

New Treasure markers



Being that the nature of this game isn't just looking for Clues but gaining Gold (for the crown of course!) . In addition to clues , physical loot tokens should be added to the game. In addition Clues could be expanded with clues to lost cities etc

I would in a similar vein to Stargrave put down loot tokens with 50 % being clues and 50% physical loot tokens

Clues

As in the original game, these tend to be scenario specific, so as you develop your scenarios you will need to think them up, suggestions are maps to other Aztec sites, Eldorado , Gold/Silver mines if playing more historical scenarios, if add mythical beasts , magical weapons, Aztec mythology scrolls on how to defeat or conjure up beasts etc.

Loot

Your party is mainly built of Sea Dogs, Conquistadors, Soldiers of Fortune etc so the shiny stuff is your main interest so here is a table of finds. Magical wpsns will be scarce in the traditional sense as the most mexo America was only reaching the Bronze age by the time of Cortez. Though it is possible the Mezo American deities and Shamans may have left some wpsns(maybe even space guns) of a special metal from the Gods (Georgio Tsoukalos eat your heart out)

Loot table		
Die Roll 2 D10	Result	Notes
2	1000 Ducats of Gold	
3	400 Ducats of Gold	
4	200 Ducats of Gold	
5	Map of Area	+2 initiative role on next adventure
6	150 Ducats of Gold	
7	100 Ducats of Gold	
8	Amazonian speaking slave	Will stop attacks from Amazonian warriors onsuccessful will role
9	Anti snake/spider poison medicine	Stops further damage from snake venom
10	75 ducats gold	
11	50 ducats gold	
12	75 ducats gold	
13	Aztec Speaking slave	Will stop attacks from Amazonian warriors on successful will role
14	Healing herbs	
15	100 Ducats of Gold	
16	150 Ducats of God	
17	Map of Aztec Cities	Clue bonus
18	175 Ducats of Gold	
19	350 Ducats of Gold	
20	800 Ducats of Gold	

One of the 1st changes to basic lists was the different armour classes, , I have put restrictions on lists but here is generic table to help in force creation



Weapons and Armour Table

Weapon/Armour	EQ Slots	Range	Damage	Notes
Leather Armour	1	NA	NA	Firearms ignore armour class
Mail Armour	1	NA	NA	Firearms ignore armour class
Breastplate	2	NA	NA	Firearms ignore armour class
Helm	0	NA	NA	Firearms ignore armour class
Buckler	1	NA	NA	Firearms ignore armour class
Shield	2	NA	NA	Firearms ignore armour class
Hand wpn	1	NA	Power Die	
Heavy Wpn	2	NA	Power Die	
Improvised Wpn	1	NA	Power Die	
Fencing Wpn	1	NA	Skill Die	
Musket	2	24"	Power Die	Cartridge box to reload , ignore Armour can be use as improvised as wpn
Arquebus	2	18"	Power Die	Cartridge box to reload , ignore Armour can be use as improvised as wpn
Pistol	1	8"	Power Die	Cartridge box to reload , ignore Armour can be use as improvised as wpn
Crossbow	2	30"	Power Die	Needs quiver to reloads
Bow	1	30"	Power Die	Needs quiver to reload, but does not need reload action
Atlatl	1	12"	Power Die	
Blow Pipe	1	8"	Power Die	Does not need reload action
Sling	1	24"	Power Die	Does not need reload action

To help calculate additions to Recruitment when deciding on party I have done a quick calculator table below:

Armour costs quick calcs					
Armour	Eq slots	Def mod	Speed mod	Recruitment mod	Notes
Leather	1	1	0	+1	
Leather and Helm	1	2	0	+2	
Leather , Helm and Buckler	2	3	-1	+3	Cannot be used with any 2 slot wpn
Leather Helm and Sheild	4	5	-1	+4	Cannot be used with any 2 slot wpn
Leather & Mail	2	2	-1	+2	
Leather Mail and Helm	3	3	-1	-3	
Breast plate	2	2	-1	+2	Cannot be combined with leather and mail armour
Breast plate & Helm	2	3	-1	+3	
Breast plate, Helm & Buckler	2	4	-2	+4	Cannot be used with any 2 slot wpn
Breast Plate Helm * Sheild	2	5	-2	+5	Cannot be used with any 2 slot wpn

