost a battle, Unlike the Mesoamericans who wanted to capture enemies alive, the Inca wanted to kill their enemies. Their armies were well-disciplined and their culture very regimented. Petty warfare for human sacrifice was not their desire, only conquest and acquisition of land and resources.

Missile weapons included the atlatl, the sling, and the bola. The bola had three balls that could deliver a nasty set of wounds. The bola could also wound and immobilize a foe (see section 2.5). The Inca could also use slings to launch bitumen-covered flaming rocks. If using flaming rocks, the rate of fire is similar to that of an arquebus. Their melee weapons included a pole-axe, a “morning star”, a long thrusting spear, bronze-edged and bronze swords, and short and long axes.

The Inca						
Weapon	Short	Med.	Long	RoF	Reach+	Damage
Unarmed	--	--	--	--	0	
Bronze dagger	1	2	4	1 +	1	
Club/Torch	--	--	--	--	2	
Bronze edged or bronze sword	--	--	--	--	2	
Pole-axe	--	--	--	--	5	
Stone, Copper, or bronze Hand Axe	--	--	--	--	1	
Inca “Morning-star” edged club	--	--	--	--	3	







Long axe	--	--	--	--	4	
Atlatl (Spear thrower)	6	12	18	1	0	
Thrown objects	1	2	4	1	0	
Sling (see Rule 2.3)	3	6	12	2 ~	0	
Bola	3	6	12	1	0	
Spear	2	4	8	1 +	5	








~ increased RoF versus others with regular rocks – flaming rocks take one turn to reload but do extra damage

+ may only be thrown as many times as the figure has daggers or spears

3.6 The Conquistadores - Weapons

The Conquistadores weapons were far advanced technologically versus their foes of the New World. The uses of steel, the horse, and gunpowder were completely unknown. The Conquistadores used many of the weapons in the main set of rules. These are summarized here for completeness, but there are some minor differences, such as sword use from a horse having a longer reach. Again, **any misfire card pulled during the use of a crossbow or black powder weapon renders that weapon useless for the remainder of the scenario** – except as a club if desired. As Conquistadores often had a sword as a secondary weapon, this should be a rare situation.

The Conquistadores						
Weapon	Short	Med.	Long	RoF	Reach+	Damage
Unarmed	--	--	--	--	0	
Dagger	1	2	4	1 +	1	
Club/Torch	--	--	--	--	2	
Sword of Toledo Steel on ground	--	--	--	--	3	
Sword of Toledo Steel on horse	--	--	--	--	4	
Thrusting spear/pole-axe)	--	--	--	--	5	

Pike	--	--	--	--	6	
Thrusting Spear/Lance (on horse)	--	--	--	--	5	
Crossbow	6	12	24	1 †	0	
Thrown objects	1	2	4	1	0	
Arquebus/Harquebus	5	10	20	1 †	0	
Falconet – solid shot	10	20	40	1 ††	0	Instant Death without cover
Falconet – langridge	6	12	N/A	1 ††	0	 Short Range  Medium Range

+ may only be thrown as many times as the figure has daggers

† Weapon requires one activation to reload.

††Weapon requires two activations to reload



4 Figure Characteristics and Point Values

All of the forces of this era and theater were varied and for the most part not standardized in terms of weapons, armor, organization, etc. The Inca were more standardized than the others. Also, the 28mm figures (made by different manufacturers) of these armies are also varied. I have decided to list the most common features of each of the figures of these armies, plus some guidance on

how to incorporate them into Feudal Patrol™ system of Elements and War Bands. These are a guide – in general the figures’ weapons and armor should be used as they actually are (WYSIWYG). This makes for less chart use and is more adaptable to the variety one finds with figures. For example, a figure with medium armor and a helmet would not substantially be different from one without a helmet as far as point values go. However, in the game it might make a difference – but not enough to get extra layers of minutia. I have rounded the points to a quarter of a point per figure.






The armor of the empires of the New World was typically a thick braided cotton tunic called an ichcahuipilli (**each-ca-wee-pee-lee**). Sometimes the Conquistadores wore these, or leather armor, or steel, or a combination. For combat resolution, please use what is on the actual figure (WYSIWYG). For element building points, if you cannot find an exact match, just pick the closest similar type. An example could be the Tarascans, another enemy of the Aztecs whose weapons were similar to those of the Aztecs.


