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RULES OF PLAY

1.0 INTRODUCTION AND HISTORY

By late 1884 and early 1885 the Aboriginals (the Metis and First Nations peoples) of Saskatchewan and Alberta were in a desperate way. Their main livelihood, the buffalo, was all but gone. The Canadian government was slow in dealing with their problems: food distribution and land claims.

In an attempt to rouse the complacent government, the Metis invited one of their former leaders to return from exile in the United States and once again lead the fight for recognition of the issues facing the Metis and their First Nations brethren. That leader was Louis Riel, who in 1870 had pressured the government into recognizing the Metis claims in Manitoba (which also led to Manitoba becoming a Canadian province).

Although his campaign of letter writing had seemed to fall on deaf ears, the creation of a Metis provisional government in March of 1885 gained the attention of the Federal government. Fearing another rebellion led by Riel, the North West Mounted Police (NWMP) dispatched a small force to the settlement of Duck Lake to confiscate any arms they found there. The Metis resisted, shots were exchanged and the Battle of Duck Lake was on. Within a short period of time, over twenty five percent of the NWMP and volunteer force were dead or wounded. The leader of this force, Superintendent Leif Crozier, ordered a retreat from the untenable position he faced. The Metis hailed this as a victory and the rebellion was on!

If the government did not act quickly, the whole of the West might join in the rebellion. Action must be swift, or Canada could face a Prairie Aflame!

2.0 GAME COMPONENTS

Each Prairie Aflame! Game contains the following:

- | | |
|-----------------------|-----------------------------|
| 1 – 22" x 34" Map | 264 – Single-sided Counters |
| 1 – 24 page Rule Book | 3 – Player Aid Cards |
| 1 – Six-sided Die | |

The map shows the area where the campaign was fought; each hex approximately 11 miles (18 kilometers) across.

The time scale is one week per turn. The game begins in the 4th week of March and ends the 3rd week of June.

Each unit strength point represents approximately 50 men for Infantry, NWMP, Cavalry and Aboriginal warriors. Each Gatling strength point represents one Gatling gun and each Artillery strength point represents two guns.

2.1 Definition of Forces

Leader and unit counters in this game are categorized as follows:

Government -	Canadian National Forces
Aboriginal -	Metis and First Nation peoples
Metis -	Mixed Indigenous/Canadian peoples
First Nation -	Indigenous peoples made up of the Big Bear and Poundmaker tribes

If a rule states Aboriginal, it applies to all non-Government units. If a rule states Metis, or First Nation, it applies only to those respective units. If a rule states Big Bear or Poundmaker units it applies only to those respective tribes.

2.2 Definition of Terms

BUL	Blackfoot Unrest Level
CRT	Combat Results Table
DRM	Die Roll Modifier
MA	Movement Allowance
MP	Movement Point
SP	Strength Point
TEC	Terrain Effects Chart
ZOI	Zone of Influence: The 6 hexes that surround any unit with a combat factor, except the Northcote Naval unit
EZOI	Enemy Zone of Influence
CZOI	Contested Zone of Influence: A hex that contains both a ZOI and a EZOI

3.0 SEQUENCE OF PLAY

There are 12 Game-Turns in Prairie Aflame! Each Game-Turn is further divided into Player Turns, the Aboriginal Player Turn, the Government Player Turn, and a Victory Check Phase. The player currently active is referred to as the “Phasing Player”.

Each Player Turn is composed of several phases. Once a player has completed all of the functions in each phase of their Player Turn, their opponent then goes through the same process for their Player Turn.

When both players have completed their Player Turns a check is made to see if an Automatic Victory has been achieved.

Note: Campaign Scenario 1 (only), Game-Turn 1 begins with the Aboriginal player’s Combat Phase.

Aboriginal Player Turn

- **Rally Phase:** Attempt to rally any units which are currently disrupted.
- **Supply Phase:** Checks the supply status of units as per the supply rules.
- **Replacement Phase:** Place any replacement units on the map as per the rules for replacements.
- **Movement Phase:** At the beginning of the phase, break down or rebuild any battalion-sized units. Move units as per the movement rules. Attempt to destroy any fort/settlement currently controlled.
- **Combat Phase:** Attack all enemy units currently occupying a hex with Aboriginal units as per the combat rules.

Government Player Turn

- **Rally Phase:** Attempt to rally any units which are currently disrupted.
- **Supply Phase:** Check the supply status of units as per the supply rules.
- **Reinforcement/Replacement Phase:** Place any Reinforcements as per the Scenario instructions.
Check the Game-Turn track for Replacement Points received that turn, which may be immediately used as per the replacement rules. Replacement units are brought on during this phase.
- **Movement Phase:** At the beginning of the phase, break down or rebuild any battalion-sized units. Move units as per the movement rules. At the end of the phase adjusts the Blackfoot Unrest Level for garrison requirements for the CPR, and garrison requirements of settlements/forts (beginning with Game-Turn 4).
- **Combat Phase:** Attack all enemy units currently stacked with Government units as per the combat rules.

Victory Check Phase

- **Provisional Government Unrest Point:** Aboriginal player advances the Blackfoot Unrest Level up one space if the Metis Provisional Government marker is in Batoche.
- **Automatic Victory:** The Aboriginal player checks the Blackfoot Unrest Level to determine if an Automatic Victory has been achieved (see victory conditions). If an Automatic Victory has not been achieved, play proceeds to the next Game-Turn.

4.0 LEADERS

The presence of a Leader affects other units in the game. Leaders affect movement, rally attempts, combat and pursuit.

Leaders have three ratings:



- ← Combat Rating
- ← Command Range
- ← Movement Allowance

4.1 Combat Rating

The combat rating for each leader reflects their ability to influence events/conditions their forces find themselves in while in combat. Combat Ratings are used during combat as a DRM that is added to the combat resolution die roll.

4.2 Command Range

The command range is in hexes, not movement points. Terrain features do not inhibit the command range of a leader. Some leaders may only affect units within their command range under certain criteria:

- Riel, Middleton, Otter, and Strange affect any unit(s) on their side.
- Poundmaker and Big Bear only affect units of their tribe.
- Crozier and Irvine only affect NWMP and locally raised Militia units (militia units are green and cover Home Guards, some Scouts, and other locally raised units.)
- Dumont can affect any units (both Metis and First Nation) he is stacked with. Otherwise he only affects Metis units.
- Wandering Spirit may only affect units of Big Bear's band.