Soldier list Generic



Gunner						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+0	10	10
Attributes: Artillerist						
Equipment :Hand Weapon , Pistol (optional minus 1 to recruitment cost if not chosen)						

Nationality: – All

No change to basic on this one

Champion of Faith						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+0	+0	13	+3	10	20
Attributes Miracles , Supernatural Veteran						
Equipment:Hand Weapon						
Nationality - Spain & France						

No change,

Doctor						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+2	12	18
Attributes – Medic						
Equipment :Hand Weapon , Pistol (optional minus 1 to recruitment cost if not chosen)						
Nationality: – All						

No change

Gallowglass						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
5	+2	+1	15	+1	11	18
Attributes None						
Equipment Heavy Wpn, , leather Armour and Chainmail , cand be amended reducing as per armour table						
Nationalilty All						

Irish/Scottish/Scandinavian Mercenarys ,

Irregular						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment

6	+1	+1	14	+0	10	15
Attributes :Nimble , Master of Cover						
Equipment , Hand Wpn + Buckler , Bow and Arrows , leather/cloth asrmour only						
Nationalilty: Spain						

Junior Officer/ 1st Mate						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	13	+2	12	22
Abilities (select any on that can be taken by Officer						
Equipment Hand Weapon or Fencing wpn has access access to all armour options see table						
Nationality All						

Landsman						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+0	+0	13	+0	10	0
Attributes: None						
Equipment Hand Wpn , May add Buckler and helm for cost on 1 recruitment for each)						
Nationality -All						

Marine						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+1	10	13
Attributes: Steady legs						
Equipment Musket , Cartridge Box , Leather Armour only , may add helm see armour table						
Nationality -All						

Heavy Boarder						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+1	10	13
Attributes: Steady legs						
Equipment Hvy Wpn. Or Hand Wpn has access to all armour options other than shield and buckler						
Nationality -All						

Sword And Buckler Marine/Soldier

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+1	10	13
Attributes: Steady legs						
Equipment Hvy Wpn. Or Hand Wpn and Buckler has access to all armour options other than shield and buckler						
Nationality -All						

Native Scout

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+2	12	18
Attributes: Master of Cover						
Equipment Hand Wpn & Sheild /Hvy Wpn/Bow						
Nationality -All						

Occultist

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+0	+0	13	+3	10	20
Attributes: Spells , Supernatural Veteran						
Equipment Hand Wpn						
Nationality -All						

Sailor

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+0	10	12
Attributes: Spells , Expert Climber , Steady Legs						
Equipment : Hand Wpn, Musket , cartridge box						
Nationality -All						

Sapper

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	13	+0	10	12
Attributes: Combat Engineer						
Equipment Musket , Cartridge Box , Heavy Wpn						
Nationality -All						

Supernatural Investigator						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	14	+0	12	23
Attributes: Supernatural Veteran , Monster Expert						
Equipment Fencing Wpn and Buckler or Heavy Wpn has all armour options with cost def additions and movement restrictions						
Nationality -All						

Swordsman						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+0	10	12
Attributes: Indefatagble						
Equipment Fencing wpn and Buckler plus all armour options see table						
Nationality -All						

Veteran Hunter						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+2	14	+0	10	30
Attributes: Spells , Select any that can be taken by officer						
Equipment Any avail to Officer						
Nationality -All						



Solider List Spain only



Musketeer/Crossbowman						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	14	+0	10	10

Attributes: None

Equipment Musket , Cartridge Boxor Crossbow and Quiver Leather Armour only , may only add helm armour table