You can use these values below (IN GENERAL) to choose individual figures and then incorporate them into Elements, Elements into Warbands, Warbands into Battle Groups, and Battle Groups into Armies as described in section 2.3 of the main rules. I say “in general” because you should use common sense in assigning point values. As an example, if a figure has partial armor versus a similar figure with none, you may want to add a quarter point to the one with armor. Think of the below as a “starting point” menu that you can use to build the forces for this supplement, figure by figure. Again, there is great value in WYSIWYG! A GM should adjust as makes sense. Elite figures should only be part of Elite unit elements of the same type. As an example, an Eagle Warrior would only be part of an Eagle Warrior Element, and not part of a Jaguar Warrior or veteran warrior element. Obviously, Elite Elements can be part of mixed Elite Warbands and higher. I generally don’t mix Elite and Veteran Elements in a Warband.








Leaders (such as Montezuma, Cortes, an Aztec General, or a War priest), and war hounds and falconets are examples of additional figures that can be added to an army, battlegroup, warband or element as appropriate.



4.1 Aztecs of the Triple Alliance

Unit						Armor	Shield	Notes
Aztecs of the Triple Alliance, Leaders								
Montezuma (2 pts)	E	5	7	3	5			<ul style="list-style-type: none"> The Huey Tlatoani – see section 2.10. May remove up to six morale pips from each element of which they are within 24". This may result in a total of six total pips removed. Armed with an obsidian dagger Wears cotton armor and a wooden helmet. Should be considered individual "Heroes" as described in the rules.
Aztec General or Captain (2 pts)	E	3	1	4	4			<ul style="list-style-type: none"> Warband Commander or higher. Armed with a macuahuitl, a shield, helmet, and an obsidian dagger. Should be considered individual "Heroes" as described in the rules
Aztec War Priest (1.5 Points)	E	5	5	3	5			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield, helmet, and an obsidian dagger. Priests should be considered individual "Heroes" as described in the rules. Priests on your side can remove 2 morale pips per activation from an element that they are within 3" of any of its figures. Priests who fight and win a melee battle cause three morale pips on the other side's leader. Conquistadores are unaffected by priests and shamans for morale purposes Priests can be "heroes", and as such may attach to an Element. They also can be part of an Element, or make up an









								Element of Warrior Priests themselves
Aztec Warriors, Aztecs of the Triple Alliance								
Cuahchic (shock troops) (2.5 pts)	E	3	2	3	3			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield and an obsidian dagger. May attempt to provoke an enemy into moving to charge them per Section 2.2. If there was a success, the opposing element's next action must be to move towards the cuahchic at sprinting movement. The cuahchic may become berserkers as described in Section 2.15 of the rules.
Eagle/Jaguar Warrior with macuahuitl (1.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield, helmet, and a hand axe.
Eagle/Jaguar Warrior with a tepoztopilli (1.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a tepoztopilli, a shield, helmet, and a hand axe.
Eagle/Jaguar Warrior with a roundhead club (1.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with roundhead club, a shield, helmet, and a hand axe.
Eagle/Jaguar Warrior with an atlatl (2.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with an atlatl and a macuahuitl, a shield, and a helmet.
Arrow Warrior with arrow darts (2.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with two arrow darts (javelin-size), a macuahuitl, and a helmet.
Veteran Warrior with a macuahuitl (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield, helmet, and a hand axe.
Veteran Warrior with a tepoztopilli (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a tepoztopilli, a shield, helmet, and a hand axe.

Veteran Warrior with a morning star (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a morning star, a shield, helmet, and a hand axe.
Veteran Warrior with an atlatl (1.75 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with an atlatl and a macuahuitl, a shield, and a helmet.
Veteran Warrior with a bow and Medium armor (2 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield, helmet, and a hand axe.
Veteran Warrior with a bow and light armor (1.75 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield, and a hand axe.
Veteran Warrior with a bow and no armor (1.5 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a bow and a hand axe.
Novice Warrior with a macuahuitl and light armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield and a hand axe.
Novice Warrior with a macuahuitl and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a macuahuitl and a hand axe.
Novice Warrior with a tepoztopilli and light armor (1 pt.)								<ul style="list-style-type: none"> Armed with a tepoztopilli, a shield and a hand axe.
Novice Warrior with a tepoztopilli and no armor (.75 pts)								<ul style="list-style-type: none"> Armed with a tepoztopilli and a hand axe.
Novice Warrior with a roundhead club and light armor (1 pt.)								<ul style="list-style-type: none"> Armed with a roundhead club, a shield and a hand axe.

