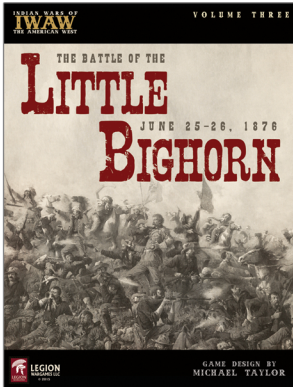


1. INTRODUCTION



The Battle of the Little Bighorn, also known as Custer's Last Stand, was the epic fight between a massive combined force of Plains Indian tribes and the 7th United States Cavalry under the command of Lt. Col. George Armstrong Custer. The battle was the most famous event in the Indian Wars and was a crushing victory for the Indians. Custer, already famous for his Civil War exploits, became an American folk legend. Little Bighorn was the last great victory for the Sioux and Cheyenne. Defiant and proud, they were determined to preserve their way of life but within a year they were broken and defeated by a nation swept up in the emotions of the Centennial and bent on revenge for the death of an American hero.

The Battle of the Little Bighorn is the third game in the Indian Wars of the American West series. This game also includes the Montana column led by Col. Gibbons. This column was the third column in the field within General Terry's campaign plan. Crook's Wyoming column was the other part of this campaign, and included in Volume II of the series, The Battle of Rosebud Creek. The Montana column includes Col. Gibbon, the 7th Infantry, 2nd Cavalry, and Low's Artillery Battery of Gatling guns and a 12 lb howitzer. Players may now explore the possibilities and capabilities of these guns, and what effect these forces could have had on the outcome of the battle. Scenarios included the historical game, the Montana columns arrival, assigning the Gatling guns or the 2nd cavalry with Custer.

The new expanded maps (from the original DTP version), allow for the relocation of the Indian village, the arrival of the Montana column, and if Custer had waited for Terry or was delayed because he took the Gatling guns.

Game Credits

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2. GAME COMPONENTS

A. THE GAME

The Battle of the Little Bighorn game consists of:

- 2 - 22"x 34" Maps
- 440 - .6" Counters
- 1 - 32 page Rules Book
- 9 - Player Aid Cards
- 2 - Six-sided Dice



B. THE MAP

The game map portrays the area in which the battle was fought. A hexagonal grid pattern is printed on the game map to regulate the movement, location and combat of the playing pieces. Each map hex is approximately ¼ mile across.

C. THE PLAYING PIECES (Counters)

There are three types of playing pieces, called “counters”, in the game; Units, Leaders and Administration markers. Units include Cavalry/Infantry companies, Gatling Guns, Cannon and Crews, Scouts, Indians, the Pack Trains, and Horse/Pony Holders. Both sides have Leaders that are used to control and rally their units. There are several types of Administration markers in the game used to mark a unit’s Order, Strength, and Status, plus Turn and Victory Point markers. Each strength point is approximately 10 individuals.

D. GAME CHARTS AND TABLES

Various charts and tables are provided with the game in order to organize and track certain game functions

3. GLOSSARY OF TERMS

A. UNIT MODE: There are 3 possible Modes that a combat unit may be in:

Mounted: Mounted units are riding on their horses, mules or ponies. Mounted units are able to move more rapidly, but Fire Combat is somewhat reduced and there is an increased chance of sustaining casualties.

Dismounted: Dismounted units are off their mounts and are on foot. They are able to use ranged weapons more effectively, but their movement rate is slower than a Mounted unit’s. Units that are Dismounted must deploy Horse/Pony Holders to maintain control of their mounts.

Prone: Prone units are lying flat on the ground. Only Dismounted units may be Prone. Being Prone reduces the chances of suffering Fire Combat casualties, but it also reduces a unit’s Fire Combat strength. Units behind Breastworks are always Prone.

B. UNIT CONDITION: There are 4 possible Conditions that a unit may be in:

- **Good Order:** A unit’s normal condition. The unit is not in one of the three conditions listed below.

- **Disrupted:** The unit is slightly scattered and somewhat confused due to enemy action. It can recover (regain control) from disruption by expending Movement Points during the Movement Phase. Disruption affects Fire and Melee Combat, and Morale Checks.

- **Pinned:** The unit is suppressed and unable to move due to enemy fire, using any available cover and concealment to avoid the enemy fire. Units may recover from the effects of being Pinned during the Rally Phase. Being Pinned affects Fire and Melee Combat, Rally and Retreat attempts, and Morale Checks.

- **Routed:** The unit has lost all cohesion due to enemy fire or close combat. It is unable to function normally. Units may recover from the effects of being Routed during the Rally Phase. Routed units may not engage in Fire Combat and are affected during Melee Combat, Morale Checks, Rally/Retreat attempts, and Zone of Control.

C. COMBAT FACTOR: The Combat Factor is a measure of a unit’s combat power, both in Fire and Melee Combat. It is also used to determine the size of the unit for stacking purposes. When this value has been reduced to zero the unit is eliminated and removed from play.

D. FIRE COMBAT: Fire Combat represents ranged fire from bow and arrows, rifles and muskets, carbines, and guns.

E. MELEE COMBAT: Melee Combat represents hand-to-hand combat or combat at very close ranges, using firearms such as swords, pistols, bayonets, tomahawks, spears/lances, and clubs.

F. LEADER RATING: Each Leader has a Leader Rating, expressed as a die roll modifier (drm). This modifier is applied to a unit Morale Checks, Rally attempts, Retreat before melee attempts, and Melee Combat.

G. COMMAND RADIUS: A Leader may use his Leader Rating to modify Morale Checks and Rally attempts of any Pinned or Routed units that are within his Command Radius. The Command Radius is given in terms of hexes.

H. MORALE: Morale represents a unit’s ability to sustain the psychological effects of combat. A unit may be required to check its morale state, and players may attempt to recover (Rally) from their negative morale effects.

I. COMBAT UNITS: All Cavalry, Infantry, Scouts, HQ, Guns and Crews, Horse Holders, Leaders, Pack Train Personnel, Pack Trains, and Indian warrior units are combat units.

J. NON-COMBAT UNITS: Pony Holders and Villagers.

K. ADMINISTRATION MARKERS: These are used to keep track of certain game functions. Types include; Pinned, Fired, Prone, Routed, Low Ammo, etc.

L. FRACTIONS AND DIE ROLLS: Unless specifically told not to do so in a rule, retain all fractions.

Die rolls: 1d6 = 1 six-sided die, 2d6 = roll 2 six-sided dice simultaneously and add the results together as a single result.

4. SEQUENCE OF PLAY

Game play is organized into *Game Turns*. Each *Game Turn* is divided into two *Player Turns*. Each *Player Turn* is divided into multiple *Phases*. During his *Player Turn* each player moves his units and resolves combat according to the *Game Turn Sequence*.

Victory Points (VPs) are gained and tracked as they occur. At the conclusion of the final game turn, the Victory Conditions are consulted and a winner is declared.

GAME-TURN SEQUENCE.

Each *Game Turn* is divided into a US *Player Turn* and an Indian *Player Turn*. The player whose *Player Turn* is currently in progress is called the *Phasing Player*. The other player is called the *Non-Phasing Player*. The *Sequence of Play* must be executed in the following order:

1. US Player Turn (or Phasing Player).

A. Rally Phase. The *Phasing Player* may attempt to rally Pinned and Routed units.

Re-supply eligible units with ammunition.

B. Offensive Fire Phase. The *Phasing Player* (only) may fire eligible units. The following are the firing options available and their effects during the *Movement Phase*:

Options	Offensive Fire Phase	Movement Phase	Effects
	Fire at full strength	Cannot move	
	Fire at 1/2 strength	1/2 movement allowance	
	Do not fire	Full movement allowance	

Mark units that fire with the appropriate Fired marker.

C. Movement Phase. The *Phasing Player* moves all *Routing* units first. Attempt to free stuck (Mired ?) guns. After that he may move all, some, or none of his non-*Routed*, non-*Pinned* units as he desires. He may *Mount*, *Dismount*, go *Prone*, and *Low Crawl* units. The US player may build *Breastworks*. The *Non-Phasing Player's* units may not move during this phase, but they may conduct *Opportunity Fire* as appropriate.

D. Defensive Fire Phase. The *Non-Phasing Player* may conduct *Fire Combat* with any of his eligible units against any of the *Phasing Player's* units, within the rules and restrictions of *Fire Combat*. Neither player may move his units during this phase, except as a result of the *Combat Results Table*.

E. Advance Fire Phase. The *Phasing Player* may conduct *Fire Combat* with his eligible units. Only units that did not fire in the *Offensive Fire Phase* can fire during the *Advance Fire Phase*, even if they moved their full movement allowance (*ex: Gatling guns and cannons may not fire if they moved this turn*). All units that fire during this phase fire at 1/2 strength, even if they did not fire in the *Offensive Fire Phase* and/or did not move during the *Movement Phase*.

F. Melee Phase. Any *Phasing Player* unit that is not *Pinned* or *Routed* and begins this phase adjacent to the target hex may engage in *Melee Combat*. The *Phasing Player* determines the order in which each separate *Melee Combat* is resolved. Each *melee* is declared and completely resolved before moving on to the next *Melee Combat* declaration and resolution. Guns may fire at units initiating *melee* against their hex. The *Non-Phasing Player* then has the option to attempt to *Retreat* units (*Retreat before melee*) that are in the target hex of the attacking units. The retreating units may be subjected to *Opportunity Fire*, and any effects of the *Fire Combat* results. The *Phasing Player's* attacking units may advance into the vacated hex and/or pursue.

G. End of Phasing Player's Turn. Flip the *Turn marker* to the Indian (reverse) side.

2. Indian Player Turn.

The Indian player now becomes the *Phasing Player* and proceeds to follow the *Phasing Player Sequence* (steps A through G) as described above.

3. End of Game Turn.

The *Turn marker* is advanced one space on the *Game Turn Record Track*. Reduce all *grass fire* numbers by one, or remove any *grass fires* that reach 0.

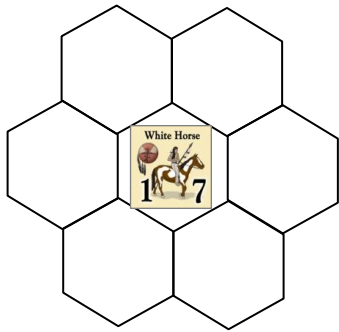
5. ZONES OF CONTROL

The Zone of Control (ZOC) represents the area that a unit influences by fire and / or physical presence. There are three types of ZOC.

- **Full ZOC:** The hex the unit occupies and the 6 adjacent hexes.
- **Partial ZOC:** Only the hex the unit occupies.
- **No ZOC:** The unit does not have a ZOC.

The following units have the indicated type of Zone of Control:

- **Full ZOC:** All combat units, except Horse Holders.
- **Partial ZOC:** Horse/Pony Holders, and any Routed unit.
- **No ZOC:** Leaders and Pony Herds.



ZOC's affect withdrawal, retreat, and movement. ZOC's do not extend into impassable hexes or across impassable hexsides. The presence of a friendly unit in the hex negates the effects of an enemy ZOC for rules 9.F (Opportunity Fire),

9.G (Retreat Fire), and 10.I (Retreat Movement). It costs an additional +1 MP to exit from a hex in an enemy ZOC. Movement expressed in hexes (such as Retreat before melee, pursuit, and Retreat/Rout movement) is not subject to the exit ZOC movement point penalty. Units may move from one enemy ZOC to another, but they are subject to a movement penalty and Opportunity Fire each time they leave an enemy ZOC.

6. STACKING

Stacking is when two or more units end a phase in the same hex. Only a limited number of units may stack in a hex. There is no cost in movement points to form, enter, or leave a stack. Stacking restrictions apply only at the end of a phase.

A. COMBAT UNITS. A maximum of **25 Combat Factors** may stack in a hex at the end of any phase. Remember that Casualty Points reduce the Combat Factor of a unit. Administration and Breastworks markers never count against stacking restrictions; any number of these counters may be stacked in a hex.

B. PACK TRAIN. Each full strength Pack Train counter counts as 6 Combat Factors for stacking purposes, which can be reduced due to combat losses.

C. INDIAN CAMPS. Only 1 Indian Camp may be placed per hex. Camps do not count against the stacking cost of the hex. A maximum of 2 combat units of any size (plus 2 Horse/Pony Holder counters) may stack in a hex with a Indian Camp counter.

D. LEADERS. Leaders may stack in a hex at no cost.

E. HORSE/PONY HOLDERS. US Horse Holders count as 1 stacking point per Holder counter.

Indian Pony Holders count as zero stacking points, but there is a maximum number that may stack in the hex. A maximum of 4 may stack in the hex, or a number equal to the number of Indian combat units that are in the hex, whichever number is higher.

Example: 4 may stack in a hex without combat units. If there are 5 combat units in the hex, then 5 may stack (5 is higher than 4). If there are only 3 combat units, up to 4 may still stack in the hex (4 is higher than 3).

7. MOVEMENT

Each unit and Leader has a Movement Allowance printed on the counter. This is the maximum number of movement points that each unit or Leader is allowed to spend to conduct movement or other activities (such as changing Unit Modes or removing a Disruption marker) in a single Movement Phase. Each Player moves his units during the Movement Phase of his Player Turn.

A. PROCEDURE. Units and Leaders move one counter at a time or in stacks. Movement must be from one hex to any adjacent non-prohibited hex, in any direction or combination of directions the moving player chooses. Hexes may not be skipped. Each unit or stack of units may continue movement as long as the unit or stack has movement points remaining.

A unit must end its normal movement (forfeits all its remaining movement points for the phase) if it becomes Pinned or Routed.

The Movement Phase ends when the player announces that he has finished moving his units.

B. TERRAIN EFFECTS ON MOVEMENT. Terrain affects movement of all units as they move from hex to hex. For certain hexes units moving as Mounted pay a different MP cost than units moving as Dismounted.

- Clear: 1 MP to enter hex while Mounted and 2 MPs while Dismounted.
- Light Woods: 2 MPs to enter hex.
- Elevation: Units moving uphill, Mounted or Dismounted, pay an additional 1MP (beyond the MP cost to enter the hex), for each level crossed. A unit moves uphill when it moves into a hex that has a higher elevation value than the one they are leaving. Some hexes have more than one elevation change. A unit is always considered to be at the highest elevation in a hex.
- Little Bighorn River: +3 MPs to cross at a non- Ford hexside.
- Creek: +1 MP to cross a Creek hexside.
- Ford: +1 MP to cross a Ford hexside.

C. RESTRICTIONS ON MOVEMENT. The following restrictions apply to movement:

- A unit may never exceed its Movement Allowance although it may move less.
- A unit is never required to move during its Movement Phase. Unused movement points may never be saved for subsequent game turns or be transferred from unit to unit.
- A unit may not enter a hex containing an enemy unit.
- Units may pass through friendly occupied hexes at no additional cost in movement points.
- Prone units may spend MPs to change mode or spend all its MPs to Low Crawl one hex.
- Units that fired at ½ strength in the Offensive Fire Phase may spend up to ½ (round down) of their MPs to move or to perform an activity (such as change mode), in the following Movement Phase.
- Units that fired at full strength in the Offensive Fire Phase may not move or spend MPs to perform an activity (such as change mode) in the following Movement Phase.