Historical Note: Middleton did not have much use for the NWMP during the campaign. He tended to surround himself with former British army officers and took little advantage of the Mounties' knowledge of the people and terrain.

4.3 Movement Allowance

Leaders can either move with a stack of combat units or on their own. When moving on their own, leaders expend one movement point per hex, even during Winter Game-Turns. If they cross any river they add one (+1) to the movement cost of the hex they enter. If they move with a stack of combat units, they expend movement points as part of the stack.

Leaders may leave a stack and continue moving provided they have remaining movement points.

4.4 Leader Stacking

Leaders must always end their Movement Phase stacked with a combat unit. Leaders may stack with any units of their side, though they may have no effect on certain units not under their command.

4.5 Leader Capture

During the course of combat it is possible that a leader might be captured. If a leader is in a force that chooses to retreat, there is no chance of capture – the leader moves with the retreating force. If the leader is in a stack in which all the units in the force are either forced to retreat or are eliminated, he may be captured. After all combat rounds have been completed, roll a die. On a 6, the leader is captured. On a 1-5, the leader escapes, and is placed on the nearest friendly unit of the owning player's choice. However, if all adjacent hexes are enemy occupied, the leader is automatically captured.

If the Aboriginal player captures Crozier, Irvine, Strange, or Otter, adjust the Blackfoot Unrest Level (BUL) up 1 space per leader. If Middleton is captured, adjust the BUL up 2 spaces. If the Government player captures Big Bear, Wandering Spirit, Poundmaker, or Dumont adjust the BUL down 2 spaces per leader. If the Government player captures Riel, adjust the BUL down 3 spaces.

4.51 Riel

Beginning on the May 3 Game-Turn, if Riel is stacked with units that retreat, voluntarily or involuntarily, there is an increased chance he will be captured. On a die roll of a 1, 2, or 3 he is captured; on a roll of 4, 5, or 6 he escapes. If Riel escapes, place him up to 8 hexes away in a hex containing friendly units.



5.0 MORALE

Each Combat Unit in the game has a Morale Value printed on the counter. Morale is both the cohesion and will that a unit has in allowing it to function at full capacity for combat, movement, entraining, destroying forts, etc.

5.1 Morale Checks

There are a number of times during play when a unit will have to undergo a Morale Check die roll and it is a key function of the game. The Phasing Player rolls a die and compares the number rolled to the current morale value of the unit being rolled for.

If the number rolled is equal to or less than the unit's morale value, it passes the Morale Check. If the number rolled is greater than the unit's morale value, it fails the morale check.

5.2 Leaders and Morale Checks

Leaders assist combat units when they attempt to rally from Disruption (see 6.1)

A leader applies a -1DRM when checking for involuntary retreat or surrender, regardless of his actual combat modifier. This DRM applies only to units from that leaders' command.

6.0 RALLY PHASE



During the course of combat some units will become Disrupted. To rally a Disrupted unit during the Rally Phase the owning player must conduct a Morale Check die roll. If the unit fails the morale check die roll, it remains Disrupted until the next friendly Rally Phase when it may again attempt to rally.

6.1 Rallying Units

Units stacked with an eligible leader automatically rally during the Rally Phase. Units within the command range of an eligible leader apply a minus one (-1) die roll modifier to the morale check die roll when attempting to rally. Units not within the command range of an eligible leader may attempt to rally, but receive no modifier.

Eligible leaders include:

- a. **Poundmaker** units can only be rallied by Poundmaker or Riel.
- b. **Big Bear** units can only be rallied by Big Bear, Wandering Spirit or Riel.
- c. **Metis** units may only be rallied by Dumont or Riel.
- d. **Government** units may be rallied by any eligible Government leader.

7.0 SUPPLY PHASE

In order to function normally during play, units need to be in supply. Supply consists of the food, fodder, ammunition and other supplies used by both sides to remain at full combat strength. During the Supply Phase of a Player's turn, the Phasing Player checks to see if his units are in supply. The supply condition is in effect until the next friendly Supply Phase, regardless of whether units move into or out of supply as a result of combat or movement.

7.1 Supply Sources

Metis units draw supply from Batoche, St. Laurent or any Aboriginal controlled, undestroyed fort or settlement. In the case of the First Nations tribes, they draw supply from their respective reservations or any Aboriginal controlled, undestroyed fort or settlement.

The Government player has three supply sources: Calgary, Swift Current and Regina. Once the Government player satisfies the garrison requirements for the Canadian Pacific Railway (see 14.2), any rail hex will function as a supply source for the Government player. Government units may also draw supply from supply wagons.

7.2 Supply Path

A supply path is four hexes in length between the unit getting supplied (inclusive) and the supply source (exclusive). This path may not pass through an enemy occupied hex, a hex which is within an EZOI or, a contested ZOI. It may not pass through impassable terrain hexes or hex-sides.

7.3 Forage

Certain units are able to attempt to forage in order to be in supply. To resolve a foraging attempt, roll one die and consult the Forage Table for each individual unit attempting to forage.

Forage affects the entire stack the foraging unit is stacked with. A Government stack may be supplied through foraging if it contains both units eligible to forage and units unable to forage. A unit that successfully forages provides supply for the entire stack, including units that may not forage, or failed to forage.

The die is rolled for each foraging unit individually and the number rolled is compared to the Forage Table. A "yes" means the unit has successfully foraged and is in supply for the current Game-Turn. A "no" result and the unit has failed to forage and is out of supply.

Each unit may make only one foraging attempt per friendly Supply Phase. The following units are eligible to forage:

- All Aboriginal units.
- All NWMP and Government Cavalry units.

7.4 Special Conditions



NWMP are considered in supply if they occupy an undestroyed fort/settlement.

7.5 Supply Wagons



The Government player has a number of supply wagons that will function as supply sources as long as they themselves are part of a supply path. If a supply path from a main supply source exists to a supply wagon, it can act as a supply path extension. A number of supply wagons may be used to extend government supply paths from a main Government supply source to a Government unit or stack. Each supply wagon can extend a supply path four additional hexes.

A supply wagon that is not part of a supply path may be expended, in order to provide supply for units with which it is stacked. The expended supply wagon is then removed and placed on the Game-Turn Record Track to enter as a reinforcement on the next Game-Turn during the Government player's Reinforcement/Replacement Phase. Supply units entering as reinforcements in this manner enter play in Regina and may be entrained.

Supply wagons may also function as "engineer" units, enabling units to cross rivers as if they are forded. While acting as an engineer, a supply wagon may still function as a supply path extension. A supply wagon may not move in the Movement Phase while being used as an engineer (see 10.6).