Novice Warrior with a roundhead club and no armor (.75 pts)								<ul style="list-style-type: none"> Armed with a roundhead club and a hand axe.
Novice Warrior with an atlatl and light armor (1.25 pt.)								<ul style="list-style-type: none"> Armed with an atlatl, a shield and a hand axe.
Novice Warrior with an atlatl and no armor (1 pt.)								<ul style="list-style-type: none"> Armed with an atlatl and a hand axe.
Novice Slinger and armor (1 pt.)								<ul style="list-style-type: none"> Armed with a sling and a hand axe.
Novice Slinger and no armor (.75 pts)								<ul style="list-style-type: none"> Armed with a sling and a hand axe.
Novice Warrior with a bow and medium armor (1.25 pts)								<ul style="list-style-type: none"> Armed with a bow, a shield, a helmet, and a hand axe.
Novice Warrior with a bow and light armor (1 pt.)								<ul style="list-style-type: none"> Armed with a bow, a shield, and a hand axe.
Novice Warrior with a bow and no armor (.75 pts)								<ul style="list-style-type: none"> Armed with a bow and a hand axe.







4.2 Aztecs of the Aztec-Chichimec Alliance

Unit	G	A	M	E	R	Armor	Shield	Notes
Aztecs of the Aztec-Chichimec Alliance, Leaders								
Aztec-Chichimec Alliance General or Captain (2 pts)	E	3	1	4	4			<ul style="list-style-type: none"> Warband Commander or higher. Armed with a macuahuitl, a shield, helmet, and an obsidian dagger. Should be considered individual “Heroes” as described in the rules
Aztec-Chichimec Alliance War Priest (1.5 Points)	E	5	5	3	5			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield, helmet, and an obsidian dagger. Priests should be considered individual “Heroes” as described in the rules. Priests on your side can remove 2 morale pips per activation from an element that they are within 3” of any of its figures. Priests who fight and win a melee battle cause three morale pips on the other side’s leader. Conquistadores are unaffected by priests and shamans for morale purposes Priests can be “heroes”, and as such may attach to an Element. They also can be part of an Element, or make up an Element of Warrior Priests themselves
Aztecs of the Aztec-Chichimec Alliance, Warriors								
Elite Tlaxcalan Warrior with macuahuitl (1.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield, helmet, and a hand axe.
Elite Tlaxcalan Warrior with a tepoztopilli	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a tepoztopilli, a shield, helmet, and a hand axe.








(1.5 pts)								
Elite Tlaxcalan Warrior with a roundhead club (1.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with roundhead club, a shield, helmet, and a hand axe.
Elite Tlaxcalan Warrior with an atlatl (2.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with an atlatl and a macuahuitl, a shield, and a helmet.
Veteran Warrior with a macuahuitl (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield, helmet, and a hand axe.
Veteran Warrior with a tepoztopilli (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a tepoztopilli, a shield, helmet, and a hand axe.
Veteran Warrior with a morning star (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a morning star, a shield, helmet, and a hand axe.
Veteran Warrior with an atlatl (1.75 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with an atlatl and a macuahuitl, a shield, and a helmet.
Veteran Tlaxcalan Warrior with a bow and medium armor (2.25 pts)	R	4	3	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield, helmet, and a hand axe. Increased RoF with bow.
Veteran Tlaxcalan Warrior with a bow and light armor (2 pts)	R	4	3	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield and a hand axe. Increased RoF with bow.
Veteran Tlaxcalan Warrior with a bow and no armor (1.75 pts)	R	4	3	3	5			<ul style="list-style-type: none"> Armed with a bow and a hand axe. Increased RoF with bow.
Novice Warrior with a	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a macuahuitl, a shield and a hand axe.

macuahuitl and light armor (1 pt.)								
Novice Warrior with a macuahuitl and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a macuahuitl and a hand axe.
Novice Warrior with a tepoztopilli and light armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a tepoztopilli, a shield and a hand axe.
Novice Warrior with a tepoztopilli and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a tepoztopilli and a hand axe.
Novice Warrior with a roundhead club and light armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a roundhead club, a shield and a hand axe.
Novice Warrior with a roundhead club and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a roundhead club and a hand axe.
Novice Warrior with an atlatl and light armor (1.25 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with an atlatl, a shield and a hand axe.
Novice Warrior with an atlatl and no armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with an atlatl and a hand axe.
Novice Slinger and armor (1 pt.)	G	3	7	3	7			<ul style="list-style-type: none"> Armed with a sling and a hand axe.
Novice Slinger and no armor (.75 pts)	G	3	7	3	7			<ul style="list-style-type: none"> Armed with a sling and a hand axe.
Novice Tlaxcalan Warrior with a bow and medium armor	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a bow, a shield, a helmet, and a hand axe.

