

Blog: Game Design: Setting

Revolutionary War. Supernatural

→ warring Against India

- British Empire - Egyptian Gods
- America - Celtic Gods (Irish) + Gaul (Celtic - French)
France/Spain Aztec
- Native American - NA Gods

IC = Iroquois Confederacy

American	British
Stockbridge	Cherokee
IC Oneidas	Mohawk IC
IC Tuscaroras	Senecas IC
	<u>Unit</u>
	Delawares
	eventually ↑ after Americans slaughtered others

Weapon & Tactics

- Musket ← flint, powder, ball/shot
- Bayonet (defend against horseman)
- Rifle (30 sec reload, much more accurate)
- Pistol (no bayonet)
- Sword
- Knife
- Horse (Cavalry)
- Canon 3, 4 or 6 pound
- 3 pound = grasshopper
- to avoid open powder that could explode.

Skills

- Riding
- ~~Woodsmanship~~
- Wood Craft

- Ball (800 yd)
- Shot (hollow w/ powder)
- Shell (hollow w/ powder)
- grapeshot 200 yd

- Fouling in the barrel
- Undersized balls made for spin, but faster loading
- 75 yd accuracy
- Every 15 seconds