

# IRREGULAR WARS

## CONFLICT AT THE WORLD'S END



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

### BATTLE LISTS

VERSION 1.5

# Conflict at the World's End

Version 1.5, April 2012

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## 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 (6'')) NW, EI

### COMPULSORY COMPANIES

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

### OPTIONAL COMPANIES

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

### MODIFIERS

- <sup>a</sup> +2 charge-modifier.
- <sup>b</sup> May shoot every turn unless interrupted by rain.
- <sup>c</sup> +1 modifier in any MELEE phase against mounted (H) engaged to their front.
- <sup>d</sup> +1 modifier in any MELEE phase against pike.
- <sup>e</sup> +3 modifier in any MELEE phase against pike.
- <sup>f</sup> +5 modifier in any MELEE phase against mounted (H) engaged to their front.
- <sup>g</sup> May hide in any rough terrain.
- <sup>h</sup> Never suffer any movement penalties or melee penalties in woods.
- <sup>i</sup> +2 modifier in any MELEE phase if their entire base is within woods.
- <sup>j</sup> 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 (6'')) EI

#### COMPULSORY COMPANIES

<b>Company</b>	<b>size</b>	<b>resolve</b>	<b>move</b>	<b>melee</b>	<b>short range</b>	<b>long range</b>
<u>1 Sultan's guard<sup>(F)</sup></u>	4	5	75(3'')	4	–	–
<u>3 Warriors<sup>(F)</sup></u>	3	4	75(3'')	3	5+*	–

#### OPTIONAL COMPANIES

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

#### MODIFIERS

- <sup>a</sup> +4 charge modifier.
- <sup>b</sup> +2 charge modifier.
- <sup>c</sup> May hide in any rough terrain.
- <sup>d</sup> Never suffer any movement penalties or melee penalties in woods.
- <sup>e</sup> +2 modifier in any MELEE phase if their entire base is within woods.
- <sup>f</sup> +1 charge modifier.
- <sup>g</sup> May shoot every turn unless interrupted by rain.