(1.5 pts)								
Novice Tlaxcalan Warrior with a bow and light armor (1.25 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a bow, a shield, and a hand axe.
Novice Tlaxcalan Warrior with a bow and no armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a bow, and a hand axe.





4.3 Mixtecs and Zapotecs

Unit	G	A	M	E	R	Armor	Shield	Notes
Mixtecs and Zapotecs, Leaders								
Mixtec/Zapotec General or Captain (2 pts)	E	3	1	4	4			<ul style="list-style-type: none"> Warband Commander or higher. Armed with a morning star, a shield, helmet, and a hand ax. Should be considered individual “Heroes” as described in the rules
Mixtec War Priest (1.5 Points)	E	5	5	3	5			<ul style="list-style-type: none"> Armed with a morning star, a shield, helmet, and an obsidian dagger. Priests should be considered individual “Heroes” as described in the rules. Priests on your side can remove 2 morale pips per activation from an element that they are within within 3” of any of its figures Priests who fight and win a melee battle cause three morale pips on the other side’s leader. Conquistadores are unaffected by priests and shamans for morale purposes Priests can be “heroes”, and as such may attach to an Element. They also can be part of an Element, or make up an Element of Warrior Priests themselves
Mixtec/Zapotec Warriors								
Elite Mixtec Warrior with morning star (1.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a morning star, a shield, helmet, and a hand axe.
Elite Mixtec Warrior with a hand axe (1.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a hand axe, a shield, helmet, and an obsidian knife.



Elite Mixtec Warrior with a spear (2 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a spear, a shield, helmet, and a hand axe.
Elite Mixtec Warrior with an atlatl (2.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with an atlatl and a hand axe, a shield, and a helmet.
Elite Mixtec Warrior with a bow (3 pts)	E	3	3	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield, helmet, and a hand axe.
Veteran Warrior with a morning star (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a morning star, a shield, helmet, and a hand axe.
Veteran Warrior with an atlatl (1.75 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with an atlatl and a hand axe, a shield, and a helmet.
Veteran Warrior with a bow (2 pts)	R	4	3	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield, helmet, and a hand axe.
Novice Warrior with a hand axe and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a hand axe and an obsidian knife.
Novice Warrior with a spear and no armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a spear and a hand axe.
Novice Warrior with an atlatl and no armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with an atlatl and a hand axe.
Novice Slinger and no armor (.75 pts)	G	3	7	3	7			<ul style="list-style-type: none"> Armed with a sling and a hand axe.








4.4 The Maya

Unit	G	A	M	E	R	Armor	Shield	Notes
Maya, Leaders								
Mayan General or Captain (2 pts)	E	3	1	4	4			<ul style="list-style-type: none"> • Warband Commander or higher. • Armed with a either a morning star, trident, or a thrusting spear, a shield, and a flint knife. • Should be considered individual “Heroes” as described in the rules
Mayan War Priest (1.5 Points)	E	5	5	3	5			<ul style="list-style-type: none"> • Armed with a either a morning star, trident, or a thrusting spear, a shield, and a flint knife. • Priests should be considered individual “Heroes” as described in the rules. • Priests on your side can remove 2 morale pips per activation from an element that they are within 3” of any of its figures. • Priests who fight and win a melee battle cause three morale pips on the other side’s leader. • Conquistadores are unaffected by priests and shamans for morale purposes • Priests can be “heroes”, and as such may attach to an Element. They also can be part of an Element, or make up an Element of Warrior Priests themselves
Mayan Warriors								
Elite Mayan Warrior with morning star (1.75 pts)	E	3	3	3	3			<ul style="list-style-type: none"> • Armed with a morning star, a shield, and a flint knife.