D. MINIMUM MOVE. A unit may always move a single hex (except into or across prohibited terrain) in a phase in which it may move. To do so, the unit must spend all of its available MPs to enter the adjacent hex, even if the cost would exceed the number of MPs the unit has available. It may exit an enemy ZOC or move from enemy ZOC to enemy ZOC when using Minimum Move. A unit may not spend MPs prior, during, or after, for any other purpose when using Minimum Move.

E. LOW CRAWL. A unit that is Prone may “Low Crawl” one hex. This one-hex movement consumes all of the unit’s Movement Allowance and is the maximum number of hexes it may move while Prone.

F. RETREAT MOVEMENT. See Melee Combat, Rule 10.I.

G. ROUT MOVEMENT. See Melee Combat, Rule 10.J.

H. LEAVING AN ENEMY ZOC. Any friendly unit or stack that exits an enemy ZOC pays an additional 1 MP to leave the hex.

I. EXITING THE MAP. Either player may intentionally move units off of the map. Any units that intentionally exit the map prior to being allowed by the rules are considered eliminated and permanently removed from play, and may award VPs to the opponent.

Any unit that is forced to exit the map due to a combat result does not award enemy VPs. They are permanently removed from the game.

All US/Scout units may voluntarily exit the map on or after Turn 23 without awarding VPs to the Indian player. Indian villagers may voluntarily exit the map only across the North or South map edge.

8. UNIT MODE

All combat units may be in one of the following Unit Modes: Mounted, Dismounted or Prone. The Pack Trains and Horse/Pony Holders are always considered Dismounted. Leaders are always considered Mounted or Dismounted, whichever is the most advantageous to the owning player.

A. MOUNTED. Mounted units use the “Mounted” movement rate on the Terrain Effects Chart for the movement point costs of each hex or hexside. Mounted units move faster but are easier to hit in Fire Combat and do not shoot as well as Dismounted units.

Only Mounted US Cavalry units may Charge (see Rule 17.A Special Rules). A Mounted US unit that receives a Pinned result must Dismount. Both the unit and its Horse Holder are not Pinned in the hex, but they are forced to Dismount in the hex.

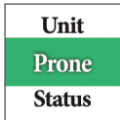
A Mounted Indian unit that receives a Pinned result must Retreat 2 hexes instead of being Pinned (the unit is Disrupted, however; see 9.D.1).





B. DISMOUNTED. A Dismounted unit uses the “Dismounted” movement rate on the Terrain Effects Chart for the movement point costs of each hex or hexside.

Horse/Pony Holders are considered Dismounted. The unit may continue movement as long as it has movement points remaining. The Horse Holder may move fully, using all of its movement point allowance.



C. PRONE. Prone units are lying flat on the ground. Prone units may Low Crawl, fire, or may change mode so that they can move.

Prone units are harder to hit but do not shoot as well. A unit or units cannot engage in a Melee Combat attack while Prone but they may defend.

D. CHANGING UNIT MODES. A unit must change its mode if it wants to change its current movement method or posture.

1. Procedure. Units that are not Routed, Pinned or Disrupted may change Unit Modes. It costs each unit 1MP to change modes. A unit may change modes as many times as the player wishes, as long as it has enough MPs to do so. Units may change from any mode to any mode; there is no progression. For example, a Mounted unit may change modes to Prone, and vice versa. In order for Routed, Pinned or Disrupted units to change modes they must first Rally or recover from Disruption.



2. Horse Holders. When a Cavalry or HQ unit changes movement modes (Mounted, Dismounted, Prone) Horse Holders come into play. When a Mounted US Cavalry unit

Dismounts, every fourth person is detailed to hold the horses (so they don’t wander away). This frees the rest of the unit to form skirmish lines and fight; however, it reduces the unit’s strength by one quarter. When deployed on the map Horse Holders act as, and are subject to, all the rules as any other combat unit. HQ units use a 0 (zero) strength HQ Horse Holder counter. For game purposes this is represented by losing just 1 SP, no matter the size of the unit. US Scouts do not use the Horse Holder rules; they simply Mount and Dismount without losing strength points or having to track horses.

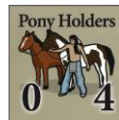
a. Dismounting. Every time a US Cavalry or HQ unit Dismounts flip the counter over to its Dismounted side and place a Horse Holder counter under the unit. The unit pays 1MP to Dismount. Notice that the Combat Factor of US Cavalry units are automatically reduced by one.

If this would eliminate the unit (due to casualty points the Combat Factor would be reduced to zero) the player must abandon its horses (no Horse Holder counter is deployed) in order to Dismount, otherwise it cannot Dismount.

b. Mounting. In order to Mount, the unit and a Horse Holder (with horses), must be in the same hex although both units can move prior to Mounting. It costs the unit 1MP to Mount.

When the unit Mounts remove the Horse Holder unit counter from the map and flip the counter to its Mounted side. For each MP expended by the Horse Holder in the current Movement Phase, 1/4 of the Mounting unit’s remaining MPs (after Mounting) are expended. Final fractions are dropped.

Example: A Horse Holder expends 2 MPs ending movement. A Dismounted Cavalry unit expends 2 MPs to enter the Horse Holder’s hex and spends 1 MP to Mount. Flipping the unit over to its Mounted side it has 3 MPs remaining. Since the Horse Holder spent 2 MPs the Cavalry unit pays an additional penalty of 1/2 of its remaining MPs, (1/4 x 2 MPs = 1/2). One half of 3 MPs equals a 1.5 MP penalty, resulting in 1.5 MPs remaining for the now Mounted Cavalry unit, rounding down to 1.



3. Pony Holders. Pony holders were generally the young boys of the tribe, whose duty was to look after the ponies. For purposes of Mounting and Dismounting, Indian units and Pony Holders use the same procedure as the US units, except that the Combat Factor does not reduce when the unit is flipped.

4. Prone. Mounted units that wish to transition to a Prone mode must Dismount and deploy Horse/Pony Holders before going Prone.

5. Lost Horses/Ponies. See 17.B Special Rules.

9. FIRE COMBAT

Each combat unit has a Combat (strength) Factor. This factor represents the unit’s strength in personnel and ranged weapons such as bow and arrows, carbines, and rifles. US Infantry and Cavalry units are armed with rifles, carbines and pistols. US Infantry units are armed with rifles. Indian units are armed with mixed weapons, including bows/arrows, hatchets, spears, clubs, and a wide variety of small arms. The Guns are handled somewhat differently. Rules specific to Artillery Fire Combat are discussed in Rule 11 Artillery.

A. PROCEDURE. Combat units may engage enemy units with Fire Combat in adjacent hexes, (unless using Long Range Fire) during the Offensive, Defensive, and Advance Fire Phases within each Player Turn. Fire Combat may be triggered during the Movement Phase if a unit withdraws, and during the Melee Phase if a unit Retreats before melee.

Each friendly unit fires **individually** at a **single** enemy target unit (a single enemy unit or one within a stack of enemy units). Leaders may not be targeted if they are attached to a unit. Leaders alone in a hex or stacked only with other Leaders may be targeted.

Sequence:

- The firing player indicates the firing unit and the target enemy unit.
- Apply any modifiers to the Fire Combat strength (such as Low Ammo, Disruption, etc).
- The Fire Combat strength of that player's unit is then located on the top of the Fire Combat Matrix. US units, and Henry-armed Indian units, use the US Fire Line and all other Indian units use the Indian Fire Line. The firing unit's current mode is shown on the left side of the matrix. Cross-index and locate the indicated letter code.
- The firing player consults the Fire Combat Results Table and locates the column with the indicated letter code given in the matrix. He rolls two dice (2d6), applies any die roll modifiers, and locates the result. Apply any results immediately before resolving another Fire Combat.

B. FIRE COMBAT MODIFIERS. Fire Combat modifiers apply to the unit's Combat Factor ($x\frac{1}{2}$ or $x\frac{1}{4}$) or the dice roll (+ or - DRM). All modifiers are cumulative except Pinned/Prone and Breastworks, see the Fire Combat Results Table.

1. Terrain. Most of the terrain in *Little Bighorn* is considered clear and does not affect Fire Combat. The following terrain features do affect Fire Combat:

- **Light Woods:** -1 DRM if target is Dismounted in a Light Woods hex.
- **Coulee:** +1 drmm if target is in a Coulee and the two or more firers are adjacent to and on opposite sides of the Coulee (not firing along the Coulee). **Coulee:** -1 drmm if target is in a Coulee and is *not* being fired upon from opposite sides of the Coulee (not firing along the Coulee).

2. Hex Density. The number of stacking points in a hex may affect the results of Fire Combat. The more "crowded" the hex, the more effective the fire will be. This is reflected as a DRM. See the Fire Combat Player Aid for the hex density limits and their effects.

Stacking Points	Die Roll Modifier (DRM)
1-5	-1
6-10	0
11-15	+1
16-25	+2

3. Long Range Fire. Long Range Fire is when a unit fires on an enemy unit two hexes away. All combat units can conduct Long Range Fire, *EXCEPT* for Horse Holders. Units must be Dismounted or Prone in order to fire at long range. Long Range Fire cannot cross a terrain feature that blocks line of sight (LOS) to the target hex. Firing units firing at long range halve their Fire Combat strength (rounded down), except Infantry units, which shift 1 column to the left on the Fire Combat Matrix. Apply all Fire Combat results as normal except treat any Casualty Point result (1) as a MC with a -1 DRM result. Long Range Fire is prohibited against Prone units in a Coulee.

4. Less Than One (1) Combat Factor. US units that have their Combat Factor modified below 1 use the <1 column of the Fire Combat Matrix. Indian units firing with less than 1 have an automatic No Effect result.

C. LINE OF SIGHT AND TARGETING. Firing units must have a clear line of sight to the target in order to engage it with Long Range Fire.

- Wooded hexes, Indian Camps, and grass fires block LOS. These hexes may be fired into, but units may not fire through such hexes and into another hex.
- Any unit with a Combat Factor strength greater than 1 blocks LOS, unless that unit is Prone, or behind Breastworks.
- If the target hex is at a higher elevation than both the firing unit and the intervening unit, AND the firing unit is not lower than the intervening unit, the LOS is not blocked. Also, if the firing unit is at a higher elevation than the intervening unit the LOS is not blocked.
- An intervening hex (a hex between the firer and the target) cannot be at a higher elevation than both the firer and the target. If there is such a blocking hex then Fire Combat cannot be traced through the hex. Only blocking terrain or units limit LOS. There is no maximum distance.

D. FIRE COMBAT RESULTS TABLE. The target unit of Fire Combat will suffer one of the following results. **Note:** *Remember, you are at all times targeting units, not the hex (stacks). If a targeted unit is eliminated, other units in that hex do not suffer casualties.*

Result	Effect
-	No Effect
MC	Conduct Morale Check
MC-1	Conduct MC with a -1 DRM
1	Casualty Point
2	Casualty Points

1. Morale Check (MC or MC1-). Consult the Morale Check Table, add any applicable modifiers listed below the table, and apply one of the following results:

- **Disrupted.** The affected units are Disrupted. Disruption affects Fire Combat, Melee Combat, and Morale Checks. (See Player Aid Combat Cards.)
- **R1/R2 Disrupt.** Retreat the affected units 1 or 2 hexes. The units are also Disrupted. See Rule 10.I (Retreat Movement).
- **Rout.** The affected units are Routed. See Rule 10.J (Rout Movement).

Note: *Rout is not only a flight; it is also the total morale breakdown of the unit. It may be totally broken yet not be in flight due to enemy fire. Once it is able to it will (Rout) move to the closest, perceived place of safety.*

- **Pin.** When a unit is Pinned place a Pinned marker on top of the target unit. Being Pinned has the following effects:
 - Cannot move (except to Retreat as a result of Melee Combat).
 - Fires at half strength.
 - Cannot initiate in a Melee Combat attack, although they may defend when attacked.
 - Cannot Retreat before melee.
 - Pinned Leaders lose their Command Radius and may only affect units stacked in the same hex with them.
 - Pinned Horse/Pony holders lose their mounts.
 - US Mounted units must immediately Dismount in the hex the Pinned result occurred in but the unit is not Pinned.
 - Mounted Indian units do not become Pinned. They immediately Retreat 2 hexes away from the firing unit and become Disrupted.
 - Pinned units in a grass fire hex automatically and immediately Rout instead of being Pinned.

Pinned units have a Zone of Control. Routed units can become Pinned (and remain Routed). Routed units that become Pinned cease Rout movement in the hex where they were Pinned. They are now Pinned and Routed. See the Morale and Rally rules for Rallying a unit that is Pinned.

2. Casualty Point (1 or 2). Each Casualty Point represents a unit Combat (strength) Factor loss (men killed and wounded) and a reduction in the combat strength of the unit. If a Horse/Pony Holder takes a Casualty Point both the holder and the mounts are eliminated. Units that take a Casualty Point from Fire Combat must conduct a Morale Check. This only applies to units affected by the combat results, not other units in the stack.

E. LEADER CASUALTIES. Leaders may be killed or wounded by enemy fire. When any unit in the same hex as a Leader takes at least one Casualty Point loss on the Fire Combat Table, or a natural dice roll (before modifiers) of 2 is rolled, a Leader casualty may be possible. Consult the Leader Loss Check Table and roll two dice (2d6). Apply the results immediately (see 13.D).

F. OPPORTUNITY FIRE. If a unit leaves an enemy ZOC during the Movement Phase, or conducts a Retreat before melee in the Melee Phase, all enemy units exerting a ZOC on that unit may fire at the moving friendly unit before it leaves the hex. Opportunity Fire takes place before the withdrawing unit leaves the hex.

When units trigger Opportunity Fire, every eligible adjacent enemy unit may fire at a single withdrawing unit *at ½ strength*. There is no limit to the number of enemy units that may fire at a single withdrawing unit (provided each firing unit is eligible to fire). A unit may only fire Opportunity Fire once during a phase. Mark the unit with a Fired marker as a reminder.

Opportunity Fire is resolved as regular Fire Combat, is subject to possible ammunition depletion, and is affected by any die roll or Combat Strength modifications. All Opportunity Fire results are applied immediately before the next Fire Combat is resolved.

If multiple firers are involved the firing player must declare all units that will take Opportunity Fire against the same target. All firing must be resolved, even if the maximum result is already rolled or the target is no longer moving due to a Pinned result. All firing is subject to ammo depletion.

Opportunity Fire only takes place in the Movement Phase and when conducting a Retreat before melee in the Melee Phase. Retreats or Routs mandated due to Melee Combat do not trigger Opportunity Fire. Leaders moving by themselves do not trigger Opportunity Fire.