Supply wagons may only participate in combat if they are the only undisrupted unit remaining in a hex. Supply wagons fire on the 0-1 column on the Combat Results Table.

7.6 Out of Supply Effects



Units that are out of supply have their Movement Allowance & Combat Points halved, rounding up. In the case of combat factors, add all units stacked together and then round up. For example, five 1 SP Metis units are out of supply. Their total combat strength would be 3 (2.5 rounded up)

7.7 Supply Interdiction

Supply may not be traced through a hex containing an enemy combat unit. In addition, each combat unit has a zone of influence (ZOI) which extends into the six adjacent hexes. An enemy ZOI (EZOI) prohibits the tracing of a supply path into/through a hex. If there is both a Friendly ZOI (FZOI) and an Enemy (EZOI) exerted into the same hex, the hex is contested. Supply may not be traced into/through a contested or enemy occupied hex.

The presence of a friendly unit in an EZOI negates the effect of an EZOI in the occupied hex, allowing the tracing of supply.

Once the Government player has completed garrisoning the Canadian Pacific Railway (C.P.R), an Aboriginal unit may not exert a ZOI into a C.P.R hex as long as the C.P.R Garrison is maintained.

8.0 REPLACEMENTS & REINFORCEMENTS

During the course of the game, both players receive Replacement Points. There is no limit to the number of replacement points the player can accumulate during play or use during one turn. Only the Government player receives reinforcements, as per the Reinforcement Schedule.

8.1 Aboriginal Replacement Points



The Aboriginal player gains replacement Points through combat. Each time the Aboriginals win a battle, either small or large, they get one Replacement Point. Using the Replacement Track, place the Aboriginal Replacement Point Marker on the first square. When the Aboriginals gain a replacement point, move the Replacement Point Marker up the track one space. When the Aboriginal player uses a replacement point, move the marker down the track one space.

8.2 Government Replacement Points



Beginning with the April 3 Game-Turn, the Government player gets one replacement point per Game-Turn. The arrival of Government replacements are indicated on the Game-Turn Record Track.

8.3 How To Use Replacement Points

Replacement Points are used during the Reinforcement/Replacement Phase to bring back units that have been eliminated during play. The Replacement Points are exchanged at the rate of one Replacement Point for each Strength Point the eliminated unit possesses.

The Aboriginal player decides which of the three forces under his command will receive the replacement point: Metis, Poundmaker or Big Bear.

All First Nations units brought back into play by using a replacement point enter play by appearing in the hex with either the Poundmaker or Big Bear leader. If the replacement is used to replace a Metis unit, it must appear at Batoche. Should Batoche be captured by Government forces, the Aboriginal Player would no longer be able to use his replacement points to bring back Metis units. The Government player's replacements may only appear at Regina, Swift Current or Calgary.

8.4 Reinforcements

The Government player receives reinforcements throughout the game. These arrive on specific Game-Turns at specific locations as per the Reinforcement Schedule. All reinforcements enter play via rail and are entrained. Reinforcements may move and participate in combat on the Game-Turn they arrive.

In the non-historical campaign scenarios only: If reinforcements are scheduled to arrive at a specific location, **and** that location is occupied or in an uncontested EZOI, those reinforcements would arrive in the next settlement to the East, along the rail line.

If the eastern most settlement or town is occupied by an enemy unit or, in an EZOI, reinforcements would arrive on the eastern map edge in a hex closest to the easternmost rail line hex.

Example: The Queen’s Own Rifles is scheduled to arrive at Swift Current. Swift Current is currently in the ZOI of a **Metis** unit. The reinforcements would then arrive at Regina instead.

8.5 Supply and Replacements/Reinforcements

All units arriving either as replacements or reinforcements are considered in supply on the turn they enter play.

9.0 TERRAIN

There are a number of terrain features, both natural and man made, which have an effect on play. Natural terrain features include: clear, hills, lakes, and rivers. Man made terrain features include: fords, forts, settlements, towns, and the railway. These features, as well as their effect on play, are identified on the Terrain Effects Chart.

9.1 Terrain and Movement

Each terrain feature has a Movement Point (MP) cost attached to it. In some cases it is the terrain within a hex, while in other cases it is the hex-side. The movement point costs are summarized on the Terrain Effects Chart.

Movement Point Costs:

- **Clear*:** 1 MP to enter.
- **Hills*:** 2 MPs to enter the first hill hex and 1 MP to move from hill hex to hill hex.
- **Major Rivers:** Aboriginals, NWMP, and Cavalry units use one half of their undisrupted Movement Allowance in addition to the cost of the hex being entered. All other units must spend their entire Movement Allowance to cross (see sections 10.6 & 15.1).

- **Minor Rivers:** 2 MPs to cross.
- **Lakes:** crossing an all lake hex-side is prohibited. Partial lake hexes cost the same as the other terrain in the hex.
- **Fords:** 2 MPs to cross. (Fords occur at major rivers only).
- **Forts/Settlements and Towns:** costs the same as the other terrain in the hex.
- **Railroad:** costs the same as the other terrain in the hex unless using Rail Movement (see section 10.8).

* Movement Point costs for Clear and Hill are doubled during winter turns.

9.2 Terrain and Combat

Terrain features can affect the attacking force in a combat. The attacking force is considered to be the force that entered the enemy occupied hex and initiated combat. This is expressed in terms of column shifts on the Combat Results Table or a reduction in combat strength. The terrain features which affect combat are:

- **Hills** - attacker shifts one column left on the CRT.
- **Fords** - combine the combat strength of all units moving across a river to attack and halve it (round fractions down).
- **Forts/Settlements** - attacker shifts one column left on the CRT.
- **Towns** - attacker shifts two columns left on the CRT.
- **Minor River** - attacker shifts one column left on the CRT if any unit crossed to enter battle.
- **Major Rivers** - combine the combat strength of all units moving across a river to attack and halve it (round fractions down). In addition, they must have started the turn adjacent to the river to make the attack.

9.3 Forts/Settlements

During the game, players can capture and destroy forts/settlements. This has an effect on the Blackfoot Unrest Level (see section 13.0). Batoche, St. Laurent and Duck Lake are considered to be Metis settlements and the Aboriginal player may never destroy these settlements. Forts/settlements can never be captured by Disrupted units.

A Disrupted unit could enter a fort/settlement, but cannot “capture” (control) the hex until the unit is undisrupted.

