

Black Powder Colonial Stats

Unit Type	Shoot	Fight	Save	Stamina	Special
British regulars	4	6	3+	3	Tough Fighters

Unit Type	Shoot	Fight	Save	Stamina	Special
White colonial volunteers/local forces	4	4	4+	3	Stubborn

Unit Type	Shoot	Fight	Save	Stamina	Special
Native regulars	4	6	4+	3	

Unit Type	Shoot	Fight	Save	Stamina	Special
Good native levies with rifles	3	4	5+	3	

Unit Type	Shoot	Fight	Save	Stamina	Special
Poor native levies with rifles	2	4	5+	3	Wavering Levy 3+

Unit Type	Shoot	Fight	Save	Stamina	Special
Mercenaries/deserters (ex-Egyptian army)	3	4	4+	3	

Unit Type	Shoot	Fight	Save	Stamina	Special
Tribesmen with rifles	2	4	4+	3	Tribal Skirmishers* Levy 3+

*Tribal skirmishers. Count as normal skirmishers but can charge formed units as long as the formed unit is shaken.

Unit Type	Shoot	Fight	Save	Stamina	Special
Tribal warband	1	6	4+	3	Bloodthirsty Levy 3+

Unit Type	Shoot	Fight	Save	Stamina	Special
Modern rifled artillery with competent crew	3-2-2	1	4+	1	Sharpshooters

Unit Type	Shoot	Fight	Save	Stamina	Special
Maxim/Gatling/Gardner Guns/Rockets	Special	1	4+	1	If Maxim, roll 2 D6 for first roll rather than 1 and ignore 1's as usual.

Unit Type	Shoot	Fight	Save	Stamina	Special
Native regular artillery	3-2-1	1	4+	1	

Unit Type	Shoot	Fight	Save	Stamina	Special
Tribal artillery	2-1-1	1	5+	1	

Tiny crew-served units can remove their only stamina hit and recover from shaken.

Gunboat has stamina of 3 and save of 4+ against artillery only (no additional minuses). It's crew is a tiny unit with a save of 4+. Small arms hit crew, or if carrying a unit, hits them before crew. If crew breaks, then boat has to leave the battle, otherwise ignore results. Boat takes standard break tests – if it breaks, it sinks. Units in it are lost if it is more than 3' from a bank, otherwise they take a hit and are placed on the bank. Crew always goes down with it!