G. RETREAT FIRE. A unit that is forced to Rout or Retreat into the ZOC of an enemy unit may undergo Retreat Fire. A friendly unit in the hex negates the enemy ZOC in that hex (no Retreat Fire is triggered). The procedure for Retreat Fire is the same as for Opportunity Fire with the following exceptions:

- Units entering the ZOC trigger Retreat Fire.
- Retreat Fire occurs during the Combat or Melee Phase, or at any time against a Routing unit. Units fire at full strength.

Each time a unit Retreats into the ZOC of an enemy unit, Retreat Fire may be triggered. Retreating units may be fired upon several times as it Retreats. Retreating Routed units that suffer casualties from Retreat Fire do not roll for an additional Rout.

10. MELEE COMBAT

Melee Combat represents very close or hand-to-hand fighting, with the objective of overrunning and destroying the enemy in the hex. Melee Combat occurs during the Melee Phase (only) when a Phasing player declares Melee Combat with any number of eligible (see 10.B) adjacent units that are not Pinned, Routed, or Prone, against all enemy units in a single target hex.

A. PROCEDURE. In order for a unit or stack of units to conduct Melee Combat with enemy units in a target hex, it must begin the friendly Melee Phase adjacent to that target hex. Attacking units from multiple adjacent hexes may attack the same target hex.

- Phasing Player declares his all Melee Combat attacks and targets.
- Gunfire in melee, if any, is resolved and all results are immediately applied.
- Retreat before melee is conducted.
- Both players consult the Melee Combat Results Table and modify their *unit strengths if applicable*.
- The modified Melee Combat strengths of all the attacking units are totaled together as one single factor. This is compared to the total modified Melee Combat strength of all the defending units in the hex. These factors are then expressed as an odds ratio, attacker to defender.

Note: Retain all fractions when adding all the factors of multiple units together. Example: Units with a strength of 5 and of 3 are both halved for Low Ammo. The 5 becomes 2.5 and the 3 becomes 1.5, which totals 4.

- The Melee Combat Results Table contains two lines at the top of the chart. If the attacker is the US player use the US Line. If the Indian player is the attacker use the Indian Line.
- Check the Terrain Effects Chart and Melee Combat Results Table for any *die roll modifiers* and roll 1d6, apply any modifiers, and find the results.
- Apply the results immediately. All Retreat and Rout results for a particular side affects every unit involved in the Melee Combat. Casualty Points are distributed amongst the units of the affected side at the owning player's discretion.

B. RESTRICTIONS TO MELEE COMBAT

- Attacking units cannot Advance Fire into one hex and initiate Melee Combat into a different hex. If a unit Advance Fires into a hex it may only initiate Melee Combat into that hex. If it did not fire in the Advance Fire Phase, it may perform a Melee Combat with any unit within the above procedure and the Melee Combat restrictions.
- A Melee Combat attack that involves a force consisting of at least ½ of its Melee Combat strength points from Infantry receives a +1 DRM.
- All Infantry units defending in Melee Combat have their current Combat Factor doubled, before any modifications.
- The Melee Combat strength of a unit may not be divided in order to attack multiple adjacent hexes. Its entire strength must be used to attack a single target hex.
- Melee is not mandatory. Units adjacent to enemy units are not required to engage in Melee Combat, even if other units in the same hex are attacking. Units that are not attacking are not affected by the Melee results.
- All units in a stack that are conducting Melee Combat must attack the same target hex. Individual attacking units of a stack cannot target multiple hexes.
- Pack Trains, Horse/Pony Holders, Prone, Pinned or Routed units, and Gun crews may never participate in a Melee Combat attack, they may defend in Melee Combat.

C. RESULTS OF MELEE COMBAT. As a result of Melee Combat, units may suffer casualties, be forced to Retreat or become Routed. Casualty Points markers are placed on units of the owning player's choice until all points are allocated. Some units may not take any Casualty Points, while others take multiple Casualty Points. Retreat and Rout results affect the entire defending stack.

1. Casualty (c#). A "c" result followed by a number (c1, c2, c3) means that the indicated number of unit strength points are eliminated from the affected side. The owning player places Casualty Point markers under a unit or units of his choice until all Casualty Points indicated by the results are allocated. All affected units are automatically Disrupted. The affected side must also make a Leader Loss Check for each Leader involved in the Melee Combat.

2. Retreat (r). A result of "r" plus a number (r1 or r2) means that all units of the affected side must Retreat the given number of hexes. At the end of the Retreat all retreating units are Disrupted.

3. Rout (Rt). All units of the affected side are Routed and must conduct Rout movement.

D. EFFECTS OF TERRAIN. Many terrain features affect Melee Combat results to include, the terrain in the defender's hex, the hexsides between the defender and the attacker, and the hex the attacker occupies.

Terrain Effects on Melee Combat	
Uphill	-1 DRM for each level difference
Light Woods	-1 DRM if defender occupies a Light Woods hex.
Creek	-1 DRM if defender is attacked across a Creek hexside
River	-2 DRM if defender is attacked across a River hexside.
Ford	-1 DRM if defender is attacked across a Ford hexside.
Coulee	-2 DRM if attacking out of a non-connected Coulee hex.
Coulee (Entry/Exit hex)	-1 DRM if attacking out of a non-connected Coulee entry/exit hex.

Only one hex, one hexside, and an uphill elevation modifier (one of each) can modify the combat. If two different hexside or elevation modifiers are possible, the most advantageous modifiers to the defender are used.

Example: A US unit defends in hex 2803 (Level 3 Clear terrain). The Indian player initiates melee from hex 2701. The Indian unit attacks across a Creek from a Level 1 Clear terrain hex. This attack is modified by -1 DRM for the Creek. It is also attacking uphill (from a Level 1 hex to a Level 3 hex), which is a -2 DRM for attacking 2 levels uphill. The combined die roll modifier is -3. If hex 2802 was a Woods hex it would have an additional -1 DRM.

E. EFFECTS OF LEADERS IN MELEE. If a unit or stack of units, attacking or defending, contains a Leader or Leaders, the senior Leader contributes his Leader rating (as a die roll modifier) to the Melee Combat. The attacker's rating is applied as a positive DRM, while the defender's is applied as a negative DRM.

F. ROUTED UNITS IN MELEE. If Melee Combat is initiated against a Routed unit the Routed unit must make a Retreat before melee attempt. If the Routed unit passes the attempt but cannot Retreat from the Melee Combat without entering an enemy ZOC, it must remain in the hex and must undergo Melee Combat. If a Routed unit defends against Melee Combat the unit defends at half its current Combat Strength. Routed units may not engage in Melee Combat attacks.

G. PINNED AND DISRUPTED UNITS IN MELEE. A Pinned/Prone or Disrupted unit defends in Melee Combat with a +1 DRM against it and these are cumulative (+1 for Pinned/Prone and another +1 for Disrupted).

Disrupted attackers receive a -1 DRM.

H. RETREAT BEFORE MELEE. During the Melee Phase the defender may attempt to Retreat before melee. This is conducted after a Melee Combat is declared and any Gun fire, but before resolution.

1. Procedure. The attacking player must announce which defending hex he intends to Melee (the target hex). The defending player must either immediately exercise his option to Retreat before melee (if it is available to him), or declare that he will accept Melee.

The defending player may attempt to Retreat any or all of his units, except those that are Pinned. The defending player consults the Retreat Before Melee Table and rolls the die once for each unit or once for the entire stack (owning player's option), adding any modifiers. The following results are possible:

- No" the attempt fails and the unit or stack must remain in the hex.

- “No*” the attempt fails and the unit or stack must remain in the hex and becomes Disrupted.
- “Yes” all Dismounted units may Retreat one hex and all Mounted units may Retreat one or two hexes. Retreating units are subject to Opportunity Fire. Prone units that Retreat are no longer Prone.

2. Pursuit. The attacking player may attempt to pursue any units that Retreat before melee. If all units in the target hex Retreat before melee, the attacking player may attempt to pursue any of those units. For each attacking unit or stack of attacking units the player rolls 1d6. If the result is a 1 or 2 all Dismounted units may move one hex and all Mounted units may move two hexes. If, after pursuit movement, any attacking units are adjacent to any Retreating units, Melee Combat may be re-initiated (attacker option) against the defenders. In this situation no further Retreat before melee is available to the defenders. The Retreat before melee option is only available before the initial Melee attack. Multiple target hexes may result if multiple defending units Retreat into different hexes.

3. Advance after Melee. After all Melee Combats are resolved all attacking units (those that initiated Melee, initial or pursuit) may advance into adjacent hexes vacated by the defender. Advancing units may not violate the stacking restrictions of the hex.

4. Restrictions. Pinned units may not Retreat before melee. Leaders are not required to Retreat before melee. Pursuing units may not enter enemy occupied hexes, even if a Retreating unit passed through the hex.

I. RETREAT MOVEMENT. Units may have to Retreat as a result of Melee Combat or a failed Morale Check. Units may be required to Retreat one (r1) or two hexes (r2). A Retreating unit must Retreat until the indicated number of hex or hexes is *between* the enemy unit and the final hex retreated into.

Units may not Retreat into a hex that is adjacent to the attacking enemy unit, into an enemy occupied hex, or across prohibited hexsides. **Exception:** If the enemy occupied hex contains only Leader(s) or Pony Holder(s) (by themselves or with other Leaders or Pony Holders, and not stacked with any other unit), the Leader and Pony Holders are eliminated.

All Retreats must follow the sequence below:

- To a hex not in an enemy ZOC.
- To a hex in an enemy ZOC.

Units that Retreat into an enemy ZOC may trigger Retreat Fire (see 9.G). Friendly units in a hex negate enemy ZOC in that hex for Retreat purposes.

Retreating units may not end the Retreat movement in a hex that would violate the stacking limit. If the unit will violate the stacking limit, it must continue Retreating until it finds an eligible hex. Each individual unit or stack that Retreats through such a hex Disrupts one friendly unit (ignore if all units are already Disrupted).

A Retreat is not considered regular movement. It does not use movement points or terrain costs. If unable to Retreat because it is completely surrounded by enemy units or impassable terrain, the unit is eliminated and Victory Points are awarded. Units that are forced to Retreat off the map are permanently removed from the game. They are not eliminated and do not award VPs.

J. ROUT MOVEMENT. Units that suffer a Rout (Rt) result in Melee Combat, or due to a failed Morale Check, are marked as Routed and conduct Rout movement. A unit may attempt to be Rallied from Rout status during the Rally Phase.

1. Terms.

- **Mandatory Rout.** Units that receive a Rout result from a combat or morale/rally result must first conduct Mandatory Rout movement. This is a required movement. This movement is shorter than subsequent Rout movement because it takes into account combat time or the initial stages of panic.
- **Subsequent Rout.** This movement includes all Rout movement after the initial Mandatory Rout move. Subsequent Rout Movement continues until the unit is rallied, reaches a hex where Subsequent Rout movement ends, or it exits the map.
- **Voluntary Rout.** A player may voluntarily rout a unit or stack of units after being fired upon, after Melee Combat, or during the player’s Rally Phase. He may also voluntarily continue Rout movement even if the Routed unit enters a hex where Subsequent Rout movement ends.

2. Rout Movement Execution. Dismounted units that suffer a Rout must first execute Mandatory Rout movement. Units in Mandatory Rout movement must Retreat two hexes (not an expenditure of movement points) away from the enemy unit(s) that caused the Rout. Mounted units that suffer a Mandatory rout must Retreat 3 hexes away from the enemy unit(s) that caused the Rout. Units unable to Retreat for any reason (terrain or enemy units) are eliminated.

After a Mandatory Rout, if the unit must continue to conduct Rout movement (i.e. did not Rally) it must conduct Subsequent Rout movement. Subsequent Rout movement is executed at a 4 hex (Dismounted) or 8 hex (Mounted) rate until Rout movement is no longer mandatory. Routed units that are Routed again start a new Rout sequence. Units that Rout off the map are permanently removed from the game and do not award Victory Points.

a. US Units. Routed US units that fail to Rally must conduct Subsequent Rout movement towards the Column HQ, the closest non-Routed US unit or Leader, Woods, or the Pack Train unit (US player's choice).

Units that are initially Routed and stacked in or adjacent to any of these listed locations must Retreat to another eligible location. The Retreat route must be the shortest possible distance in hexes (not movement points or across prohibited terrain).

Example: *A unit in a Wooded hex is Routed. It must Retreat out of the hex it is in and Rout move to the closest Column HQ, non-Routed US unit, Leader, or Wooded hex. It cannot Rout move back to the Wooded hex it was Routed from.*

Subsequent US Rout movement ends when any of the following occurs:

- The unit is stacked with or adjacent to a non-Routed unit, Leader, Column HQ, or a Pack Train.
- Is in a Light Woods hex.
- Is not in LOS of any Indian combat unit or no Indian combat unit is within 15 hexes of the Routed unit.
- The unit Rallies.

US units may voluntarily Rout. Units may also voluntarily continue Rout movement even if they have reached a hex that would end their Rout movement. Units that do so must still Rally according to Rule 14 (Morale Checks and Rally).

b. Indian Units Indian units Rout as indicated in the initial Rout sequence (away from the enemy unit(s) that caused the Rout). Once the unit is three (3) hexes away from any US unit, Indian Mandatory Rout movement ends. It must still Rally to remove the effects of the Rout (and the marker). Units may continue to Rout move at the Indian player's option, but must then Rout towards the nearest map edge.

3. Rout Effects. Routed units may not engage in any kind of Fire Combat. They may not engage in Melee Combat attacks and if forced to defend they Melee at half-strength. Routed units do not have a Zone of Control outside their own hex.

A unit that is Routed and suffers additional casualties while in a state of Rout will automatically Rout (initial Rout move) again. Routed units that become Pinned are both Pinned and Routed, and remain Pinned in the hex where the Pin result occurred. Place a Pinned marker on top of the Rout marker. A Pinned unit that is Routed is no longer Pinned; it is Routed. Remove the Pinned marker and place a Rout marker on the unit. Routed units ignore any Disruption results.

Leaders are never Routed. They are not affected in any way by a Rout result. If the combat unit that the Leader is attached to Routs the Leader may re-attach if there is another unit in the hex, otherwise the Leader must remain with the unit.

11. ARTILLERY

Each Artillery counter represents an individual 12 lb. Napoleon cannon or Gatling gun. For rules purposes both will be called Guns. A Crew counter is provided for each Gun section and must remain stacked with the Gun in order for the Gun to move and fire.

A. Stacking. A Gun (in either movement mode) and a full strength Crew counter count as **4** stacking points. If a Crew counter is flipped to its reduced side the stacking point value is **2**. Abandoned Guns (those without a Crew counter in the same hex), count as **0** stacking points.

B. Movement Modes. Guns can be in either one of the two following modes and the counter is flipped over to indicate which mode the Gun is currently in.