9.31 Aboriginals Capturing Forts/Settlements

For each fort/settlement the Aboriginal player captures, he rolls for hostages (see section 17.0) and adjusts the Blackfoot Unrest Level +1.

9.32 Burning Forts/Settlements



This may occur immediately after the fort/settlement is occupied following a successful battle, or during the Movement phase of subsequent Aboriginal turns. If the Aboriginal player chooses to destroy the fort/settlement, he makes a morale check with one of his units in that hex. If the morale check is passed, the fort/settlement is destroyed. Place a destroyed marker on the map. If the morale check fails, then the fort/settlement is not destroyed this turn.

9.33 Government Recapture Forts/Settlements

To recapture a fort/settlement, the Government player must occupy the hex. When the Government player recaptures an undestroyed fort/settlement, he must leave a garrison there. (see section 14.0) However, if the fort/settlement has been destroyed, there is no garrison requirement.

Adjust the Blackfoot Unrest Level -1 for each undestroyed fort or settlement recaptured, or the capture of Batoche, St. Laurent, Duck Lake.

Design Note: Most of these towns had small NWMP detachments, whose barracks, etc. became the main defensive position for the community - in Battleford over 500 people crammed into the Mountie post just outside the town.

9.4 Intrinsic Garrison



Certain settlements have an intrinsic defensive value because of the high number of civilians who were prepared to defend their homes. Markers will be placed during the game set-up to indicate which settlements have an Intrinsic Garrison and their defensive value. The Intrinsic Garrison is treated just like another unit for combat purposes, though it cannot move or retreat and its elimination does not affect the BUL.

When the settlement is attacked, the Intrinsic Garrison counter is automatically placed in the Engaged Box. The Intrinsic Garrison does not count as the “free” unit that a player places in the first step (see 12.2, section 3).

The unit always defends and does not require a morale check, but is subject to ambush.

The Intrinsic Garrison may never be moved; therefore it may never be used in an attack.

If the Intrinsic Garrison is disrupted, or forced to “retreat”, it is eliminated. The Intrinsic Garrison is the last unit to be disrupted in the hex.

Once eliminated, Intrinsic Garrisons may not reenter the game as replacements.

10.0 MOVEMENT

During a friendly Movement Phase, a player may move all, some, or none of his units. Units may move individually or in stacks. Players move their units hex by hex, paying the appropriate movement costs for the terrain of the hex entered and/or hex-side crossed (See the Terrain Effects Chart). Units cannot split their movement factors and loan them to other units, nor can they save movement points from Game-Turn to Game-Turn. Stacks may split up into individual units or different stacks during a Movement Phase.

10.1 Movement of Combat Units

Any units stacked with or within the Command Range of an eligible leader at the beginning of a Movement Phase may move normally during that phase. Units outside of an eligible leader’s Command Range are considered Out Of Command and must make a morale check die roll to see if they can move that phase.

Eligible leaders are as follows:

- **Poundmaker Units** - Poundmaker, or Riel if stack also contains a Metis unit.
- **Big Bear Units** - Big Bear, Wandering Spirit, or Riel if stack also contains a Metis unit.
- **Metis Units** - Dumont or Riel.
- **Government Units** - any eligible Government leader.

10.2 Out of Command Units



Units which are outside the Command Range of an eligible leader are considered Out Of Command (OOC). In order to move, an OOC unit must pass a morale check. If the morale check fails, the unit is prohibited from moving during the current movement phase. The Phasing player may choose one stack of OOC units to move “for free” without conducting a morale check during his Movement Phase. This is done before any other OOC units make their morale check die roll.

10.3 Movement into Combat

During his Movement Phase, the phasing player may move his units or stacks into hexes occupied by enemy units and initiate combat. Moving into an enemy occupied hex ends a unit's movement for that phase.

Any number of units from different hexes may enter a single, enemy occupied hex and engage in combat.

Place a battle marker on all hexes which contain both friendly and enemy units at the end of a phasing player's Movement Phase.

10.4 Disrupted Unit Movement

Disrupted units may only use half of their printed movement allowance, rounding fractions up. Disrupted units may not cross non-forded Major Rivers.

Example: A disrupted Mountie unit with a printed movement allowance of 7 would have 4 movement points when disrupted. If this disrupted Mountie attempted to cross a river, it could not do it – the cost is half the printed movement rate plus the cost of the terrain ($3 \frac{1}{2} + 1 = 4 \frac{1}{2}$ movement points). The unit must rally before it can cross the river.

10.5 Movement of Leaders

Leaders may always use their entire movement allowance and move by themselves or with a stack of units. However, leaders moving by themselves must end their movement in a hex containing a friendly unit.

10.6 Crossing Non-forded Major Rivers

Aboriginal, NWMP, and Cavalry units may cross non-forded Major Rivers by spending one half of their printed movement allowance (round fractions up), plus the cost of the terrain being entered. All other units must begin the Movement Phase in a hex adjacent to the major river and expend all their printed movement allowance to cross. Disrupted units cannot cross a non-forded Major River. The units must rally and regain their morale status before attempting to cross.

Supply wagons may be used to aid in major river crossings. If a supply wagon begins a friendly Movement Phase in a hex adjacent to a major river, it may function as a ford. Government units may move across a river by entering a hex adjacent to the wagon and paying the movement point cost equal to fording a major river.

The Government player may also use the Northcote as a ferry to enable his units to cross a major river. The Northcote cannot move during the current movement phase and the moving unit pays the movement point cost equal to fording a major river.

10.7 Crossing Forded Major Rivers/Minor Rivers

To cross a forded major river hex-side, or any minor river hex-side, all units must expend an additional two (2) movement points over and above the cost to enter the hex. All hex-sides of a settlement/fort that are adjacent to a Major River are Fords.

10.8 Rail Movement

Only the Government player may move units by rail. Rail movement is unlimited along the rail line once a unit has been entrained. Enemy ZOI and contested ZOI prevent units from entraining (non-historical scenarios only).

10.81 Entraining/Detraining

Government units must pay one movement point per unit to entrain or detrain. A unit cannot entrain and detrain in the same turn. Units may only entrain at a settlement or town along the rail line but can detrain in any rail hex. A unit cannot entrain if it is in the ZOI of an enemy unit, or in a contested ZOI (non-historical scenarios only).

Regular movement and rail movement can both be used in the same turn. A unit can move to a settlement or town on the rail line, spend the additional point to entrain, and then move an unlimited number of hexes by rail. Or, a unit that starts the turn entrained, may use rail movement and detrain at a cost of one MP and then use its remaining movement allowance from that point.

