

# THE PIKEMAN'S LAMENT

## French Indian War



Unit Name	Veteran Line Infantry		
Models	12	Points	6
Attack	5+	Attack value	6+
Move	7+	Defence value	5+
Shoot	7+	Shoot Value / Range	4+/18"
Morale	4+	Maximum Movement	6"
Stamina	2	12 dice	7+ mod
Special Rules	<b>First-Salvo:</b> First use of weapons in combat (Shoot, Attack or Defence value) +1 on each attack dice.		

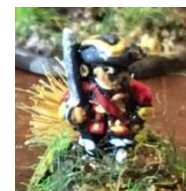


Unit Name	Rangers		
Models	6	Points	6
Attack	5+	Attack value	4+
Move	5+	Defence value	5+
Shoot	6+	Shoot Value / Range	5+/18"
Morale	3+	Maximum Movement	6"
Stamina	3	12 dice	4+ mod
Special Rules	<b>Ferocious:</b> Normal attack and defence when fighting in rough terrain.		



Unit Name	Colonial Trained Militia		
Models	6	Points	2
Attack	7+	Attack value	6+
Move	5+	Defence value	6+
Shoot	7+	Shoot Value / Range	5+/12"
Morale	5+	Maximum Movement	8"
Stamina	1 / 2	12 dice	4+ mod
Special Rules	<p><b>Hard to Target:</b> Counts as Stamina 2 vs Shooting and may only be targeted within 12".</p> <p><b>Skirmish:</b> Ordered activation (7+), can make half move and shoot before or after the move. Shooting done at -1 to each dice.</p> <p><b>Evade:</b> After enemy successfully rolled to attack but before moving, the unit may test to evade at 7+, that if successful gives a skirmish action targeting the attacking unit (but can not move closer, Morale tests or Lucky blows only at the end of the attack). The charging unit then moves following the evading unit (attacking if possible). No evade if wavering.</p> <p><b>Fleet Footed:</b> Does not halve movement in rough terrain.</p>		

**British –**  
**28 points**  
**Ensign Morris**



# THE PIKEMAN'S LAMENT

## French Indian War



Unit Name	Compagnies franche de la marine		
Models	12	Points	6
Attack	5+	Attack value	6+
Move	7+	Defence value	5+
Shoot	7+	Shoot Value / Range	4+/18"
Morale	4+	Maximum Movement	6"
Stamina	2	12 dice	7+ mod
Special Rules	<b>First-Salvo:</b> First use of weapons in combat (Shoot, Attack or Defence value) +1 on each attack dice.		



Unit Name	Canadian Militia		
Models	6	Points	6
Attack	5+	Attack value	4+
Move	5+	Defence value	5+
Shoot	6+	Shoot Value / Range	5+/18"
Morale	3+	Maximum Movement	6"
Stamina	3	12 dice	4+ mod
Special Rules	<b>Ferocious:</b> Normal attack and defence when fighting in rough terrain.		



Unit Name	Indians		
Models	6	Points	4
Attack	7+	Attack value	6+
Move	5+	Defence value	6+
Shoot	7+	Shoot Value / Range	5+/12"
Morale	5+	Maximum Movement	8"
Stamina	1 / 2	12 dice	4+ mod
Special Rules	<p><b>Hard to Target:</b> Counts as Stamina 2 vs Shooting and may only be targeted within 12".</p> <p><b>Skirmish:</b> Ordered activation (7+), can make half move and shoot before or after the move.</p> <p><b>Evade:</b> After enemy successfully rolled to attack but before moving, the unit may test to evade at 7+, that if successful gives a skirmish action targeting the attacking unit (but can not move closer, Morale tests or Lucky blows only at the end of the attack). The charging unit then moves following the evading unit (attacking if possible). No evade if wavering.</p> <p><b>Fleet Footed:</b> Does not halve movement in rough terrain.</p>		

French – 28 points,  
Sous-lieutenant  
Dupont