- **Limbered** (hooked to a horse team)
- **Unlimbered** (deployed and ready to fire).

Note: *Unlimbered is equivalent to Dismounted for Fire and Melee Combat modifiers. Limbered is equivalent to Mounted for Fire and Melee Combat modifiers.*

Changing from one mode to the other is a form of movement. It costs 2 MPs for a full strength crew to change movement modes (Limber/Unlimber) and 3 MPs for a reduced strength crew. When Unlimbering, a Gun may face in any direction (field of fire) the owning player desires (*Exception: see Mired below*). Guns cannot change modes (Limber/Unlimber) if Pinned or Disrupted.



1. **Limbered.** Limbered Guns move like Mounted units with the following exception; they cannot move more than one level uphill or downhill from one hex to another.



2. **Unlimbered.** Unlimbered Guns move by means of being manhandled (pushed or pulled by hand), with the following restrictions:

- Cannot be manhandled more than one level uphill or downhill from one hex to another.
- Cannot be manhandled across a non-Ford River hexside.
- Cannot enter/exit a Coulee, but may be manhandled in/out of a Coulee entry/exit hex.
- Cannot be manhandled to Retreat before melee.

A Gun may only be manhandled into an adjacent hex and must pass a die roll to do so. To manhandle a Gun consult the Manhandle Gun Table and roll 1d6, applying any applicable modifiers listed on the table.

The following results are possible:

Result	Explanation
Yes	The Gun is moved into the desired adjacent hex.
Yes*	The Gun is moved into the desired adjacent hex. Check for Wreck.
No	The Gun remains in the hex.

If the manhandling attempt fails, and the Gun was attempting to cross a Creek or Ford hexside, then a check must be made to see if the Gun has become Mired (see below).

Any US unit (except Horse Holders and Leaders) may manhandle a Gun. This unit cannot perform any other activity (i.e. move, fire, receive ammo, etc.) during the entire turn, and it must begin the US turn in the same hex with the Gun.

Changing a Gun's field of fire is considered a form of manhandled movement but does not require a die roll. Simply adjust the Gun's field of fire shifting any number of hexsides.



Mired Gun. Guns moving while Limbered may become Mired when crossing a River hexside that does not contain a Ford. When a Limbered Gun attempts to cross one of these hexsides, immediately roll 1d6 on the Mired Table to see if the move into the hex is successful or if the Gun becomes Mired.

Unlimbered Guns moving by means of manhandling may become Mired when crossing a Ford or Creek hexside. When an Unlimbered Gun attempts to move across one of these features and fails the manhandling attempt immediately roll 1d6 on the Mired Table to see if the Gun becomes Mired.

The following results are possible:

Result	Explanation
Yes	The Gun is Mired.
Yes*	The Gun is Mired. Roll on the Wrecked Table for possible wreck.
No	The Gun successfully moves across the feature.

If Mired, the Gun remains in the hex without crossing the feature and is marked with a Mired marker. A Mired Gun cannot move, fire, be manhandled, or change field of fire, but it can Unlimber or be abandoned. Mired Guns that Unlimber must face in the opposite direction that they were traveling in (in the direction from which it entered the hex it is Mired in).

To free a Mired Gun the US player rolls 1d6 on the Recover Table at the beginning of any subsequent US Movement Phase. During the turn it is freed a Limbered Gun unit is free to move during the current Movement Phase but with only ½ of its MPs remaining. During the turn it is freed an Unlimbered Gun may not be manhandled into an adjacent hex but may be manhandled to change its field of fire.

The following results are possible:

Result	Explanation
Yes	The Gun is freed.
No	The Gun remains Mired.
No*	The Gun remains Mired. Roll on the Wrecked Table for possible wreck.

Wrecked Gun. Guns may become wrecked (damaged axle, trail, or wheels) when manhandled downhill due to possible loss of control of the Gun, or when attempting to be freed from being Mired. When required to check for wrecking consult the Wreck Table and roll 1d6. Wrecked Guns are eliminated and removed from play.

The following results are possible:

Result	Explanation
Yes	The Gun is wrecked. Award 5 VP to the Indian player.
No	The Gun is not wrecked.

C. Combat.

1. *Field of Fire (FOF)*. Each Gun has a field of fire. When the Gun is Unlimbered the top of the counter must face one hexside. Reference the Field of Fire Diagram on the Gun Chart. The Gun may pivot and fire outside its regular field of fire, changing its primary line of fire (center arrow) without MP cost to any other hexside, but it does so at a penalty when resolving combat.

Artillery may not fire at targets in a Coulee unless the target is in a Coulee entry/exit hex, or it is firing from higher terrain and the range is equal to or less than the elevation difference (firer elevation level minus target elevation level).

2. *Gunnery*. A Gun section may only fire if the following conditions exist:

- The Crew is in good order, and not Prone.
- It has ammunition.
- It is Unlimbered.
- It has a target within its LOS and field of fire.

Guns are eligible to fire within the turn sequence just as a normal combat unit would, except that they cannot fire in the Advance Phase if they moved. They may fire normally (not halved) in the Advance Fire Phase if they are still eligible to fire (i.e. ammo, not Pinned, etc.), and did not fire in the Offensive Fire Phase or move in the Movement Phase. They may, however, Unlimber and/or pivot in the Movement Phase and still fire.

Gatling Guns have a maximum range of 2 hexes. The 12 lb. cannon have a maximum range of 5 hexes. Guns must also have a valid LOS for targeting. Unlike normal combat units Guns use the Gun Fire Combat Chart to resolve Fire Combat, including their own specific die roll modifiers.

Gun Fire Combat Sequence:

1. Identify the firing Gun.
2. Identify the target hex. Guns fire at a single hex, not individual units.
3. Determine the range.
4. Reference the Gun Fire Combat Chart, determine if the Gun is at full or half Crew and use the appropriate line and range, roll 1d6, and apply any modifiers.

3. *Results*. The combat results for Gunfire are also different than normal Fire Combat.

Result	Explanation
1	One combat unit (non-Leader), US player's choice, suffers 1 Casualty Point. All units in the target hex automatically make a Rout move (they are not Routed). Roll for Indian Leader Loss if one is present.
R	All units in the target hex automatically make a Rout move (they are not Routed).
-	No Effect

4. *Melee*. Unlimbered Cannon that defend in Melee may fire canister at any **single** Indian combat unit that is initiating Melee Combat against it. Use the Melee column on the Gun Fire Combat Chart. Apply any modifiers and roll 1d6. The resulting number is the number of Casualty Points applied to the attacking unit. If the unit takes a Casualty Point it must immediately make a Morale Check.

Unlimbered Gatling Guns that defend in Melee may fire at any **two** Indian combat units that are initiating Melee Combat against it. Use the Melee column on the Gun Fire Combat Chart. Apply any modifiers and roll 1d6. The resulting number is the number of Casualty Points applied to any or all of the attacking units in the hex. Any unit that takes at least 1 Casualty Point must immediately make a Morale Check.

Guns may pivot to face an attacker that is outside its field of fire, but it incurs the -1 DRM for pivoting. HE shell may be used in Melee only if canister is not available. Use the 1 column on the Guns Fire Combat Chart instead of the M column.

Gun Crews defend in Melee as per the basic rules, using their current Combat Strength (1 or 2). Gun Crews may never initiate Melee Combat, but may always defend against Melee. If a Gun is at Low Ammo and is involved in a Melee its Low Ammo status does not apply towards the Low Ammo in Melee modifier (ignore the Low Ammo status of the Gun). Limbered Guns and Crews of Unlimbered Guns may Retreat before melee. Unlimbered Guns are marked with an Abandoned marker as being abandoned if the Crew Retreats before melee.

If the Melee results in a Retreat or Rout for an Unlimbered Gun, the Gun is abandoned and the Crew counter executes the Retreat or Rout. Limbered Guns execute the Melee Retreat or Rout as normal.

D. Abandoned Gun. Guns may become abandoned voluntarily or as a result of combat. When a Gun is abandoned place an Abandoned marker on the Gun counter. Abandoned Guns cannot move, change mode, be manhandled, fire, or receive ammunition (they just sit there). An abandoned Gun can be rejoined by a crew and function normally. A Gun Crew can man either a cannon or Gatling Gun.

Guns cannot be destroyed, captured, manhandled, or used by Indian units. At the end of the game each abandoned Gun not stacked with at least one US Cavalry or Infantry unit awards the Indian player 5 Victory Points.

E. Gun Crews. Gun Crews are combat units with a full strength of 2 and a reduced strength of 1. Crews with Limbered Guns are considered Mounted for Fire Combat and Melee Combat, and Unlimbered Crews are considered Dismounted for Fire Combat and Melee Combat. Crews cannot initiate Melee Combat nor can they pursue. They defend in Melee as a Dismounted non-Infantry unit.

If the Gun is abandoned the Crew now functions as a non-Infantry Dismounted combat unit. It cannot Mount, even if horses are available, and does not qualify for any Infantry combat modifiers. Crews can be used to replace losses of the Infantry unit (when it is in play). When a Crew and an Infantry unit are in the same hex (at any time during the Initial or Movement Phases of the US player's turn) the strength point(s) of the crew may be used to replace strength point losses of the Infantry unit. Flip (crew strength of 2) or remove the Crew counter (strength of 1) from the map and replace 1 or 2 strength points from the Infantry unit. The Infantry unit must have been already reduced by at least 1 strength point in order to receive this reinforcement. It cannot receive replacements that would increase its unit strength beyond its full strength Combat Factor. Crews that use their last Combat Factor as a replacement are permanently removed from the game but do not award Indian VPs.

F. Ammunition.

1. Basic Rules. The Low Ammo rules for the Guns are the same as for a normal US combat unit, except Cannon do not run out of canister ammunition (for Melee). Ammo depletion is for HE shells and Gatling gun ammo only (regular Fire Combat). On a natural die roll of 1 the Gun may be in Low Ammo. Re-roll the die. If another 1 is rolled mark the Gun as being Low Ammo.

2. Optional Rules. If using rule 15.D Option #2 of the Ammo Supply Rules, use the Ammunition Roster provided. Note that there are two types of cannon ammunition, HE shell and canister. HE shell is used in regular Fire Combat. HE shell may be used in Melee Combat only if canister is not available. Canister is only used for Melee Combat. Cannons cannot fire at half strength or otherwise mark half boxes.

Every time the Gun fires a full box of the appropriate ammunition type is marked off with an X.

12. UNIT STRENGTH

Every unit has a unit strength expressed as a Combat Factor. Each time a unit receives a Casualty Point its Combat Factor is reduced by 1. When a unit's strength is reduced to zero it is eliminated and permanently removed from the game.

Notice that when a US Cavalry unit Dismounts, its Combat Factor on the reverse side is already reduced by one. This represents troopers that are assigned the duty as horse holders (represented by the Horse Holder counter). Indian units, Column HQs, and Scouts do not reduce. If a US Cavalry unit is reduced to a strength of 1, and Dismounts, it must abandon its horses.

13. LEADERS and the COLUMN HQ



Leaders are very important for Rallying Routed and Pinned units. They also affect Melee Combat, Morale Checks, and Retreat before melee attempts. Depending on the activity, units must be attached to, stacked with, or within the Command Radius of a Leader to benefit from the Leader's modifier.

A. ATTACHED LEADERS. Leaders stacked in a hex with one or more units must be attached to a unit.

If there is a single unit in the hex, the Leader is placed on top of the unit and is considered attached to it. If the unit is Pinned, Retreats or is Routed, the Leader is also Pinned and must Retreat/Rout with the unit. A Leader must be attached to a unit in Melee in order to apply his Leader's modifier to the Melee Combat.

If there are two or more units in the hex the owning player attaches the Leader to a unit of his choice. If that unit is Pinned, Retreats or is Routed, the Leader may remain with the unit or he may immediately re-attach to another unit in the hex.

If there are multiple Leaders in the hex, each Leader must be attached to a unit. More than one Leader (or all the Leaders) may be attached to a single unit, at the owning player's discretion. If there are multiple Leaders attached to a particular unit the senior-most Leader applies his modifier.

It is the owning player's choice if they are equal in rank or if they are Indian Leaders. Leaders may only change attachment during the Rally Phase or at the instant combat results are applied to the unit it is attached to.

B. MOVEMENT MODE. Leaders may move in any mode at the player's option. There is no cost to change modes. Unless stated by the owning player or marked with an administrative marker, a Leader is considered Mounted for movement and Dismounted for all other situations.

C. LEADER EFFECTS.

1. Rally Attempts. A Leader may influence the Rally attempt of Pinned or Routed units. Units stacked with the Leader receive the Leader's Combat Rating modifier when rolling to rally. Units making a Rally attempt that are within the Command Radius, ignore the negative self-Rally modifier but they do not add the Leader's Combat Rating modifier.

2. Melee Combat. The senior-most US Leader (US player's choice if equal rank) or any Indian Leader (Indian player's choice) attached to a unit involved in Melee Combat adds his Combat Rating to the Melee Combat as a die roll modifier.

3. Morale Checks. Units required to make a Morale Check may add the Leader Rating of a Leader if the unit is within the Leader's Command Radius.

4. Retreat Before Melee. Units that are stacked with a Leader add the Leader Rating as a positive die roll modifier for Retreat before melee attempts.

D. LEADER CASUALTIES. Leaders may be killed or wounded as a result of Fire or Melee Combat.

1. Fire Combat. When any unit in the same hex as a Leader takes at least one Casualty Point loss on the Fire Combat Table, a Leader casualty may be possible. The owning player rolls two dice and refers to the Leader Loss Check Table.

- **Killed.** The Leader is removed from play.
- **Wounded.** Consult Wound Severity Chart.

The Leader Loss Check is made before the combat results are applied. Mortal, Severe, and Moderate wounds award Wounded VPs; Killed VPs are awarded for Leaders that are killed or die from their wounds.

A wounded Leader rolls 1d6 on the Wound Severity Table and will suffer one of the following results:

Mortal Wound. Leaders will die on the field unless they are evacuated (moved) to the Pack Train or to the Column HQ (US), or village (Indian), and even then they may still die.

The owning player immediately rolls one die. Add this result to the current game turn. The Leader will die during the Rally Phase of that Player Turn unless he is moved to the Pack Train, Column HQ, or village hex before the Rally Phase of this turn and successfully Rallies. During the next Rally Phase after the wounded Leader reaches the Pack Train, Column HQ, or village hex, roll 1d6 (no modifiers) and consult the Rally Table. If he passes (result = Yes) he will live and becomes severely wounded (see below). If he fails (result = No) he dies and the Killed VPs are awarded instead of the Wounded VPs. If this turn is beyond the last turn, consult the Rally Table at the end of the game (use no modifiers).

Leaders may not be abandoned. A mortally wounded US Leader must either remain stacked with a unit or move (individually or stacked with a unit) using all of its available movement points, directly towards the Pack Train or Column HQ counter (if in play) during each friendly Movement Phase, until he reaches one of these locations.