Once a unit has entrained, the unit may move anywhere along the rail line, provided the rail line is unbroken. A Government unit must detrain upon entering an enemy ZOI. It may then enter the enemy hex using regular movement providing it began the turn entrained. A player may choose to keep a unit entrained for more than one turn and may always detrain a unit at the beginning of its Movement Phase.

Example: A unit moves two hexes to a settlement on the rail line, and spends one MP to entrain. That unit could then move from Regina to Calgary in the current turn. Upon reaching Calgary, the unit would have wait until the next turn to do any additional movement.

10.82 Rail Line Breaks

If an Aboriginal unit occupies a rail hex (non-historical campaign scenarios only), the rail line is considered broken for as long as the unit remains in that hex. However, if the Government player has established a rail garrison, the only way the Aboriginal player can break the rail line is by attacking and defeating a part of the garrison. Prior to the completion of the garrison, the Aboriginal player can break the rail line any time.

10.9. Weather

Due to the nature of the weather in March / April, the normal movement point costs are doubled for Clear and Hill hexes during Winter Game-Turns (March 4 - April 3).

10.10. Destruction of Forts or Settlements

Aboriginal units may destroy a fort/settlement during the Movement Phase but they must pass a morale check die roll in order to do so. This is done at any time during the Movement Phase (see section 9.3).

10.11 Special Movement Cases

Aboriginal units have different movement restrictions placed upon them depending on the scenario being played. The following restrictions apply to the Historical Scenario only:

On Game-Turn One no Aboriginal units may move as the March 4 turn begins with the Aboriginal Combat Phase.

On subsequent Game-Turns, First Nation units are restricted from moving more than 4 hexes away from the Cree Reserve hex in which they started the Game. This movement restriction is lifted for the rest of the game once the Blackfoot Unrest level reaches 12 (even if the BUL goes below 12 later, there is no 4 hex restriction). At that point, all First Nations units may move normally, following the rules for movement.

No Aboriginal unit may leave the province of Saskatchewan unless forced to retreat to avoid elimination. It must move back into Saskatchewan during its next Movement Phase.

11.0 STACKING & UNIT BREAKDOWN

An unlimited number of units controlled by a player may stack in a hex.

11.1 Aboriginal Units

Aboriginal units are either First Nations Tribe or Metis. Metis units may stack with any Aboriginal unit. The First Nations tribes units are either designated Poundmaker or Big Bear, and may only stack with units of the same tribe unless they are also stacked with at least 1 Metis unit. If all Metis units are forced to leave through combat, or choose to leave during movement, then the First Nations tribe units must conform to the First Nations tribes stacking restrictions, noted above, during the following friendly Movement Phase.

11.2 Government Units

Government units have no stacking restrictions.

11.3 Leaders

Leaders must always end any phase stacked with a combat unit. Leaders may stack with any friendly units, though they may have no effect on certain units (see section 4.0).

11.4 Battalion Sized Units

Battalion units represent the whole, or a larger part, of an entire organization of the unit. Government battalions have a higher morale value (safety and a sense of power in numbers) than the individual units, but move at a slower rate. Aboriginal battalion sized units are provided for each of the three groups and maintain their morale and movement rates.

11.5 Breaking Down Battalion Sized Units

Players may voluntarily breakdown or rebuild a battalion sized unit at the beginning of a friendly Movement Phase.

To break down a battalion sized unit, just replace the battalion unit with those individual units bearing the same designation. When rebuilding a unit, all the component parts are removed from the map and replaced with the battalion sized unit.

A battalion sized unit may not be broken down into its component parts after a failed combat morale die roll.

For the Government player, all companies of a battalion must be present in the same hex in order to rebuild the parent battalion. If company units have been eliminated during play, they must reenter as replacements in order to rebuild the battalion. If any companies have been eliminated, the battalion may not rebuild until all the component parts are stacked together in the same hex.

The Aboriginal player simply needs to have enough companies of the proper type to build a battalion. For example, five one-SP Metis units in the same hex can form a 5-SP Metis battalion.

Design Note: As much as possible, Middleton kept his forces together, except those on garrison duty. The advantage players have in using the Government Battalion units is better morale. The disadvantage is that when making morale checks, a poor result could end an attack or cause the whole battalion to retreat or surrender as opposed to making a roll for each individual unit. Players will have to make their own decisions as to which combination works best with their strategy. Another disadvantage is the slightly lower movement value of the battalion.

11.6. Holding Boxes

To avoid map congestion, players have the option of using the Holding Boxes on the map. Each leader has a Holding Box. Place the leader counter on the map and the units that are part of that leader's force in the corresponding Holding Box.

12.0 COMBAT



Combat must occur when opposing units occupy the same hex during the Combat Phase. A Battle Marker will be placed during the Movement Phase in a hex occupied by combat units of both sides. The Combat Phase continues until all hexes marked with a Battle Marker have completed their combats.

If there is more than one battle, the phasing player decides the order in which they are resolved. Combat is fought in rounds, following the procedures listed below.

12.1 Combat

To attack or defend, each unit must pass a pre-combat morale check die roll. If successful, the unit may attack (or defend) normally. If not, the unit may not contribute to the attack or to the defense for that round of combat. If a subsequent round of combat is fought, any unit which failed its pre-combat morale check die roll, may undergo another morale check die roll. Units already in the Engaged box stay committed, and do not need to take these morale checks in subsequent rounds. This may occur any number of times, depending on the number of rounds fought. On the first round of combat, each player may place one (1) unit, from the units in that stack/hex, into the Engaged box without having to take a morale check.

12.2 Combat Procedures

Follow each of the steps below in order.

1. The phasing player decides which battle will be resolved and both players take the units involved and place them on the Battle Board. Each player checks the total number of his Strength Points (SPs) in the battle hex. If either player has less than 6 SPs, it is a Small Battle. If both players have 6 or more SPs, it is a Large Battle.
2. On the first round of combat **only**, check for ambush, and if an ambush results follow the procedure outlined in section 12.5. If no ambush occurs proceed to step 3.