Elite Mayan Warrior with a trident (2 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a trident, a shield, and a flint knife.
Elite Mayan Warrior with a spear (2 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a spear, a shield, and a flint knife.
Elite Mayan Warrior with an atlatl (2.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with an atlatl a shield, and a flint knife.
Elite Mayan Warrior with a bow (3 pts)	E	3	3	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield, and a flint knife.
Veteran Mayan Warrior with a morning star (1.25 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a morning star, a shield, and a flint knife.
Veteran Mayan Warrior with a trident (2 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a spear, a shield, helmet, and a hand axe.
Veteran Mayan Warrior with a spear (1.5 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a spear, a shield, and a flint knife.
Veteran Warrior with an atlatl (1.75 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with an atlatl and a hand axe, a shield, and a helmet.
Veteran Warrior with a bow (2 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a bow, a shield, helmet, and a hand axe.
Novice Warrior with a hand axe and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a hand axe and an obsidian knife.
Novice Warrior with a spear and no armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a spear and a hand axe.






Novice Warrior with an atlatl and no armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with an atlatl and a hand axe.
Novice Slinger and no armor (.75 pts)	G	3	7	3	7			<ul style="list-style-type: none"> Armed with a sling and a hand axe.

4.5 The Inca









Unit	G	A	M	E	R	Armor	Shield	Notes
The Inca Leaders								
Sapa Inca (Inca Emperor) (2 pts)	E	5	7	3	5			<ul style="list-style-type: none"> The Sapa Inca – see section 2.10. May remove up to six morale pips from each element of which they are within 24". This may result in a total of six total pips removed. Armed with a bronze dagger Wears cotton armor and a wooden helmet. Should be considered individual “Heroes” as described in the rules
Inca General or Captain (2.5 pts)	E	3	1	4	4			<ul style="list-style-type: none"> Warband Commander or higher. Armed with a morning star, poleaxe, or bronze sword, a shield, helmet, and a bronze. Should be considered individual “Heroes” as described in the rules
Inca War Priest (1.75 Points)	E	5	5	3	5			<ul style="list-style-type: none"> Armed with a morning star, poleaxe, or bronze sword, a shield, helmet, and a bronze dagger. Priests should be considered individual “Heroes” as described in the rules. Priests on your side can remove 2 morale pips per activation from an element that they are within 3” of any of its figures. Priests who fight and win a melee battle cause three morale pips on the other side’s leader. Conquistadores are unaffected by priests and shamans for morale purposes Priests can be “heroes”, and as such may attach to an Element. They also can be part of an Element, or make up an Element of Warrior Priests themselves










Inca Warriors								
Elite Inca Warrior with pole-axe (1.75 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a pole-axe, a shield, helmet, and a bronze dagger.
Elite Inca Warrior with morning star (2 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a morning star, a shield, helmet, and a bronze dagger.
Elite Inca Warrior with bronze-edged or bronze sword (1.75 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a bronze-edged or bronze sword, a shield, helmet, and a bronze dagger.
Elite Inca Warrior with a club or an axe (1.75 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a club or an axe, a shield, helmet, and a bronze dagger.
Elite Inca Warrior with an atlatl (2.5 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with an atlatl, a shield, helmet, and a bronze dagger.
Elite Inca Warrior with spear (2 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a spear, a shield, helmet, and a bronze dagger.
Elite Inca Warrior with a bow (2 pts)	E	3	3	3	3			<ul style="list-style-type: none"> Armed with a bow, a shield, helmet, and a bronze dagger.
Veteran Inca Warrior with pole-axe (1.5 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a pole-axe, a shield, helmet, and a bronze dagger.
Veteran Inca Warrior with morning star (1.5 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a morning star, a shield, helmet, and a bronze dagger.

Veteran Inca Warrior with bronze-edged or bronze sword (1.55 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a bronze-edged or bronze sword, a shield, helmet, and a bronze dagger.
Veteran Inca Warrior with a club or an axe (1.5 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a club or an axe, a shield, helmet, and a bronze dagger.
Veteran Inca Warrior with an atlatl (2 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with an atlatl, a shield, helmet, and a bronze dagger.
Veteran Inca Warrior with spear (1.75 pts)	R	4	4	3	5			<ul style="list-style-type: none"> Armed with a spear, a shield, helmet, and a bronze dagger.
Veteran Inca Warrior with a bola (1.75 pts)	R	5	4	3	5			<ul style="list-style-type: none"> Armed with a bola, helmet, and a bronze dagger.
Novice Warrior with a club and light armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a club and a hand axe.
Novice Warrior with a club and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a club and a hand axe.
Novice Warrior with a spear and light armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a spear and a shield and a hand axe.
Novice Warrior with a spear and no armor (.75 pts)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with a spear and a hand axe.
Novice Warrior with a bola and light armor (1 pt.)	G	4	7	3	7			<ul style="list-style-type: none"> Armed with a bola and a hand axe.