A mortally wounded US or Indian Leader's Movement Allowance is permanently reduced to $\frac{1}{2}$ the normal (front side) Movement Allowance (round down) and he cannot use any of his Leadership ratings.

Severe Wound. Treat as a mortal wound above, except that no roll for death is made. If evacuated (attached) to the Pack Train or Column HQ a US Leader will move with the Pack Train and does not reduce the Movement Allowance of the Pack Train. It does, however, affect the movement rate of any other unit it is attached to or stacked with, reducing it to one half.

Moderate Wound. Flip moderately wounded Leaders to their wounded (reverse) side. There is no additional effect other than the reduced ratings on the counter.

Light Wound. No effect.

2. Gun Fire Combat. Whenever a Casualty Point loss is given and there is a Leader attached to the unit that takes the loss, immediately roll 2d6 on the Leader Loss Check Table. Check for severity if wounded.

3. Melee Combat. Whenever a side suffers a Casualty Point loss in Melee Combat and there is a Leader attached to a participant, immediately check for Leader Loss (as above).

4. Multiple Leaders. If there are two or more Leaders present when a Leader Loss Check is called for, randomly choose one of the Leaders that will be subject to the check (owning player may roll a die, draw out of a cup; player's choice of method that both agree upon).

5. Automatic Elimination. Any friendly Leader that is not stacked in a hex with a combat unit is automatically killed (eliminated) if an enemy combat unit is moved into that hex or initiates Melee. A Leader is also killed if the unit he was attached to is completely eliminated in Melee.

6. Replacement Leaders. Only the US player has Replacement Leaders. These are used to replace killed, mortally, or severely wounded Leaders. Indian Leaders are not replaced.

A Leader is replaced only within the rank and command structure. If killed his counter is permanently removed from the game. This will have an effect if playing a multi-player game. The player playing the role of these three Leaders will have to assume the role of another available Leader while the next highest ranked Leader on the map assumes the role of the US commander.

When a Leader is replaced the US player has the option to bring in a Replacement Leader at any friendly Infantry or Cavalry unit location.

Example: LTC Custer is killed. Major Reno (if present) assumes overall command of his command and Captain Benteen replaces Major Reno as second in command. The US player elects to add a Replacement Leader and places him with Company M.

The following is the command rank structure for the Montana and Custer columns:

- Terry, Gibbon, Brisbin (if present), Freeman.
- Custer, Reno, Brisbin (if present), Benteen, Keogh, Yates.

E. COLUMN HQ. This counter represents the Column staff. This is a unique unit in that it is both a combat unit and a Rout/Rally location.

1. Combat Unit. The front side has the combat unit information. It is a combat unit and must obey the rules for a combat unit. It has a Combat Strength of 1 and can be Mounted or Dismounted.

2. Movement Mode. The HQ may move in any mode at the player's option. There is no cost to change modes. Unless stated by the owning player or marked with an administrative marker, the HQ is considered Mounted for movement and Dismounted for all other situations.

3. Rally Point. The HQ also is a Rally point for Retreating or Routing units, and for wounded Leaders. Players must keep this in mind when moving or placing the HQ unit on the map.

4. Restrictions. As long as Terry or Gibbon are not killed or mortally wounded the 7th Inf. HQ unit must always be within his Command Radius. Same the same is also true for Custer and the 7th Cav. HQ. If separated the HQ must move, using all available MPs, until it is within the Leader's Command Radius. If the Leader is killed or mortally wounded the HQ must use all available MPs to move to the closest US combat unit or Leader, or to the Pack Train. This requirement is suspended if a path free of enemy ZOC is not available. If forced off the map it may not re-enter the game. If eliminated on the map due to combat results it may not re- enter the game.

F. RENO PANIC. Major Reno's normal Leadership Rating is a +1. This rating may permanently change if Reno Panic occurs. Reno Panic may occur the first time (any Player Turn or Phase) that there are more Indian **combat units** within 3 hexes of Major Reno (his Leader counter) than Major Reno has US Cavalry units (not Scouts) within his Command Radius. Once Reno Panic occurs the effects are determined during the very next US Rally Phase. Roll 1d6 and consult the Reno Panic Table. If there were twice as many Indian combat units than Cavalry units add +1 to the die roll. The results are applied immediately (during the Rally Phase, *after* all Rally attempts are made). All Disruption, Retreat or Rout results apply to every Cavalry (only) unit within the Command Radius of Major Reno when the panic occurs, including Major Reno himself. Retreating units may trigger Opportunity Fire. Major Reno must Retreat or Rout with the unit he is attached to.

If Reno is alone in a hex any result rolled on the table is considered an automatic Rout for his counter (Rout movement rules only for Reno) and any other unit within his Command Radius. The Leadership Rating listed with the result is Reno's new (permanent) rating. Once the panic has occurred the US player may ignore Reno in the rank structure for all Leader purposes if any other Leader is present and can be used.

14. MORALE CHECKS AND RALLY

Combat results and other activities may require a Morale Check. Units in various states of disorder may attempt to recover from these conditions by making Rally attempts or expending movement points.

A. MORALE CHECK. When a player is required to make a Morale Check (MC) the player must consult the Morale Check Table. He rolls 2 six-sided die (2d6), adding any DRMs listed below the table, and applies the results immediately.

Result	Explanation
Yes	The Rally attempt is successful.
No	The Rally attempt fails.

All adverse results of a Morale Check are cumulative. That is a unit that is already Pinned may become Disrupted; a Routed unit may become Pinned, and so on. A single unit may be Routed, Pinned and Disrupted all at the same time. All conditions will have to be corrected before the units can return to good order.

Note: *At times multiple units in a stack may be at different morale states.*

B. RALLY. Any unit that is Routed or Pinned may attempt to recover during the Rally Phase. All units are Rallied individually. Leaders automatically Rally from all adverse morale effects during the Rally Phase.

Note: *Disruption is recovered from during the Movement Phase.*

Any unit that is stacked in the same hex with a Leader receives the Leader's Combat Rating modifier as a positive DRM. Any US unit within a Leader's Command Radius may attempt to self-Rally without the -1 DRM penalty. Any unit outside the Command Radius of a Leader may attempt to self-Rally, with a -1 DRM penalty.

Exception: *All Indian and Scout units may self-Rally without penalty.*

Units that are Pinned and Routed must attempt to Rally from the Pinned result first, and then the Rout. Both are rolled, even if the roll for Pin fails.

Note: *A Pinned and Routed unit that Rallies from the Pinned result but not the Rout is a Routed unit and all the rules for a Routed unit apply.*

1. Routed Units. Routed units Rally during the friendly player's Rally Phase. Routed units must pass a Rally attempt in order to remove the Rout marker. Routed units that fail to Rally must continue (subsequent) Rout movement during the Movement Phase.

2. Pinned Units. Pinned units that are not adjacent to an enemy combat unit automatically Rally (remove the Pinned marker) during the player's Rally Phase. Pinned units that are adjacent to an enemy combat unit must attempt to Rally during the player's Rally Phase.

3. Disrupted Units. Units may remove Disruption markers by spending 2 MPs in the same hex during the friendly Movement Phase. After the unit has recovered from Disruption the unit may continue regular movement (if MPs remain).

Result	Explanation
Disrupt	Unit is Disrupted.
r1/Disrupt	Unit is Disrupted, Retreats 1 hex.
r2/Disrupt	Unit is Disrupted, Retreats 2 hexes.
Pin	Unit is Pinned (Rule 9.D.1).
Rout	Unit is Routed (Rule 10.J)

C. PROCEDURE. Consult the Rally Table and roll 1d6 for each individual unit, adding any modifiers from the list below the table on the Melee Combat Chart.

15. AMMO SUPPLY



All combat units, except the Pack Train and Horse Holders, are subject to ammunition depletion during Fire Combat. US combat units may be re-supplied by the Pack Train.

The Ammo marker used with the Pack Train represents small arms ammunition only. Gun ammo re-supply is tracked differently. Indian combat units re-supply from any camp of the same tribe. Units are marked with a Low Ammo marker when they are ammunition depleted.

A. AMMUNITION DEPLETION. Each time a unit engages in Fire Combat and an unmodified dice roll of five (5) is rolled, the unit is possibly low on ammunition. Re-roll one die. A result of 1-3 means the unit is ammunition depleted and marked with a Low Ammo marker.

Exception: *The Pack Train and Horse Holders never suffer from Ammunition Depletion.*

B. LOW AMMO EFFECTS.

- ½ Strength for Fire Combat – US/Scout/Gun & Indian units.
- ½ Strength for Melee Combat – US/Scout units only.
- Each US/Scout unit with a Low Ammo marker at the end of the game deducts 1 VP from the US player.

C. AMMUNITION RE-SUPPLY. US units with Low Ammo may replenish its ammunition supply from the Pack Train. Indian units may replenish ammo from any camp of the same tribe that has not been burned.

1. Small Arms. In order to re-supply its ammo from the Pack Train a US unit must begin the friendly Rally Phase *stacked with or adjacent to* a Pack Train. Indian units must begin the friendly Rally Phase in a camp hex. The US or Indian unit, and the Pack Train (if US player) must then spend ALL of their MPs to re-supply.

When the MPs are spent remove the Low Ammo marker from the unit. Reduce the ammunition supply level of the Pack Train by one or mark the Indian camp as having No Ammo.

Any number of eligible units may resupply its ammunition during the phase as long as ammunition remains in the Pack Train to distribute or in a camp. The Pack Train can issue ammunition and provide supplies to build Breastworks during the same turn.

When the Pack Train's ammunition supply marker is reduced to zero the Pack Train can no longer re-supply units. A camp marked "No Ammo" cannot provide ammo for the rest of the game.

2. Gun. Each Gun may only re-supply once from the Pack Train. No markers are used to track Gun ammunition. Make a note when a Gun resupplies with ammunition. Guns only resupply with HE shell or Gatling ammo. Canister is never subject to depletion. If a Gun that has resupplied once goes "Low Ammo" a second time it cannot resupply and will remain at "Low Ammo" for the rest of the game.

D. AMMUNITION SUPPLY- OPTIONAL RULES. Upon mutual agreement players may use one of the following optional Ammo rules.

Option #1. The first time a US unit fires it cannot become Low Ammo. The US player must write down when each combat unit fires for the first time.

The following option replaces the basic Ammo rules for the US player (only), and is highly recommended.

Option #2. Each Gun, Cavalry, Infantry and Scout unit has Ammo Points, shown as boxes on the Ammo Roster. Each time a unit fires place an [X] in an ammo box (white boxes first) on the roster corresponding with the firing unit. Gatling Guns, Cavalry, Infantry and Scout units may intentionally fire at half strength (before any modifiers to its Combat Strength) and mark only half a box with a slash [/].

An [X] is equivalent to one forward and one backward slash, and vice versa. If the last box has a slash the unit may only fire at half strength for its last remaining shot. Cavalry, Infantry, and Scouts firing in the Advance Fire Phase also mark half a box of ammo. Cannon cannot intentionally fire at half strength and always mark off a full box, even if at half strength.

When all boxes are crossed out the unit is ammo depleted. The US player applies Low Ammo modifiers only when the unit has no ammo boxes remaining and is involved in Melee.

Each Pack Train has small arms ammo. Each Pack Train assigned to a column that has the cannon also carries HE shell and canister Ammo Points. The Gatling Gun packs carry Gatling Gun Ammo Points that may only be used by the Gatling Guns. Ammo Points are used to replenish units that are Low Ammo. Each time a manned (not abandoned) Pack Train suffers a Casualty Point in Melee, reduce the Ammo Points available by 5 small arms/Gatling Gun ammo, 3 HE shell and 1 canister for each Casualty Point loss.

Ammo re-supply rules are the same as the normal rules except that boxes are crossed off (supplying unit) and erased (receiving unit). Combat units may cross-level ammo from each other. In this case the providing unit acts like the Pack Train (provider) while the other is the receiving unit. Units may not carry more ammo than what the roster indicates for each unit. All Indian units use the normal ammunition rules.

For VP purposes only, at the end of the game each Cavalry, Infantry or Scout unit is considered Low Ammo if it has 3 or fewer ammo boxes remaining. The Guns are Low Ammo if they have 3 or fewer HE shell or Gatling boxes remaining.

16. PACK TRAIN



The Pack Train is considered a combat unit, although it is restricted in its capabilities. Each Pack Train counter counts as 6 Combat Factors for stacking and combat, and has a unit strength of 6 (for casualties, ammunition and elimination). Each time it takes a Casualty Point the Pack Train counter is flipped to, or replaced by, the next lower size value. Remember to adjust the Ammo marker (basic Ammo rules) or ammo boxes (optional Ammo rules), if necessary, as casualties are taken. At the beginning of the game each Pack Train counter has 6 points of ammunition. Place a "6" Ammunition marker under each Pack Train.

Each point of Pack Train ammunition re-supplies one Cavalry, Infantry, or Scout unit. The cannon may resupply once from each Pack Train in its column. The Gatling Pack only resupplies a Gatling Gun.

A. RESTRICTIONS. The following restrictions apply to the Pack Train:

- It cannot engage in Melee Combat attacks but defends normally.
- It is always considered Dismounted.
- It cannot re-supply units if it is Pinned, Routed, un-Crewed, or has 0 Ammo Points (empty).

B. PACK TRAIN PERSONNEL. Each Pack Train counter has a Combat Factor value. This represents the personnel assigned to the packs. The game includes Pack Train Personnel counters. If a Pack Train counter suffers a Rout result place a Pack Train Personnel counter and an “Abandoned” marker on top of the Pack Train. If the Pack Train has suffered losses place the appropriate loss marker under the Personnel counter. The Pack Train Personnel unit must execute the Rout and is affected by all the effects of Rout.



During the Indian player’s Rally Phase, if an Indian combat unit occupies the hex with an abandoned Pack Train, the Pack Train (and all remaining supplies) is permanently eliminated.

The Personnel unit may rejoin the Pack Train (removing the Personnel unit and the “Abandoned” marker) by entering the hex of the abandoned Pack Train. If the unit strength of the Personnel unit is lower than the Pack Train’s current strength, the Pack Train’s unit strength must be reduced the level of the Personnel unit. This may result in the loss of ammunition supplies (abandoned). If in Low Ammo remove the marker, with no ammo boxes or points expended by the Pack Train.

Pack Train Personnel may never voluntarily leave the Pack Train (including voluntary Rout), nor may it engage in Melee attacks. It may fire and defend in Melee normally and is subject to Low Ammo if separated from the Pack Train. If separated it must spend all available MPs to rejoin the Pack Train. This requirement is suspended if the path to the Pack Train is not free of enemy ZOC.

Pack Train Personnel units may be used as replacements for Infantry or Cavalry units (only). If the Pack Train counter is eliminated separately from the Pack Train Personnel, the Personnel unit may move during the US player’s Movement Phase to any Infantry or Cavalry unit and transfer strength points. The transfer costs 0 MPs.