3. The attacker and defender may each freely choose one combat unit from their forces in the battle hex (exception see 15.2) and place it in their respective Engaged in Battle box. Players then make a morale check individually for each remaining attacking and defending unit. If a unit passes its morale check, it will participate in the combat and is placed in the respective Engaged in Battle portion of the Battle Board. If a unit fails its morale check it will not participate in this **round** of combat and is placed in the Uncommitted portion of the Battle Board.
4. Each player adds up the combat factors of the units in his Engaged box and locates the corresponding column on the Combat Results Table (CRT), then adjusts the column used for any defensive terrain shifts. Roll one six-sided die (1d6), adding (or subtracting if Riel is in the combat) any die roll modifiers for leaders. Cross-reference the modified number rolled with the appropriate strength point column and apply the results. The attacker rolls first and then the defender but the results are applied simultaneously before any losses are taken.
5. Once the results are applied, the attacker decides if he will continue the battle. If he does, the defender decides if he will continue. Should either player decide to retreat, the battle is over. If both players wish to continue, begin a second round of combat.
6. In each subsequent round of combat both players make a morale check for each unit in the Uncommitted Battle Box. Players repeat steps 4 through 6 until one side voluntarily withdraws, is forced to retreat or is eliminated. There are no limits to the number of rounds in a single combat.

A battle is won when one side leaves the hex; voluntarily, through forced retreat, or due to losses. The side occupying the battle hex at the end of all rounds of combat is the "winner" for BUL adjustments.

12.3 Battle Size

There are two types of battles in Prairie Aflame!: Small Battles and Large Battles. Before a battle begins, both players check their total number of SPs in the battle hex. If either player has less than 6 SPs, it is a Small Battle. If both players have 6 or more SPs, it is a Large Battle. The winner of a Small Battle adjusts the Blackfoot Unrest Level in their favor by one level. The winner of a Large Battle adjusts the Blackfoot Unrest Level in their favor by 2 levels.

Example: The Mounties have 3 SPs and Irvine stacked outside of Battleford. Poundmaker enters the hex with 6 SPs. Since one player has less than 6 SPs in the battle hex, this is considered a small battle. Had Irvine been joined by Otter and 5 SPs of the Queen's Own Rifles, the force size would now be 8 Government SPs vs. 6 Aboriginal SPs and be considered a large battle.

12.4 Leaders and Combat

A leader applies his combat rating as a die roll modifier to any units he is adjacent to or stacked with. A player may add this modifier to as many battles in the same, or adjacent, hex as the leader that a player desires. Exception: If the combat occurs within the Command Range of Middleton, use his combat ratings in that battle. This happens regardless of other (better) leaders being stacked with/adjacent to the actual battle hex. **Note:** Units in a force stacked with Riel add a negative one (-1) to the die roll, as he has an adverse affect on combat.

If more than one leader for each side is involved in a combat, only one leader may be chosen to affect those units. The decision of which leader to use is up to the controlling player, unless one of the leaders is Middleton or Riel. The Government player must use Middleton if he is within **range** of the units being affected. The Aboriginal player must use Riel's -1 modifier even if he and any other leader are in the **same stack** (except on Game-Turn 1). Riel does not affect the combat die roll of units he is not stacked with, regardless of whether they are within his command range or not.

Should a leader be in a stack that is eliminated, or forced to retreat, through combat, a die is immediately rolled to determine if the leader has been captured. (Section 4.5)

Note: Riel was the Metis' political/spiritual leader, not their military commander - Dumont had that distinction. Riel was opposed to violence and did intervene to prevent Dumont from doing what he wanted - killing more Canadians.

12.5 Ambush

Before the first round of combat in any battle, the attacking player makes an Ambush die roll (although either side may achieve an ambush). The Ambush die roll is modified by Leaders, Cavalry, NWMP, and Metis units. When any of these units are part of the attacking force, they subtract their modifier from the ambush die roll. When any of these units are part of the defending force they add their modifier to the die roll. The player gets one modifier per type of unit, not for the total number of units. See Ambush Table.

12.51 Successful Ambush

The player gaining the Ambush immediately rolls the die to determine how many columns the CRT will be adjusted (add columns for successful attack ambush). The number of shifts is equal to one half the roll of a die, round fractions up. A successful attacker ambush is achieved when the Attacker gets a modified die roll of 1 or less on the Ambush Table. This means the attacker successfully achieves an Ambush on the defender and gets a free round of combat as described below.

A successful defender ambush is achieved when an attacker gets a modified die roll of 6 or more. Now the defender gets a free round of combat as described below.

12.52 Unsuccessful Ambush

On this result, there is no ambush and play proceeds to the regular combat sequence (see 12.2).

12.6 Ambush and Morale

All units of the ambushing side automatically attack during an ambush. No morale check is necessary.

Fighting the Ambush round of combat is different than regular combat. The successful player gets one free combat die roll, calculating the strength column as follows:

- all units in a force which successfully get an Ambush result are automatically engaged in the battle.
- determine which column to use based on the strength points engaged.
- shift the column up based on the Ambush Results die roll result, (see CRT).
- roll the die and implement the result immediately – there is no opportunity for the player being ambushed to “fire back”.
- no units may voluntarily retreat at the end of the Ambush Round, (regardless of the condition of the defending force). There must be at least one normal round of combat.
- play now proceeds to the normal sequence of combat.

Example: The government player has 12 strength points, 1 each for a Scout and a NWMP unit, and 5 each for two battalions (1+1+5+5=12). After getting a successful Attacker Ambush, the Government player rolls a die and divides the result in half (round fractions up) to determine how many column shifts he will get. The die roll is a “4” which becomes a “2” column shift for the attacker. They get to roll a die on the 19-21 column of the CRT. They roll a “2” which is modified by Col. Otter’s combat modifier of “2”. The result is a “4” which is 2D – two of the Metis units are disrupted. The Metis units roll for involuntary retreat. With Dumont’s modifier to their morale die roll, both units pass and remain in the Battle hex. The Ambush is now over and the players calculate their strengths for the first round of combat – remember, both players **MUST** stay and fight the first round of the battle, the Ambush round does not satisfy that requirement.

12.7 Combat Results

These are the possible results from the Combat Results Table (CRT):

- No Effect
- #D** Disrupted - the indicated number of strength points are disrupted. The unit must perform a morale check to see whether it retreats or not. If it passes it may retreat, if it fails it must retreat (see the Ambush rule above). Place a disrupted marker on the affected unit(s). Disrupted units that are disrupted again make another morale check. If they pass, they remain disrupted. If they fail, they surrender, immediately remove the unit from the map.
- #X** Eliminated - the indicated number of strength points are eliminated.
- XD** Eliminated/Disrupted - the indicated number of strength points are eliminated, and the indicated number of strength points are disrupted. Disrupted units must perform a morale check for retreat.
- #** Number of strength points affected by the result.
- AD** All remaining strength points are disrupted.