Novice Warrior with an atlatl and light armor (1.25 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with an atlatl, a shield and a hand axe.
Novice Warrior with an atlatl and no armor (1 pt.)	G	5	7	3	7			<ul style="list-style-type: none"> Armed with an atlatl and a hand axe.
Novice Slinger and armor (1 pt.)	G	3	7	3	7			<ul style="list-style-type: none"> Armed with a sling and a hand axe.
Novice Slinger and no armor (.75 pts)	G	3	7	3	7			<ul style="list-style-type: none"> Armed with a sling and a hand axe.

4.6 The Conquistadores

Unit	G	A	M	E	R	Armor	Shield	Notes
Conquistador Leaders								
Hernan Cortes and Francisco Pizarro (2.5 pts w/o horse, 4.5 pts with a horse)	E	3	1	5	3			<ul style="list-style-type: none"> See section 2.9 on Leadership and Morale effects. As an action, both Hernan Cortes and Francisco Pizarro may remove up to three morale pips from each element of which they are within 8". This may result in more than three total pips removed. Armed with a Toledo blade, dagger, shield, helmet, and medium armor. Should be considered individual "Heroes" as described in the rules
Conquistador Officer with sword (2 pts w/o horse, 4 pts with a horse)	E	3	2	4	4			<ul style="list-style-type: none"> Warband Commander or higher. Armed with a Toledo blade, shield, helmet, and medium armor.
Conquistador Officer with arquebus (2.5 pts w/o horse, 4.5 pts with a horse)	E	3	2	4	4			<ul style="list-style-type: none"> Warband Commander or higher. Armed with an arquebus, Toledo blade, helmet, and medium armor.
Catholic Priest (1.5 Points)	R	6	6	3	8			
Conquistadores								
Conquistador with a sword (1.75 pts w/o a horse, 3.75 with a horse)	E	4	3	3	3			<ul style="list-style-type: none"> Armed with a Toledo blade, shield, helmet, and medium armor.

Conquistador with a poleaxe, pike, or spear (1.75 pts)	E	4	3	3	3			<ul style="list-style-type: none"> Armed with a poleaxe, or pike, or spear, helmet, and medium armor.
Conquistador with lance or spear on horseback (3.75 pts)	E	4	3	3	3			<ul style="list-style-type: none"> Armed with a lance or spear on horseback, helmet, shield, and medium armor.
Conquistador with a crossbow (2.25 pts w/o a horse, 4.75 with a horse)	E	4	3	3	3			<ul style="list-style-type: none"> Armed with a crossbow, Toledo blade, shield, helmet, and medium armor.
Conquistador with an arquebus or harquebus (2.25 pts w/o a horse, 4.75 with a horse)	E	4	3	3	3			<ul style="list-style-type: none"> Armed with an arquebus or harquebus, Toledo blade, shield, helmet, and medium armor.
Conquistador Small Cannon or falconet Gun itself is 8 points, plus need to add crew)	E	4	3	3	3			<ul style="list-style-type: none"> Includes cannon and crew. Crew are poleaxe, Toledo blade, shield, helmet, and medium armor. See updated rules for cannon.
War Hound (.25 points)	R	10	3	5	3			<ul style="list-style-type: none"> War hound fights as an extra unarmed trooper. See section 2.6 on War Hounds



4.6.1 Force Composition considerations in this supplement:

All Elements can be constructed as in the normal rules, that is as shown by the following from the main rules. In this supplement there are a few considerations to consider as you build Elements and War Bands.