Nationality -Spain

Pikeman//Halbadier

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+1	16	+3	12	20
Attributes: Supernatural Veteran						
Equipment: ,Heavy Wpn , leather Armour ,Helm , May upgrade armour as allowed, see armour table						
Nationality: Spain						

Regular Spanish Heavy Infantry

Callibos Ligeros Heavy Cavalry

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
5	+2	-1	13	+2	12	24
Attributes : Combat Rider						
Equipment Hand Wpn , Breast plate ,Helm						
Nationality: Spain						

Spanish Regular Cavalry

Light Cavalry/Mounted Arquebusier

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	15	+1	10	19
Attributes: Combat Rider						
Equipment : Hand Wpn : Pistol (if not allowed -1 to recruitment) or musket and pouch Cloth/Leather Armour only , may have helm only see armour table						
Nationalilty: Spain						

Random Encounter Table

Historical only

If you only want to play historically themed games and certain scenarios use this table only

Random Encounter Table h			
First Die Roll	1-12	13-18	19-20
Second Die Roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
2	Callibos Ligeros Heavy Cavalry x2	Callibos Ligeros Heavy Cavalry x3	Callibos Ligeros Heavy Cavalry x3
3	Callibos Ligeros Heavy Cavalry	Callibos Ligeros Heavy Cavalry x 2	Callibos Ligeros Heavy Cavalry x 2
4	Spanish Pike/Halberdier x2	Spanish Pike/Halberdier x2	Callibos Ligeros Heavy Cavalry Spanish Pike/Halberdier x3
5	Tribal Hunter x2	Aztec Warrior x 2	Spanish Pike/Halberdier x3
6	Spanish Musketeer	Spanish Pike/Halberdier	Spanish Sword Buckler x3
7	Spanish Pike/Halberdier	Aztec Warrior	Jaguar Warrior x3
8	Tribal Hunter	Aztec Hunter	Jaguar Warrior x2
9	Jaguar	Tribal Hunter	Aztec Militia x 2
10	Large snake	Jaguar	Aztec Hunter x2
11	Tree Spider	Anaconda	Tribal Hunter x2

12	Anaconda	Black Caiman	Tribal Warrior x2
13	Bear	Tribal Warrior	Aztec Militia x 2
14	Tribal Warrior	Aztec Militia x 2	Aztec Warrior x2
15	Spanish Sword Buckler	Spanish Sword Buckler x2	Eagle/Wolf Warrior x2
16	Tribal Warrior x 2	Eagle/Wolf Warrior	Eagle/Wolf Warrior x3
17	Spanish Sword Buckler x2	Spanish Musketeer	Spanish Musketeer x3
18	Spanish Musketeer x 2	Spanish Musketeer x2	Light Cavalry/Mounted Arquebusier Spanish Musketeer x3
19	Light Cavalry/Mounted Arquebusier	Light Cavalry/Mounted Arquebusier x2	Light Cavalry/Mounted Arquebusier x2
20	Light Cavalry/Mounted Arquebusier x2	Light Cavalry/Mounted Arquebusier x3	Light Cavalry/Mounted Arquebusier x3

Beastery and Generic Aztec Native lists Historical



The following are tables for non player enemy forces which may arrive due amended encounter tables and is for use for more historical based games.

Aztec Militia						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+0	15	+0	12	0

Attributes: Master of Cover

Equipment Hand Wpn & Sheild

Nationality – Aztec

Aztec Hunter

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+0	+2	13	+0	12	0

Attributes: Master of Cover

Equipment : Hand Wpn & either Bow .Blow Pipe or Sling

Nationality – Aztec

Aztec Warrior

Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+1	16	+2	12	0

Attributes: Master of Cover

Equipment Hand Wpn & Sheild, leather Armour & Sheild

Nationality – Aztec

Above can be used for both A leather armoured Mayan and Inca Warrior



Aztec Jaguar Warrior						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+3	+1	16	+4	12	0
Attributes: Master of Cover						
Equipment Hand Wpn & Sheild, cloth Armour						
Nationality – Aztec						