Strength point losses are distributed at the owning player’s discretion. Combat is considered to occur simultaneously, therefore losses are taken at the same time. Exception: See Ambush rules 12.5.

12.8 Disrupted Units

Units that have been disrupted in combat subtract one (-1) from their morale level while they remain disrupted. This stays in effect until the unit rallies.

Disrupted units may not add their strength to the attack or defense of the hex. They are subject to any and all combat results. If they obtain another disruption result on the CRT, they must roll a morale check and if they fail, they surrender and are permanently removed from play. Units passing this die roll remain disrupted with no further effects.

If there are undisrupted and disrupted units in the stack, the disrupted units do not contribute any strength to the attack or defense of the hex. However, when a stack in combat contains **only** disrupted units, those units can fire on the 0 – 1 column of the CRT.

Each unit in a stack must be disrupted once before any unit rolls for its second disruption.

A disrupted unit cannot capture a fort/settlement. (The disrupted unit could move into an enemy controlled fort/settlement, but they will not control it until their disruption is removed.) A disrupted unit cannot burn a fort/settlement.

12.9 Eliminated/Surrendered Units

To be eliminated in battle, a unit must have suffered an "X" result on the CRT. This is preceded by a number, which indicates how many Strength Points are eliminated. Battalions may break down to satisfy any losses incurred through elimination.

Units that surrender are those that fulfill one of two criteria; they are disrupted and fail a second disruption morale check, or they are forced to retreat but are surrounded by enemy units or impassible terrain.

In either case (elimination or surrender), adjust the Blackfoot Unrest Level accordingly. Both eliminated and surrendered units are available for use as Replacements.

12.10 Battalions in Combat

If a battalion is in combat, it stays a battalion sized unit - it may not voluntarily break down. Should it take a disruption, it has one disruption marker placed on it but does not suffer the effects of disruption, no morale check is necessary.

However, if it suffers a second disruption, THEN it undergoes a morale check. If it passes the morale check it remains in play with a Disruption marker on it. If it fails the morale check it must retreat.

If a battalion unit suffers an “X” result, replace the unit with its breakdown counters removing the required number of strength points as per the combat results.

Example: The Midland Battalion is in a battle and suffers two disruptions over the course of three rounds of combat. It does not have to roll for the first disruption, but does for the second.

12.11 Retreats

Certain results on the CRT call for players to make morale checks, which determine whether or not a unit or force must retreat. Players may choose to retreat at the end of any round of combat, except an Ambush Round.

12.12 Involuntary Retreats

A CRT result “D” causes a unit to disrupt. If the disrupted unit fails its morale check, it **MUST** retreat one hex. A disrupted unit applies a -1 DRM to any further morale die rolls, including further retreat rolls (see rule 12.4 Leaders and Combat). The retreat occurs immediately, before subsequent rounds of combat have been fought. Government units which involuntarily retreat from a battle cause the BUL to increase by 1, while Aboriginal units which involuntarily retreat decrease the BUL by 1. This effect occurs immediately when the unit retreats and occurs for every unit that retreats.

12.13 Voluntary Retreats

After a round of combat, a player may decide he is no longer in a position to continue the battle (casualties, retreats, superior enemy firepower, etc.). If a player **CHOOSES** to retreat, the units may retreat one or two hexes. All units in a force that has chosen to retreat must end their move in the same hex. Units that choose to retreat one hex do not affect the Blackfoot Unrest Level. However, a stack of Government units that retreats two hexes increases the BUL by 1, while a stack of Aboriginal units decrease the BUL by 1 (see section 13.0).

12.14 Distance Retreated

The distances a unit must/may retreat are:

- Involuntary Retreat - one hex.
- Voluntary Retreat - one hex or two hexes.

Note: all units in a stack must retreat the same number of hexes and end in the same hex.

12.15 Retreat Path

The first hex retreated into must not have enemy units in it nor may it be into a fort/settlement or town that is not under friendly control. In addition, if possible, it must be towards a friendly supply source.

The second hex must abide by the above restrictions and be farther away from the combat hex. Retreating units may cross one river hex-side as part of their retreat, but no more. Should the path of retreat be blocked by enemy units, or more than one river hex-side, each retreating unit makes a morale check - if it passes, it stays in place and is disrupted, if it fails it surrenders - adjust the Blackfoot Unrest Level as needed.

If a unit that retreats is already disrupted and cannot retreat due to the presence of enemy units, the unit surrenders instead.

12.16 Pursuit

If a hex has been vacated by a retreating force, pursuit capable units may follow them. Pursuit capable units are those with a movement allowance of “7” or greater. Only those pursuit capable units engaged in the combat may attempt to pursue. To pursue, an eligible unit must pass a morale check. If it passes the unit follows the retreating force, either one or two hexes at the owning player’s discretion. The pursuing player may initiate another round of combat, following the regular rules of combat, including Ambush. After rolling for ambush, there is one round of combat, after which the pursuit is over.

Should the Pursuit Combat result in another retreat for the defender, or attacker, there would be no further pursuit as only one pursuit can be generated per original battle. Any involuntary retreats, eliminations or surrenders resulting from pursuit combat do not affect the BUL. However, the BUL would be adjusted, +1/-1, for the side which “wins” the pursuit battle.

12.17 Leaders and Pursuit

When one player’s units retreat as a result of combat, the other player may pursue with pursuit eligible units under these restrictions:

Government - pursuit eligible units which are in the command range of either Crozier or Irvine (only) may pursue. However, if units are within the Command Range of Middleton, they may never pursue.

Metis - units may only pursue if they are within the command range of Dumont. However, if units are within the Command Range of Riel they may never pursue.

Big Bear - tribal units may only pursue if they are within the command range of Wandering Spirit. However, if units are within the command range of Big Bear they may never pursue.

Poundmaker - tribal units may never pursue.

13.0 BLACKFOOT UNREST LEVEL (BUL)



Of enormous concern to the Government in Ottawa was the disposition of the most powerful First Nations group on the Prairie: the Blackfoot Confederacy. If they should join the rebellion, the government believed (albeit somewhat incorrectly) that upwards of 20,000 warriors from across Western Canada would rise up against it. Great pains were taken to ensure that the Blackfoot, led by their great chief Crowfoot, had no reason to rebel.