4.6.1.1 Aztec Elements:

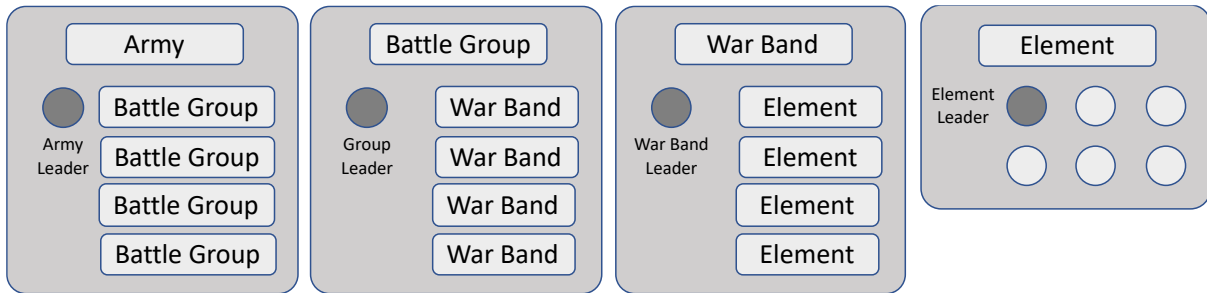


Figure 4-1: Basic taxonomy of units in Feudal Patrol (TM)

- When novices are deployed in an Aztec Element, they must be “twinned” with a group of veterans as described in Section 2. That is to say that there are 5 veterans (including a leader) and up to 5 novices (using the same leader as the veteran) in a twinned Element.
- A non-Elite War Band would therefore have:
 - 1 Warband Leader
 - 2 Element Leaders
 - 10 Veterans (including the 2 Leaders)
 - Up to 10 Novices (with no separate Leaders)
- All other Aztec Elements are assembled as in 2-1 above.

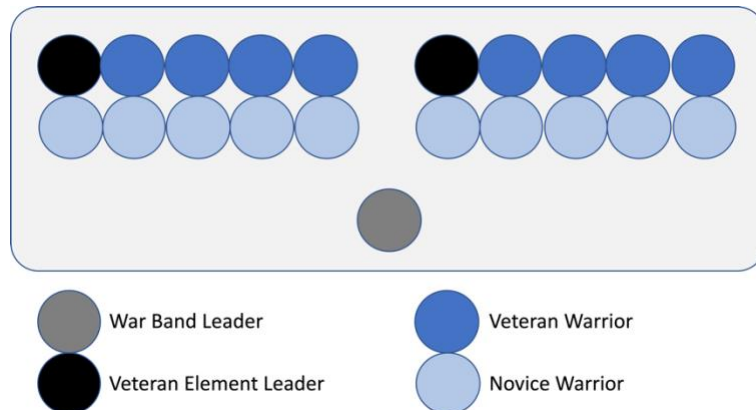


Figure 4-2: Example of Veteran and Novice "Twinning"

4.6.1.2 *Element and Warband Size Guidance and Considerations:*

- Warbands of New World Troops should be composed generally of 2-4 Elements, but on occasion we have gone as high as 5. The total points of a Warband's Elements, as well as its Warrior Priests and its Warband Leaders (and above) all count towards a side's total points.
- In general, New World Elements should be made up of figures in accordance with section 4.6.1.1. These Elements should be built with a total point value in the range 7-13 points. Leaders count towards this total. Warrior Priests may also be added if the points are available in the scenario. GM's may of course decide differently.
- Conquistador Warbands should also be composed generally of 2-4 Elements, but on occasion we have gone as high as 5. All of the figures on the Spanish side - such as Conquistador Warband Elements, War Dogs, Warband Leaders (and above including extras like bannermen or war wagons if used) all count towards that side's total points.
- In general, Conquistador Elements should be made up of figures in accordance with section 4.6.1.1. These Elements should be built with a total point value in the range 9-13 points. Element leaders count towards this total. Warband Leaders and above count towards the overall side point costs. War Dogs or Catholic Priests may also be added if the points are available in the scenario. GM's may of course decide differently.

4.6.1.3 *Other Element and Warband Considerations:*

- Catholic Priests, horses and War Hounds do not count towards Element construction figure limits.
- Leaders and War priests/shamans do not count towards Element construction limits. They are additional, unless the Element is composed of only War Priests.
- All other Elements and are assembled as in 2-1 above.
- An Element or Warband Leader must be usually of equal or greater point value than any other figure in the unit.
- Aztec Warbands should normally be composed of "twinned" veteran/novice Elements or of Elite Elements. For Morale purposes, such "twinned" Elements are considered to be "regular", while solely Elite Elements are by definition, "Elite". Elements composed of solely novices can be used rarely, but they would need a veteran leader and would not be considered "regular" for Morale purposes.
- Aztec Elite Elements should normally only be in Warbands with other Elite Elements.

5 Acknowledgements:

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For questions about the rules or this supplement, join our group at <https://groups.io/g/GreatWargamingRules>