Alternately, it may remain in a hex during the Movement Phase and transfer any number of strength points (up to its current strength) to any number of units that are with 2 hexes of the Personnel unit. The unit receiving these replacements cannot be Routed or Pinned and the path cannot be across prohibited terrain or through an enemy ZOC. The receiving unit may move fully during the same Movement Phase.

C. COMBAT. The following combat results apply to the Pack Train:

- PIN: It may not move or re-supply units.
- ROUT: If Routed in Melee Combat the Personnel unit Routs and the Pack Train counter remains in the hex, abandoned. The Pack Train counter and its supplies are eliminated if an enemy combat unit occupies its hex. An abandoned Pack Train may not re-supply/issue ammunition while Routed.
- CASUALTY POINTS: Each time it suffers a Casualty Point, reduce the Pack Train to its next lower strength level (flip or exchange the counter). Every time it is reduced eliminate 1 Ammunition Point from the current level (or 5 small arms/Gatling Gun, 3 HE shell, and 1 Canister box for each Casualty Point loss).

D. VICTORY POINTS. 5 VPs are awarded to the Indian player for each Pack Train that is eliminated. In addition, each Ammo Point (or every 10 small arms/Gatling Gun ammo boxes) held by the Pack Train when it was eliminated adds 1 VP to the Indian player.

17. SPECIAL RULES

A. CAVALRY CHARGE. Mounted Cavalry units (only) may declare a Cavalry Charge during the US player’s Movement Phase. Cavalry units that charge receives a temporary strength point bonus of one half (1/2 rounded up) of that individual unit’s strength, added to their Melee Combat strength. A one-strength point (1SP) unit gets a temporary strength point bonus of one additional strength point (1SP). This is calculated after any modifications to the unit’s strength (Low Ammo). The unit also gains 1 additional MP to their Movement Allowance for the charge. In order to declare a charge:

- The attacking unit(s) must declare a target hex and engage those defending units in Melee Combat during the subsequent Melee Phase. If all the defending units in the target hex Retreat before melee the attacking unit(s) must pursue.

- The unit must have been in good order (not Pinned, Routed or Disrupted) at the beginning of the Movement Phase (before any MPs are spent).
- The unit must move at least one hex toward the target hex.
- The unit may only charge through and into Clear hexes.
- The unit may not charge across Creeks, Rivers, or Fords.
- The unit cannot change more than one level of uphill elevation during a Cavalry Charge move, or enter a hex that has three or more elevation changes. A charging unit is automatically Disrupted after the resolution of the Melee Combat (unless Routed, in which case ignore the Disruption). A Cavalry unit cannot charge during pursuit movement.



C. BREASTWORKS. The US player (only) may create Breastworks to improve his defensive position. During the US player's Movement Phase the US player may create Breastworks following these restrictions:

- A Pack Train must be within 2 hexes of the unit building the Breastworks.
- Both the Pack Train and the unit cannot move during the phase or otherwise spend any MPs other than to build Breastworks. If the unit is Prone remove the Prone marker (it is no longer Prone until the end of the player turn).
- Both the Pack Train and the unit may not be Pinned or Routed.
- The Pack Train may continue to issue ammunition.
- The unit building Breastworks may not receive ammunition.
- Guns do not gain a benefit from Breastworks (other units stacked with them may still qualify for the modifier and affect the combat die roll).

B. LOST HORSES AND PONIES. US Horse Holders are divided into two types of units, those with horses and those without. Horse Holders will lose control of their charges if the unit is involved in Melee Combat, or becomes Pinned or Routed. Flip the unit to its Holder (no horses) side. Scouts and the HQ do not have a Holder (no horses) on the reverse side.

Horses may be intentionally abandoned by simply flipping the unit over to its "mount-less" side. Lost or abandoned horses cannot be recovered for the rest of the game. Holders without horses are combat units and function as such for all rules and restrictions.

Pony Holders do not have a "pony-less" side. If engaged in Melee Combat, Pinned or Routed, remove the counter from play.

Lost or abandoned US horses may be captured by the Indian player (for VP purposes only). Consult the Lost/Abandoned Horses Table when each horse is lost or abandoned and roll a die. If the result is "Yes", award the Indian player 1 VP. No US Horse counters are involved or placed on the map under Indian control; this is strictly for VP purposes only.

When the US player declares that he wishes to construct Breastworks he rolls one die (1d6). The number rolled is the maximum number of units that may build Breastworks that turn. The maximum number of Breastworks that is allowed on the map at any given time is limited to the counter-mix; however, only 3 may be built from any one Pack Train. At the end of the US Player Turn place the unit under the Breastworks. All units under a Breastworks marker are considered to be Prone (no need for a Prone marker). When calculating the combat modifiers do not use the Pinned/Prone modifier. The modifier is already part of the Breastworks modifier.

If the hex is vacated leave the Breastworks marker(s) in the hex. Units that wish to replace the supplies (boxes, crates, barrels, etc.) used to make the Breastworks must spend its entire friendly Movement Phase in the hex. The Pack Train must also be within 2 hexes of the Breastworks and cannot move for the entire Movement Phase. Remember, that each Pack Train only has enough boxes and barrels to make 3 Breastworks markers. Any Breastworks markers not loaded back onto the Pack Train will remain in the hex. The supplies used for the Breastworks represent boxes and barrels that contain food and camp supplies, NOT ammunition. Ammunition remains on the wagons, therefore the ammunition levels are not affected by Breastworks construction.

Capturing Ponies (1d6)		Lost/Abandoned Horses (1d6)	
Die Roll	Result	Die Roll	Result
1 - 3	No	1 - 4	No
4 - 6	Yes	5 - 6	Yes
No = Ponies have scattered Yes = Ponies now have Holders		Yes = Award Indian Player 1 VP	



D. GRASS FIRES. The Indian Player may set the grass on fire during the Movement Phase. The number of hexes that may be set on fire during the game is limited to the number of Grass Fire Markers available in the counter mix. Once they are used the markers are permanently removed from play.

1. Setting hexes on fire. Any combat unit may set fire to a hex. The unit must be Dismounted and must spend 3 Dismounted MPs in the hex. Place a Grass Fire marker in the hex. Immediately roll 2d6. The result (maximum of 8) is the number of turns the fire will burn beyond the current turn. Place Casualty Point markers underneath the Grass Fire markers to keep count of the burn duration. Permanently remove the marker from play when the burn time has expired. The unit must exit the hex during the same Movement Phase. If it does not have remaining MPs, or enough MPs to exit the hex, it may move one hex at no cost. It may not conduct any other activity during or as a result of this free move (i.e. change mode). Units Pinned in a Grass Fire hex immediately Rout instead.

2. Effects. Grass Fire hexes are prohibited terrain and block LOS.

E. NIGHT TURN.

1. Activities. During the night turn only the following activities occur, in sequence:

- Temporarily remove all Indian combat units and ponies (Herd and Holders) from the map and place them to the side (keep all strength losses, but remove all other markers with the units). Dismount all Indian combat units and flip all Pony Holder units over to their pony herd side. Leave all villager and camp units on the map where they are.
- The US player must Dismount all of his units. He then may make a Dismounted move with any (some, all or none) of his units. He may also build Breastworks after this move.
- The Indian player rolls 2d6. This is the maximum number of Indian combat units that may be placed within 3 hexes of a Cavalry unit. These Indian units may be Mounted or Dismounted but not be adjacent to any US unit. They must be able to trace a series of connected hexes back to a camp hex. None of these hexes can be adjacent to any US unit.
- Place all remaining Herd counters within 10 hexes of, but not adjacent to, any camp counter, with a maximum of two Herd counters per hex.

- All other Indian units must be placed Dismounted in or adjacent to a camp or villager counter, within the stacking restrictions.
- Any camps that are broken down are set up again. Place all camp counters on top of the villager or stack of units.

2. Water. During the night turn count all the Cavalry (only) units that are adjacent to or in a hex that has a River or Creek hex-side (blue color, not a Dry Creek Bed). Award 1 VP to the US player for each unit. The US player has the option to convert two of these VPs into one combat strength replacement point. Remove 1 Casualty Point from one unit (maximum of one per unit) for every two converted VPs. The maximum number of combat replacement points that can be received is 2.

The unit receiving this replacement point must be within two hexes of a water source or adjacent to a unit that is within two hexes of a water source.

18. INDIAN CAMP AND VILLAGERS



The **Village or Camp** refers to all the circles collectively, and each **circle** is made up of a certain number of **Camp counters** belonging to a particular faction. Some circles are made up of multiple factions. See the Indian Order of Battle list for the organization of each circle. The camp is alerted as a whole but breaks down by circles.

A. CAMP ALERT. Indian villagers, leaders, and combat units may not move until the camp is alerted. Once the camp is alerted all Indian units and counters move as described below. Each scenario will list the conditions that will alert the camp.

Once the camp is alerted the Indian player may move units during the **subsequent** Indian Movement Phase as follows:

- **US Unit Triggers Alert:** All units and Leaders belonging to the circle that is the closest to the first US unit that triggers an alert may move normally. If more than one circle is eligible the Indian player chooses the circle. All other Indian units in the remaining circles may not move.
- **Indian Unit Triggers Alert:** If the camp was first alerted by an Indian combat unit, then all units of that circle are fully alerted and may move normally. All other Indian units in the remaining circles may move half their printed MP allowance.

Pony Herds: Regardless of how the camp was alerted the Indian player rolls one die during the subsequent Rally Phase to determine the number of Pony Herds that are flipped to their Pony Holder side. These units may move their full Movement Allowance during this turn.

B. CAMP BREAKDOWN AND MOVEMENT.

Once alerted each circle may breakdown their **Camp counters** so that they may be moved. In order to break down a camp a villager of the same tribe must begin the Rally Phase in the village hex. It cannot move for the entire turn. During the Indian player’s Rally Phase the Indian player rolls 1d6 for each circle (not Camp counter). Check the Indian Order of Battle listing for the composition of each circle. Roll the die and consult the Camp Breakdown Table, adding the Leader modifier of any Leader stacked in any camp hex of that circle. The result is the number of game turns it will take to completely breakdown the circle and enable the villagers to transport their belongings and lodges. Place a Camp Breakdown marker that corresponds to the result on any Camp counter within the circle (center-most camp within the circle is recommended). Reduce the number each Rally Phase (flip or exchange the counter) until it is removed. The marker is removed when the “1” marker is showing at the beginning of the Indian player’s Rally phase.

If a villager leaves the camp hex, voluntarily or involuntarily, the current Camp Breakdown marker is not adjusted down for that Camp counter; it remains at the same level. Place a separate Camp Breakdown marker for that particular Camp counter. A villager of the same tribe may return to continue the breakdown process. When a Camp counter is broken down, place it under the Villager counter. It now moves with the villager.



C. CAMP BURNING. A US Infantry or Cavalry unit that is not Disrupted, Pinned or Routed may burn any Camp counter that does not contain an Indian combat unit or US unit of any type. Only Infantry and Cavalry units may burn camps. The unit must enter the camp hex, declare that the camp is being burned, and spend 3 additional MPs. Flip the Camp counter over to its burned side and award the US player 1VP for each burned counter. The counter remains in the hex until the next US player’s Movement Phase. It then burns out and is removed. While on the map a burning camp is prohibited terrain and blocks LOS.

Any Indian non-combat units in the camp hex are displaced one hex in any direction by the US player. It must be to a hex that is not adjacent to a US unit, if possible, otherwise to any hex within the stacking limits. If no such hex is available, and the camp is burned, the Indian units take 1d6 worth of Casualty Points and are placed in the closest eligible hex.

Casualties are tracked, but no VPs are awarded to the US player for Villager Casualty Points during the game (**Exception:** see *Captured Villagers*). Place the Villager Casualty marker on the VP Track. Move the marker a number of boxes equal to the casualty result.



D. VILLAGERS. The Villager counters represent large numbers of non-combatants such as old men, women, and children and as such cannot be eliminated, but may incur Casualty Points and/or be captured.

1. Combat and Casualties. Place 1 Casualty Point marker on the Villager counter each time a US unit engages it in Fire Combat, and 2 Casualty Points each time it is engaged in Melee Combat. Add these casualties to the Villager Casualty total (as above). A villager may not Retreat before Melee Combat. After Melee the villager is Routed (Villager Rout) and must Retreat 4 hexes away from the hex towards the closest non-Pinned, non-Routed Indian combat or villager unit within 4 hexes. Once adjacent to such a unit the Rout marker is removed. If no such unit is within 4 hexes the villager must retreat towards the closest map edge until it is adjacent to an Indian combat or villager unit that is not Pinned or Routed, or it exits the map. While conducting this movement the villager cannot move within 3 hexes of a known (in LOS) US unit. Villagers cannot voluntarily Rout. No VPs are awarded to either player if it exits the map.

After the game is over the US player rolls 1d6 and consults the chart below to see how the press, and the public, perceive villager casualties.

VPs are based upon the Villager Casualty Track only:

1-2	Pleased. Award VPs to the US player equal to the amount on the Villager Casualty Track.
3	Luke Warm. Preoccupied with Centennial. ½ VPs are awarded (round down).
4-5	Negative. Deduct ½ VPs from the US player (round up).
6	Outraged. Deduct VPs from the US player equal to the amount on the Villager Casualty Track.



2. Captured Villagers. Any Infantry or Cavalry unit (only) that is not Disrupted, Pinned, or Routed may capture one villager unit. The unit may be Mounted or Dismounted, and/or marked as Low Ammo.

It must enter the hex occupied by the villager.

A capture attempt requires the unit to expend all of its remaining MPs. Consult the Villager Capture Table and roll 1d6. If the result is “yes” the villager is captured and is placed underneath the unit and is controlled by the US player. Each unit may capture and guard a maximum of 1 Villager counter. VPs for captured and retained villagers are awarded at the end of the game.

While retaining and guarding a villager the unit moves at the Dismounted rate, even if it is Mounted. It may burn camps and receive ammunition while guarding a villager, but it cannot build or dismantle Breastworks. Indian units may not block the movement of US units holding villagers. Adjacent Indian units do not exert a ZOC and must immediately displace one hex if the US player wishes to enter the hex occupied by the Indian unit.

Indian units may not attack any US unit while it is holding a captured villager. This condition is immediately waved for the rest of the game if any US unit intentionally attacks a captured villager (causes villager casualties).

However, if an Indian unit attacks (Fire or Melee Combat, regardless of result) any US unit *adjacent* to the hex occupied by the captured villager, the US player may immediately inflict 1d6 worth of villager casualties. These VPs are awarded immediately and are not counted on the Villager Casualty Track. This is not considered an intentional US attack against captured villagers and thus does not alter the conditions above.

If the Infantry or Cavalry unit is involved in Melee, becomes Pinned, or is Routed, or the villager is voluntarily released, the villager reverts to Indian player control and is immediately Routed, conducting a villager Rout move away from the Cavalry unit. If the Cavalry unit is forced to Retreat off the map in good order (not Routed) it retains the villager.

