

IRREGULAR WARS

CONFLICT AT THE WORLD'S END



A WARGAMING SYSTEM FOR SMALL
ACTIONS, c. 1519 - 1641

BATTLE LISTS

VERSION 1.0

Conflict at the World's End

Version 1.0, February 2011

Contents

Caribbean Indians	24	Lowland Scots	4
Colonial Portuguese.....	9	Mere Irish	6
Colonial Spanish.....	8	Mesoamericans.....	25
Cossacks.....	16	Moghul Empire	18
East Indies Sultanate	20	Muscovite Russians	15
Eastern Pirates	21	Ottoman Empire	17
English Adventurers.....	3	Pacific Islanders.....	23
English Borderers.....	2	Polish-Lithuanian Commonwealth.....	14
French Adventurers.....	10	Royal English.....	1
Generic Company Types.....	29	Spanish Expeditionary Force	7
Highland Scots.....	5	Steppe Khanate	19
Hollanders.....	11	Swedish	13
Imperialists.....	12	Tupi.....	27
Incas	26	Woodland Indians	28
Japanese Shogunate	22		

© 2011 Nicholas Wright
All rights reserved



Conflict at the World's End

HOLLANDERS

Dutch merchant adventurers and agents of the V.O.C. or G.W.C.

(I:3, C:150) NW, EI

COMPULSORY COMPANIES

Company	size	resolve	move	melee	short range	long range
<u>1 Merchant adventurers^(F)</u>	3	5	75	3	4+	–
<u>d3 Trained shot^(F)</u>	4	3	75	2	2+	5+

OPTIONAL COMPANIES

Company	size	resolve	move	melee	short range	long range
<u>1 Ruijters^(H)</u>	2	4	125	3 ^a	3+	6+
<u>d2 Mercenary halberdiers^(F)</u>	4	4	75	4 ^{bc}	–	–
<u>1 Targeteers^(F)</u>	4	4	75	3 ^d	–	–
<u>1 Colonial militia pike^(F)</u>	6	5	50	4 ^e	–	–
<u>d2 Crossbowmen^(F)</u>	2	3	75	0	5+*	5+*
<u>d4 Ship's crews^(F)</u>	3	3	75	2	4+	5+
<u>d2 Native scouts^{(F)f}</u>	2	3	100 ^g	0 ^h	5+*	5+*
<u>d4 Asian Mardijkers^{(F)i}</u>	3	3	75	3	5+*	–
<u>1 Samurai^{(F)i}</u>	3	5	75	4	5+*	6+*
<u>1 Ship's guns^(G)</u>	1	3	25	-2	3+	5+
<u>1 Ship's guns^(G)</u>	1	3	25	-2	3+	5+

MODIFIERS

- ^a +2 charge-modifier.
- ^b +1 modifier in any MELEE phase against mounted (H) engaged to their front.
- ^c +1 modifier in any MELEE phase against pike.
- ^d +3 modifier in any MELEE phase against pike.
- ^e +5 modifier in any MELEE phase against mounted (H) engaged to their front.
- ^f May hide in any rough terrain.
- ^g Never suffer any movement penalties or melee penalties in woods.
- ^h +2 modifier in any MELEE phase if their entire base is within woods.
- ⁱ May only be used in the East Indies.

Conflict at the World's End

EAST INDIES SULTANATE

The forces of the petty sultans of the East Indies from Ceylon to the Philippines.

(I:1, C:150) EI

COMPULSORY COMPANIES

Company	size	resolve	move	melee	short range	long range
<u>d2 Sultan's guard^(F)</u>	4	5	75	4	–	–
<u>3 Warriors^(F)</u>	3	4	75	3	5+*	–

OPTIONAL COMPANIES

Company	size	resolve	move	melee	short range	long range
<u>1 Elephant^(H)</u>	1	4	75	5 ^a	4+	4+
<u>1 Elephant^(H)</u>	1	4	75	5 ^a	5+*	5+*
<u>d2 Sultan's horse^(F)</u>	2	3	150	3 ^b	5+*	–
<u>1 Sultan's palanquin^(F)</u>	5	6	50	4	5+	–
<u>d4 Warriors^(F)</u>	3	4	75	3	5+*	–
<u>d3 Musketeers^(F)</u>	2	3	75	0	4+	4+
<u>d4 Archers^(F)</u>	3	3	75	1	5+*	5+*
<u>d2 Scouts^{(F)c}</u>	2	3	100 ^d	0 ^e	5+*	5+*
<u>d4 Head-hunters^(F)</u>	3	3	75 ^d	3 ^f	5+*	–
<u>d6 Armed mobs^(F)</u>	5	3	50	2 ^f	6+*	–
<u>1 Grenadiers^(F)</u>	1	3	100	-1	2+ ^g	–
<u>1 Oriental canon^(G)</u>	1	3	25	-2	3+	5+
<u>1 Rocket battery^(G)</u>	2	3	50	-2	6+	4+

MODIFIERS

^a +4 charge modifier.

^b +2 charge modifier.

^c May hide in any rough terrain.

^d Never suffer any movement penalties or melee penalties in woods.

^e +2 modifier in any MELEE phase if their entire base is within woods.

^f +1 charge modifier.

^g May shoot every turn unless interrupted by rain.