Aztec Eagle/Wolf Warrior						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+4	+2	16	+5	14	0
Attributes: Master of Cover						
Equipment Hand Wpn & Sheild, cloth Armour						

Inca Warrior						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+3	+0	17	+4	12	0
Attributes: Master of Cover						
Equipment Hand Wpn & Sheild, cloth Armour , Bronze Helmet						
Nationality – Inca						

Amazonian Hunter						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+2	+0	13	+2	12	0
Attributes: Master of Cover						
Equipment Hand Wpn & Sheild,						
Nationality – Native						

Amazonian Warrior						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+2	13	+2	12	0
Attributes: Master of Cover						
Equipment Hand Wpn, Bow,Quiver Poison or Hand wpn , Blow Pipe Poison						
Nationality – Native						

Anaconda						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
4	+3	0	12	0	14	0
Attributes: Animal , Crushing Attack Coils						

Bear						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+4	0	12	0	12	0
Attributes: Animal Very Strong						

Black Caiman (alligator)						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
5	+4	0	12	0	12	0
Attributes: Animal Amphibious Powerful						

Jaguar						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
7	+3	+0	12	+2	16	0
Attributes: Animal Camouflaged , Powerful						

Large Snake						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
5	+2	0	12	0	10	0
Attributes: Animal Poison						

Tree Spider						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+0	0	12	0	4	0
Attributes: Animal Poison						

This is your 1940's hollyweird jungle Spider about the size of small dog of wargames Atlantic small Spider.

New Historical Attributes for above

Amphibious

This creature is perfectly happy on land or in the Water, It automatically passes swimming rolls, treat water as normal instead of rough ground, and suffers no fight penalties for being in the water

Animal

A natural creature with less than human intelligence, Even if they become a member of a warband , animals cannot pick up treasure tokens or uncover clues , and have no items slots

Camouflage

No figure may draw line if sight that is more than 12" away.

Coils

If an opponent wins a combat but does not damage it remains wrapped in coils and may not step back or push back as normal 9

Crushing Attack

If successful attack made, it does additional 2 points of crushing damage which is suffered regardless of its armour

Expert Climber

This creature suffers no movement penalty for climbing

Master of Cover

This figure is skilled at taking advantage of any cover, shooting attacks are at -2 rather than -1

Poison

Attacks from this creature are venomous and deal poison damage

Powerful

Damage by this creature is doubled

Very Strong

This creature does +2 damage

Mytical Beastery

Snake Warrior						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+3	+0	14	+5	14	0
Attributes: Master of Cover						
Equipment Hand Wpn, Pooison , may have Sheild and Leather Armour						
Nationality – Mytical						

Snakeman Hunter						
Speed	Melee	Accuracy	Defence	Courage	Health	Recruitment
6	+1	+2	14	+5	1	0
Attributes: Master of Cover						
Equipment Hand Wpn, Bow,Quiver Poison or Hand wpn , Blow Pipe Poison						
Nationality – Mytical						

Artillery rules for the mainly umpire cannon (courtesy of Gerry OTT)

Solid shot

Use 3D10

One Skill and two Equipment dice (pref different coloursor 2nd rolled after 1st)

If hit scored the 2nd D10 fie the distance the ball bounces in inchs.

Skill die value can be used to modigy up or down above by artillerymen who have used expertise to calculate bounce

The Combined 3d10 is damage caused

Or

Use the Warhammer method – Guess the distance eg shooting at Ghoul approx 19”.

Measure the guessed distance and place marker , and then bounce the ball as above , anything between the two points is a rolled as a casualty

Guns starts the game loaded but takes 4 Actions to reload for an Artilleryman , no reload if non available

Non Artillerymen can fire a cannon but not reload.

Gerrcinn

but I need to run some tests to see how deadly it is

I think the answer is going to be incredibly