3. Special Rules.

- **ZOC.** Villagers do not have a ZOC.
- **Map Edge.** Villagers may not voluntarily end their movement adjacent to a map edge, unless it is the North or South map edge.

- **Pack Train.** If a villager unit enters a hex occupied by the Pack Train, and the Pack Train is alone or stacked with US Leaders, the Pack Train is plundered and eliminated. Any US Leaders present immediately make a full move towards the closest friendly unit (US players’ choice). Award VPs as for eliminated Pack Train.

E. EXITING THE MAP. See the scenario rules for villagers exiting the map.

19. PONY HERD



Except for Turning Bear (Sans Arc), which starts in hex 2711 or 2712, (and the two units that may be set up in or adjacent to hex 1203 if using the optional set up), all Indian units start the game Dismounted and cannot Mount until they gather their ponies.

A. STACKING. A maximum of two Pony Herd counters may stack in a hex at the start of the game. Once gathered, normal stacking rules apply for the Pony Holders.

B. GATHERING PONY HERDS. When a Pony Herd is “gathered” it is flipped to its Pony Holder side. Pony Herds can be gathered in two ways:

- When an Indian combat unit enters a hex with a Pony Herd(s) it flips over one Pony Herd counter to its Pony Holder side.
- During the Rally Phase of each turn the Indian player rolls one six-sided die (1d6) to determine the number of Pony Herd counters that are flipped to their Pony Holder side.

Once a Pony Herd is gathered it may move and be used by any Indian combat unit to enter the “Mounted” mode. (see 8.A)

C. CAPTURE AND SCATTER.

1. Capture. US Scouts (only) may capture Indian ponies. When a Scout unit enters the hex with a Pony Herd the US player immediately consults the Capture Ponies Table and rolls a die. A “Yes” result indicates that the Pony Herd is captured. Each Scout unit may capture a maximum of 1 Pony Herd counter.

The captured Pony Herd counter must remain stacked with the Scout unit in order to remain under control. While controlling a herd the Scout unit can only move as though it is Dismounted.

It may remain a Mounted unit if it has horses, and counts as a Mounted unit for all combat purposes, but it still moves at the Dismounted unit rate. Victory Points for these ponies are not awarded until the Scout unit exits the map (permanently) with the ponies. The Scouts may exit via any map edge. If the Scout unit conducts Fire or Melee Combat, or it becomes Pinned or Routed, the ponies are abandoned and they scatter.

2. Scatter. Pony Herds will scatter when any of the following occur:

- An Indian Pony Holder is Pinned or Routed.
- A US unit that has captured ponies engages in Fire or Melee Combat, or becomes Pinned or Routed.

During a capture attempt one of the following occurs:

- If there are two Pony Herd counters in the hex, and only one is captured, the other will scatter.
- If the capture attempt fails (a No Result) all Pony Herd counters in the hex will scatter.
- A US unit purposely scatters the herd.
- A US Cavalry or Scout unit that purposely scatters a herd must spend at least one MP in the hex and then remain in the hex for the rest of the current Movement Phase. If two Pony Herd counters are in the hex scatter roll for each one separately.

Procedure: (Indian Player makes all die rolls)

- Roll 1d6 and consult the scatter diagram on the Terrain Effects Chart to determine the direction the ponies will move.
- Roll 2d6 for the distance and immediately move them the indicated number of hexes.
- Herds that scatter move off the map are permanently removed from the game. No VPs are awarded when they exit the map and no additional die roll is made.
- Roll 1d6 on the Lost/Abandoned Horse Table.
- “Yes” - the Pony Holders gather the ponies and the Pony Herd counter is flipped to its Pony Holder side.
- “No” - the herd **remains scattered** and cannot be “gathered” by the Indian player unless an Indian unit moves into the hex.

As long as the Pony Herd remains scattered it can be captured or scattered again by the US player.

20. VICTORY CONDITIONS

Victory Points (VPs) are awarded as they occur, or at the end of the game. See the Victory Chart to find out what situations or conditions award VPs to each player. At the end of the game, players calculate their VP totals to determine the game’s winner.

21. GAME SET UP

See the scenario information below for the set up instructions of the Historical scenario as well as several hypothetical scenarios.

Scenario 1. Battle of the Little Bighorn

US Background

You are to proceed up the Rosebud in pursuit of the Indians whose trail was discovered by Major Reno, and preclude the possibility of the escape of the Indians. Do not follow the trail directly to the Little Bighorn valley, but proceed southward, perhaps as far as the headwaters of the Tongue, and then turn towards the Little Horn, feeling constantly however, to your left, so as to preclude the possibility of the escape of the Indians to the south or southeast by passing around your left flank. The department commander places too much confidence in your zeal, energy, and ability to wish to impose upon you precise orders that might hamper your action when nearly in contact with the enemy.

General Terry offers the 2nd Cavalry as augmentation, but you decline, saying, “The 7th Cavalry can handle anything it meets”. On the 22nd your regiment separated from General Terry’s column. You cover 12 miles on the first day, and then halt early for an officer’s call to discuss the operation. On the 23rd you cover 35 miles, encountering the large campsites Major Reno discovered earlier. The trail leads south and you follow. On the 24th you discover the site of the Sun Dance (held several weeks earlier). After 20 miles you discover a divergent trail, so you halt and have Lt Varum check it out. After 3 hours Varnum returns and informs you that the trail meets up with the main trail, so you continue the march. By nightfall you have marched over 70 miles in two and a half days. At 9 pm the Scouts at the divide between the Rosebud and the Bighorn valley report that the trail continues past the divide. You decide to follow the trail, despite the fact that it is against General Terry’s instructions to veer south. Even though your troopers are tired you conduct a night march to move closer. At 2 am you halt and rest.

At dawn on the 25th your scouts report campfires and a huge pony herd about 15 miles to the northwest. You accompany Varnum to see for yourself, but you cannot see it, even with field glasses. All evidence suggested that there were a number of non-combatant families, much property, and a large pony herd. They are very vulnerable and could easily be exploited. There is also evidence of many factional tribes, which also suggests eventual separation. The scouts mention that there are more Indians than the 7th Cavalry has cartridges.

You laugh and say, "Numbers do not concern me". Soon Captain Tom Custer brings you news that two parties of Sioux have discovered your force. You still believe that you can surprise them, but your chief concern now is an Indian escape. You must strike now before they disperse and escape the trap being set up by General Terry and Colonel Gibbon. Your bugler sounds officer's call, and you tell them that the largest Indian camp on the North American Continent is ahead. Your tactical plan must not allow them to escape. A grand victory will be a wonderful gift to the nation for its 100th birthday, and a terrific benefit for any future aspirations you might have after your military career is over.

Indian Background

November 1875. You lead the rebellious faction of Hunkpapa and Oglala Sioux, and Northern Cheyenne, who detest the reservation and Indian Agency corruption. They depart the reservation to return to their homeland. In December the US government issues an ultimatum for all non-agency villages to return to the reservation by the 31st of January 1876, or they will be considered hostile. In December the Sioux reservation suffers a great famine. This, and continued corruption within the Agency, drives many more to depart. Finally an embargo of weapons and ammunition is imposed. Conflict is inevitable.

Despite severe weather General Crook is sent out in March and attacks the village of Old Bear along the Powder River. He escapes, but his village is burned. Without food and shelter, and in freezing temperatures, they are forced to join Crazy Horse's camp for protection. As spring approaches news of this attack brings more tribes together, intent on banding together for protection. The winter raid failed to drive the Indians back to the reservation, but with the summer weather coming you know that more bluecoats are on the way.

While on the Rosebud the Sioux and Cheyenne celebrate the Sun Dance (around 5 June). After the celebration the camps move further south. Cheyenne warriors report soldiers moving towards the main Indian camp on Reno Creek. This is General Crook with over 1,000 men. On the 17th of June the warriors conduct a sudden attack while Crook was stopped at the Rosebud to rest, water his horses, and to make coffee. The battle was a tactical draw, with both sides taking a minimal number of casualties.

But Crook expended nearly all his ammunition and decided to return to his base camp at Goose Creek (present day Sheridan, Wyoming). It was a strategic victory for the Indians. You do not know it but with this victory nearly half of the bluecoat combat power has been removed from the field.

Now you are encamped near the Little Bighorn River. You have spent 6 days celebrating the victory at the Rosebud. By the 23rd of June your camp has seen a great increase of roaming tribes coming to join the camp. The camp has doubled in size since the fight on the Rosebud, and is now estimated at over 1,000 lodges, 7,000 villagers, and nearly 2,000 warriors.

On the 25th June an Oglala village band of about 100 people, including about 60 warriors, were on their way to join the camp. In the early afternoon they saw the bluecoat scouts. Stopping from time to time to shoot at the bluecoats, the band quickly flees towards the main camp. The camp must be warned.

Map: Only South Map is used.

Scenario Length: Up to 61 Turns.

The game begins on June 25th/14:40pm and ends on June 26th/20:40pm, or the beginning of any turn when there are no Indian warriors and villagers remaining on the map.

A. Special Rules - Camp Alert.

The Camp refers to all the circles collectively, and each circle is made up of a certain number of camp counters belonging to a particular faction. Some circles are made up of multiple factions. See the Indian OB list for the organization of each circle.

The village is alerted as a whole but breaks down by circles. Indian villagers, leaders, and combat units may not move until the village is alerted, (except Turning Bear and any scattered pony herd counters). Once the Village is alerted all Indian units and counters move as described in Rule 18.

There are several ways that the Village may be alerted:

- Turning Bear (Sans Arc) enters any camp hex.
- A US Cavalry or Scout unit moves within 5 hexes of a camp hex or pony herd counter.
- A US Cavalry or Scout unit moves within 5 hexes of an Indian combat unit, other than Turning Bear (which starts in hex 8514 or 8515), and one of these Indian units moves into a camp hex. Such a unit may move normally if it is alerted.

B. Victory Conditions.

Victory Points (VPs) are awarded as they occur or at the end of the game. See the Victory Point Table to find out what situations or conditions award VPs to each player. At the end of the game the players calculate their VP totals as a ratio and compare it with the Victory Chart to determine the game’s winner and the level of victory.

- VPs are awarded for losses due to Fire and Melee Combat results.
- VPs are awarded for leader and pack train losses. The +5 leader killed VPs *are not* added to the Sitting Bull or Custer killed VPs.
- The Indian player receives VPs for each US combat factor that voluntarily exits the map. He does not get the VPs if the US player is forced off the map due to a combat result or morale condition.
- The Indian player receives VPs for exiting units on the 26th of June ONLY. The US player receives VPs if they exit before the 26th.

Indian Player Order of Battle

The Indian player sets up his forces first.

Set up the following camps on the map. The center hex is listed. Place one camp in the center hex and all remaining camps in hexes adjacent to the center camp. Only one camp counter may be placed per hex.

If a leader is listed place that leader with any of the camp counters listed for the camp.

Place one villager counter (of the appropriate tribe) underneath each camp counter.

Place the listed combat units underneath any of the appropriate camp counters they are listed under (within the camp stacking limitations). All units in camp are dismounted.

Hex 7017	Hunkpapa Circle
Leaders	<i>Sitting Bull</i>
Camps	1 Santee, 1 Yanktonai, 5 Hunkpapa
Warriors	Hunkpapa - <i>Iron Hawk, Black Moon, Rain in the Face (H), Crow King (H) Four Horns (H)</i> Santee - <i>Inkpaduta</i> Yanktonai - <i>Iron Bear</i>

Hex 6814	Miniconjou Circle
Camps	3 Miniconjou
Warriors	Miniconjou - <i>Lame Deer (H), Iron Star</i>

Hex 6714	Sans Arc Circle
Camps	2 Sans Arc
Warriors	Sans Arc - <i>Spotted Eagle, Black Eagle Fast Bear</i>

Hex 6715	Combined Circle
Camps	1 Blackfoot, 1 Two Kettle, 2 Brule
Warriors	Blackfoot - <i>Jumping Bear</i> Two Kettle - <i>Chased By Owls</i> Brule - <i>Brave Bird (H), Bald Eagle</i>

Hex 6616	Oglala Circle
Leaders	<i>Crazy Horse, Big Road</i>
Camps	4 Oglala
Warriors	Oglala - <i>He Dog (H), White Bull (H) Big Elk, Little Big Man, Low Dog</i>

Hex 6415	Cheyenne Circle
Leaders	<i>Gall, Lame White Man</i>
Camps	4 Cheyenne
Warriors	Cheyenne - <i>Old Bear (H), Snow Bird (H) Crazy Head, Magpie Eagle (H) Two Moons, Wooden Leg</i>

(Exception: Cheyenne may stack 3 units in a camp hex)

Hex 8314 or Hex 8315 (Mounted)	
Warriors	Sans Arc - <i>Turning Bear</i> (Set aside 1 pony herd/ holder unit)

THE BATTLE OF THE LITTLE BIGHORN

Pony Herds
Place 2 Pony Herd counters in each of the following hexes: 6619, 6620, 6621, 6719, 6720, 6819, 6820, 6919, 6920, 7019, 7020, 7119, 7120 Place 1 Pony Herd counter in the following hex: 7220
Within two hexes of Hex 6608 (Mounted)
<u>Optional deployment</u> - Up to 2 combat units from any circle listed above, with combined combat factors less than 6. They cannot move until the camp is alerted or a US unit moves within 5 hexes. Remove two pony herd counters. If this option is not used all Indian combat units listed are in camp as indicated.

Ford Locations:
The Indian player selects a ford counter and places the marker on the hexside for each ford. At the start of the game only the Indian player knows which hexside is the actual ford location. Any ford locations not having a marker are actual fords.
Hex 5413 and 5316 - x2 Ford ? counters Place one "Yes" and one "No" Ford marker in the indicated hexside, with the (?) side facing up. The Indian player selects the counter and the hex for each ford. At the start of the game only the Indian player knows which hexside is the actual ford location.

US Player Order of Battle - sets up his forces second.

June 25th/14:40 Start in hexes 8905 and/or 8906, mounted, all MPs	
Leaders	<i>Lt. Col. G.A. Custer, Capt. Yates 7th Cav HQ (Capt. Custer /1st Lt. Cooke)</i>
Units	Cavalry Companies - E/7 (1Lt Smith) F/7 (2Lt Reilly) Scouts - Crow (2-7)
Enter at hexes 8907 and/or 8908, mounted, all MPs	
Leaders	<i>Capt. Keogh</i>
Units	Cavalry Companies - C (2Lt Harrington), I/7 (1Lt Porter), L/7 (1Lt Calhoun)
Start in hexes 8912 and/or 8913, mounted, 4 MPs	
Leaders	<i>Major Reno, 1Lt Varnum</i>
Units	Cavalry Companies - M/7 (Capt. French) A/7 (Capt Moylan), G/7 (1Lt McIntosh) Scouts - Army, Arikara

The following units are reinforcements. Their exact entry locations (each unit and hex) must be written down before the start of the game, and revealed to the Indian player on the turn they enter the game

June 25th/16:20 Enter map between hexes 8906 to 8910 (inclusive), or between hexes 8912 to 8913 (inclusive), mounted, with all MPs.	
Leaders	<i>Capt Benteen</i>
Units	Cavalry Companies - D/7 (Capt. Weir) H/7 (1Lt Gibson), K/7 (1Lt Godfrey)

June 25th/17:20 Enter map between hexes 8906 to 8910 (inclusive), or between hexes 8912 to 8913 (inclusive), mounted, with all MPs.	
Units	Cavalry Comp. - B/7 (Capt. McDougal), Pack Train (with x6 Ammo points)

Scenario 2. Garry Owen

US Background

Convinced that the entire village is in the Little Bighorn valley you decide to attack with the entire regiment.

Indian Player Order of Battle

The order of battle is identical to Scenario 1.

US Player Order of Battle

The order of battle is identical to Scenario 1, with the following exception:

June 25th/14:40 Add the following units to any single command (Custer, Reno, or Keogh)	
Leaders	<i>Capt. Benteen</i>
Units	Cavalry Companies - D (Capt. Weir), H (1Lt Gibson), K (1Lt Godfrey)

Map: Only the South map is used.

Scenario Length: Same as Scenario 1.

A. Special Rules.

1. Camp Alert. The same as in Scenario 1.

B. Victory Conditions.

The same as in Scenario 1.

Scenario 3. Grasshopper Jim

This scenario is also an optional addition to Scenario 2.

US Background

General Terry offers you the 2nd Cavalry and you accept. Added to your command are Major Jim Brisbin and his 2nd Cavalry troops. This gives you 4 additional cavalry troops at your disposal.

Indian Player Order of Battle

The order of battle is identical to Scenario 1.

US Player Order of Battle

The order of battle is identical to Scenario 1, with the addition of the 2nd Cavalry.

June 25th/14:40	
Add the following units to any single command (Custer, Reno, or Keogh, or Benteen)	
Leaders	<i>Maj. Brisbin</i>
Units	Cavalry Companies - F/2 (<i>2LT Roe</i>) G/2 (<i>Capt Wheelan</i>), H/2 (<i>Capt Ball</i>) L/2 (<i>Capt Thompson</i>)

Map: Only the South map is used.

Scenario Length: Same as Scenario 1.

A. Special Rules.

1. Camp Alert. The same as in Scenario 1.

B. Victory Conditions.

The same as in Scenario 1.

Scenario 4. The Gatling Guns

Indian Background

It is the 26th of June. Yesterday afternoon the entire village moved down river to this new location. You plan to spend the next couple of days, enjoying the long, warm summer days along the river where food and water are plentiful.

Indian Player Order of Battle - sets up forces first.

Optional Hunting Parties (see Scenario 5, rule B.1).

Set up the following camps on the map. The center hex is listed. Place one camp in the center hex and all remaining camps in hexes adjacent to the center camp. Only one camp counter may be placed per hex. If a leader is listed place that leader with any of the camp counters listed for the camp.

Place one villager counter (of the appropriate tribe) underneath each camp counter. Place the listed combat units underneath any of the appropriate camp counters they are listed under (within camp stacking limitations). Unless stated otherwise, all units are dismounted.

At Start, June 26th/07:00

Hex 3508	Hunkpapa Circle
Leaders	<i>Sitting Bull, Gall</i>
Camps	1 Santee, 1 Yanktonai, 5 Hunkpapa
Warriors	Hunkpapa - <i>Iron Hawk, Black Moon, Rain in the Face (H), Crow King (H) Four Horns (H)</i> Santee - <i>Inkpaduta</i> Yanktonai - <i>Iron Bear</i>

Hex 3307	Miniconjou Circle
Camps	3 Miniconjou
Warriors	Miniconjou - <i>Lame Deer (H), Iron Star</i>

Hex 3206	Sans Arc Circle
Camps	2 Sans Arc
Warriors	Sans Arc - <i>Spotted Eagle, Black Eagle Fast Bear</i>

Hex 3107	Combined Circle
Camps	1 Blackfoot, 1 Two Kettle, 2 Brule
Warriors	Blackfoot - <i>Jumping Bear</i> Two Kettle - <i>Chased By Owls</i> Brule - <i>Brave Bird (H), Bald Eagle</i>

Hex 3006	Oglala Circle
Leaders	<i>Crazy Horse, Big Road</i>
Camps	4 Oglala
Warriors	Oglala - <i>He Dog (H), White Bull (H) Big Elk, Little Big Man, Low Dog</i>

Hex 2806	Cheyenne Circle
Leaders	<i>Lame White Man</i>
Camps	4 Cheyenne
Warriors	Cheyenne - <i>Old Bear (H), Snow Bird (H) Crazy Head, Magpie Eagle (H) Two Moons, Wooden Leg</i>

(Exception: Cheyenne may stack 3 units in a camp hex)

THE BATTLE OF THE LITTLE BIGHORN

Hex 8314 or Hex 8315 (Mounted)	
Warriors	Sans Arc - <i>Turning Bear</i> (Set aside 1 pony herd unit)

Pony Herds
Place 2 Pony Herd counters in each of the following hexes: 2610, 2611, 2710, 2711, 2811, 2812, 2911, 2912, 3011, 3012, 3111, 3112, 3212, 3213

Ford Locations:
The Indian player selects a ford counter and places the marker on the hexside for each ford. At the start of the game only the Indian player knows which hexside is the actual ford location. Any ford locations not having a marker are actual fords.
Hex 5415 and 5316 - x2 Ford ? counters Place one "Yes" and one "No" Ford marker at the indicated hexside, with the (?) side facing up.
Hex 4514, 4411 and 3304 - x3 Ford ? counters Place the remaining Ford markers at the indicated hexside, Indian player's choice, with the (?) side up.

US Background

General Terry offers you the 2nd Cavalry and the Gatling Guns. You accept the guns, trading speed for additional firepower. Because of the slower rate of march the Indian village has already moved down the river to its next campsite.

US Player Order of Battle - sets up forces second.

In this scenario the US player may organize and deploy his units freely, within the following restrictions:

June 26th/07:00	
Enter map between hexes 8905 to 8913 (inclusive), all mounted or limbered, with all MPs.	
Leaders	<i>Lt Col. G.A. Custer, Major Reno, Capt. Yates Capt. Benteen, Capt. Keogh, 1Lt. Varnum 7th Cav HQ (Capt. Custer /1st Lt. Cooke)</i>
Units	<i>Cavalry Companies - E (1Lt Smith) F (2Lt Reilly), C (2Lt Harrington) I (1Lt Porter), L (1Lt Calhoun) A (Capt. Moylan), G (1Lt McIntosh) M (Capt French), D (Capt Weir) H (1Lt Gibson), K (1Lt Godfrey) Scouts - Crow (2-7), Army, Arikara, Gatling Guns - Sec 1, Sec 2, Sec 3</i>

The following units are reinforcements. Their exact entry locations (each unit and hex) must be written down before the start of the game, and revealed to the Indian player when they enter the game on the specified turn.

June 26th/09:40	
Enter map between hexes 8906 to 8910 (inclusive), or on hexes 8912 or 8913, mounted, with all MPs.	
Units	<i>Cavalry Company - B (Capt. Mc Dougal) Mule Pack Train (6 Ammo points) Gatling Packs (6 Ammo points)</i>

Map: North and South maps are used.

Scenario Length: 42 Turns. The game begins on June 26th/07:00 and ends June 26th/20:40, or the beginning of the turn when there are no Indian warrior and villagers units remaining on the map.

A. Special Rules.

1. Camp Alert.

The Camp refers to all the circles collectively, and each circle is made up of a certain number of camp counters belonging to a particular faction. Some circles are made up of multiple factions. See the Indian OB list for the organization of each circle.

The village is alerted as a whole but breaks down by circles. Indian villagers, leaders, and combat units may not move until the village is alerted, (except Turning Bear and any scattered pony herd counters). Once the Village is alerted all Indian units and counters move as described in Rule 18.

There are several ways that the Village may be alerted.

- A US Cavalry, Gatling gun, or Scout unit moves within 5 hexes of a camp hex or pony herd counter.
- Starting on the 14:00 Turn each time a US Cavalry or Gatling gun unit (or stack) moves more than 1 hex the Indian Player rolls 1d6. If the result is a 6 the village is alerted.
- Spotted by a hunting party (see scenario 5, optional rule B.1).

B. Victory Conditions.

Same as Scenario 1.

5. The Montana Column

US Background

In April 1876 Colonel John Gibbon departed Fort Ellis with 400 infantry and cavalry as the "Montana Column" during the summer campaign of the Great Sioux War of 1876. Gibbon, General George Crook and General Alfred Terry were to make a coordinated campaign against the Sioux and Cheyenne rook was stopped at the Rosebud and is out of the campaign. Terry, leaving his infantry to guard the supply depot and the Far West, adds the artillery battery to the column. With this column you block any escape route to the north, and become a blocking force for the northern attack column in coordination with Custer approaching from the south.

Map: North and South maps are used.

Scenario Length: 42 Turns. The game begins on June 27th/07:00 and ends June 27th/20:40, or the beginning of any turn when there are no Indian warrior and villagers units remaining on the map.

Indian Player Order of Battle - sets up first. The order of battle is identical to Scenario 4.

US Player Order of Battle - sets up second.

June 27th/07:00 * (see optional rule 2) Set up anywhere on South Map in a hex that contains Level-2 or Level-3 terrain. Units may be in any mode.	
Leaders	<i>Lt Col. G.A. Custer, Major Reno, Capt. Yates Capt. Benteen, Capt. Keogh, 1Lt. Varnum 7th Cav HQ (Capt. Custer /1st Lt. Cooke)</i>
Units	<i>Cavalry Companies - E/7 (1Lt Smith) F (2Lt Reilly), C/7 (2Lt Harrington) I/7 (1Lt Porter), L/7 (1Lt Calhoun) A/7 (Capt. Moylan), G/7 (1Lt McIntosh) M/7 (Capt French), D/7 (Capt Weir) H/7 (1Lt Gibson), K/7 (1Lt Godfrey) B/7 (Capt McDougal) Scouts - Crow (2-7), Army, Arikara, 1x Pack Train (x6 Ammo points)</i>

June 27th/07:00 Enter map between hexes 1200 and 1209 (inclusive) Mounted, with all MPs.	
Leaders	<i>1Lt. Bradley</i>
Units	<i>Scouts - Crow, Crow, Dakota</i>

June 27th/07:40 Enter map between hexes 1200 and 1209 (inclusive) Mounted, with all MPs.	
Leaders	<i>BG. Terry, Major Brisbin</i>
Units	<i>Cavalry Companies - F/2 (2Lt Roe) G/2 (Capt. Wheelan), H/2 (Capt. Ball) L/2 (Capt. Thompson)</i>

June 27th/16:00 Enter map between hexes 1200 and 1209 (inclusive) Mounted, with all MPs.	
Leaders	<i>Col. Gibbon, Capt. Freeman, 2Lt. Low Infantry HQ</i>
Units	<i>Infantry Companies - A/7 (Capt. Logan) B/7 (Capt. Kirtland), E/7 (Capt. Clifford) H/7 (2Lt. Kendrick), I/7 (1Lt English) K/7 (Capt. Sanno) Gatling Guns - Sec 1, Sec 2, Sec 3 Pack Train A & B (x6 Ammo points each) Gatling Pack (x6 Ammo points)</i>

A. Special Rules.

1. Camp Alert.

The Camp refers to all the circles collectively, and each circle is made up of a certain number of camp counters belonging to a particular faction. Some circles are made up of multiple factions. See the Indian OB list for the organization of each circle.

The village is alerted as a whole but breaks down by circles. Indian villagers, leaders, and combat units may not move until the village is alerted, (except Turning Bear and any scattered pony herd counters). Once the Village is alerted all Indian units and counters move as described in Rule 18.

There are several ways that the Village may be alerted:

- A US Infantry, Artillery, Cavalry or Scout unit moves within 5 hexes of a camp hex or pony herd counter.
- A US Infantry, Artillery Cavalry or Scout unit moves within 5 hexes of an Indian warrior unit, and one of these Indian units moves into a camp hex. Such a unit may move normally if it is alerted.

2. Optional US Player Order of Battle.

The US player may alter the composition of both the Montana column and Custer's column. The following is the list of options to choose from:

1. The Montana Column keeps the entire artillery battery and the 2nd Cavalry.
2. Custer takes the 2nd Cavalry.
3. Custer takes the Gatling Guns.
4. Custer takes the 2nd Cavalry and the Gatling Guns.

If the 2nd Cavalry is assigned to Custer, then BG Terry enters the game with Col. Gibbon.

3. Alternate Order of Appearance.

The infantry waited for the packs, and therefore did not leave camp until noon. In this option the infantry did not wait and moved out earlier. Make the following changes:

Move the entry time for the forces listed to enter June 27th/16:00 (minus B/7 Infantry (Capt Kirtland) and the 3 Pack Train units (A, B, Gatling)) to 27th/13:00.

4. Extra Ammo on Mules.

Gibbon's troops had mules assigned forward with the companies so that extra ammo was readily available. Rule: Up to 2 infantry or cavalry (only) units that rolled Low Ammo may ignore the result and immediately expend an ammo point from the column's packs.

B. Optional Rules.

1. Hunting Party.

After the US player setup, the Indian player may place up to three hunting parties on the map. The first two must be Turning Bear and Iron Bear. The third may be any strength 3, non-Henry armed warrior unit. In addition, the Indian player may employ up to two (2) dummy hunting parties. If dummy parties are used then the Indian player must use the hidden (?) Indian counters. Counters A, B, and C would be the real hunting parties. Remove a pony herd counter for each hunting party, removing only one pony herd per setup hex.

Only one hunting party and one dummy may be placed on the North map. The others are set up on the South map. Hunting parties and dummies may not be placed within 8 hexes of a US unit or entry hex. Hunting parties and dummies are revealed once any US player unit has LOS, or the party conducts fire or melee combat. If a hunting or dummy counter on a particular map is revealed, all hunting parties and dummies on that map are also revealed.

2. Single Map *.

A. For those who wish to play on a single map use the North map only. Adjust the turn of entry for the US units designated to start on the South Map (marked with an asterisk). Roll 1d6.

- 1 or 2 - enters map on 07:20 Turn
- 3 or 4 - enters map on 07:40 Turn
- 5 or 6 - enters map on 08:00 Turn

These units enter along the southern map edge (hexes 5200 - 5221). Units enter in any mode with all MPs. The 3 Scout sections may enter one turn in advance of the entry turn rolled for.

B. When using the single map option only one hunting party and one dummy may be placed on the North map. The others are disregarded.

3. 12 lb Howitzer.

US Player may replace one Gatling gun section with the 12 lb Howitzer.