13.1 BUL LEVEL

To simulate the possibility of a rebellion, players must keep track of the level of unrest among the Blackfoot, using the **Blackfoot Unrest Level (BUL)** track (see player aid). Certain events will cause the marker on the track to be increased or decreased. All additions and/or subtractions on the BUL track are cumulative. If it should ever reach 30, the game is over - the Blackfoot have joined the rebellion and the game ends in a rebel victory.

14.0 GARRISONS

The large territory to be covered and the vocal population forced General Middleton to deploy garrisons. Middleton needed to secure his supply line, so he must garrison the towns along the CPR. Once the columns began to move into “enemy” territory, pressure was put on him to garrison any of the forts/settlements along his route of march. Beginning on Game-Turn 4 (April III), all garrison rules are in effect.

14.1 Garrison Composition

Garrisons may only be composed of: Infantry, Cavalry, or NWMP units. Artillery units or Gatling gun units may never be the sole unit in a garrison, though they may be part of one. Players may choose to have more than one strength point as part of the garrison.

14.2 Supply Line Garrisons

Beginning on Game-Turn 4 (April III), the Government player **must** garrison each settlement along the CPR rail line. To qualify as being garrisoned, the hex must be occupied by a friendly unit or in a FZOI. If all forts/settlements are not garrisoned at the completion of the Government player’s Movement Phase, adjust the Blackfoot Unrest Level up one space. This happens every turn where the Government player is required to garrison a fort/settlement but could not or chose not to.

14.3 Fort/Settlement Garrisons

Beginning on Game-Turn 4 (April III), when an undestroyed fort/settlement is within the command range of Middleton, Otter, or Strange the Government player **must** provide a garrison. If the fort/settlement is not garrisoned after the completion of the **next** Government player’s Movement Phase, adjust the Blackfoot Unrest Level up one space for **each** occurrence. This only happens on turns where the Government player was required to garrison a fort/settlement but could not or chose not to. Once a fort/settlement is garrisoned it must be maintained for the remainder of the game. A unit in garrison may be replaced by another unit, so long as the location has an appropriate garrison.

Historical Note: Initially, General Middleton was not about to use up his strength in questionable garrison duty. This attitude changed, following the Frog Lake massacre. After political pressure from Ottawa he consented to garrisons for the larger communities.

15.0 SPECIAL UNITS

15.1 Northcote Gunboat



The Northcote was a converted steamer vessel that had been reinforced with wood taken from rebel farms and armed with two artillery pieces mounted on the deck. While it is considered a combat unit it does not possess a ZOI.

15.11 River Movement

The gunboat Northcote may navigate major rivers only. The counter is placed straddling a single hex-side within the river and is considered to be “in” both hexes for the purpose of combat and EZOI. The unit moves along the river at the rate of one hex-side per movement point and must end movement when it enters an EZOI.

15.12 Northcote in Combat

The Northcote participates in combat like a regular land unit. It may contribute its combat factor to either hex it is “in”. It makes a morale check to enter combat and suffers any combat results. If the Northcote is forced to retreat, it must retreat along the river, either one or two hex-sides away from the battle, at the discretion of the Government player. If it cannot retreat due to the presence of EZOIs, it is eliminated and may not re-enter as a replacement unit.

The Northcote may be attacked by enemy ground units by entering either hex it is “in”. If the Northcote is transporting an infantry unit, that unit’s SP is added to the Combat Strength of the Northcote. The combat may only occur if the Aboriginal player is successful in ambushing the Northcote in which case the Ambush Round and one Regular Round of combat occur. On any other result, no combat takes place.

15.13 Transporting Troops

The Northcote may also be used to transport Infantry (only) with a maximum capacity of one strength point.

For a unit to be transported by the Northcote, it must begin the Movement Phase adjacent to a major river and expend its entire movement allowance to embark.

Once embarked, it must stay embarked on the Northcote until the player decides to disembark the unit. A unit may embark and disembark in any hex along a major river, but may not embark and disembark during the same movement phase.

To disembark a unit, the Northcote pays one movement point and the disembarking unit pays one movement point plus the cost of the terrain in the hex being disembarked into. If the unit has any remaining movement points after disembarking, it may expend them conducting normal movement. The Northcote may move prior to disembarking and if it has any movement points remaining after disembarking a unit it may continue moving.

A unit being transported by the Northcote may participate in combat. In such a case the unit must disembark in the combat hex.

The Northcote may be used to help Government units cross non-forded major river hex-sides (see section 10.6).

Design Note: The Northcote was the only ‘gunboat’ that fought in the campaign, though the government did use other river transports. Given the time scale and scope of the game, this would have added an unnecessary layer of complexity to movement and supply with no real benefit to the game. As a result, the only boat is the Northcote.

15.2 Quebec Regiments



During the campaign there was a concern in the Canadian High Command that the regiments from Quebec might have difficulty fighting the predominantly French Metis.

As a result, General Middleton assigned these troops either to rear echelon duties or ensured they were placed in those columns facing the First Nations peoples. To reflect this concern, the following rules apply.

During the Government combat phase when any of the following battalions (or any breakdown unit of the battalion) participate in combat for the first time (or subsequent times if the battalion fails the Morale Check), with a Metis unit (by itself or stacked with other Aboriginal units), make a special Morale Check for the parent battalion.

- 65th Mount Royal Rifles
- 9th Voltigeur
- Montreal Garrison Artillery

If the battalion is formed as one unit, use a Morale Rating of 4. If the battalion is broken down, use a Morale Rating of 3.

Once the parent unit passes the special Morale Check, all units of that battalion ignore the Quebec Regiments restrictions for the rest of the game. Subtract one (-1) from this special morale die roll if the unit is stacked with a leader.

If the parent unit passes the special Morale Check die roll, the battalion, or units of the battalion, may take part in the combat. If the parent unit fails the Morale Check, no units of that battalion may take part in combat this phase. Such units would be unengaged for that combat phase, but would be subject to Disruption and/or suffering other combat results.

Example: During the Government Combat Phase, there are 2 battles. In battle A, there is 1 SP of the 65th Mount Royal participating. In battle B, there are 2 SP of the 65th. The 65th makes one Morale Check with a Morale Rating of 3. On a roll of 1-3, the 65th Mount Royal units ignore the Quebec Regiments restrictions for the rest of the game and are treated as regular Government units. On a 4-6, no unit of the 65th Mount Royal battalion may participate in combat this phase.

This only applies when attacking. If such units were attacked, they would defend normally.

A player could conceivably make three special Morale Checks in a given combat phase: one each for the 65th Mount Royal, 9th Voltigeur, and Montreal Garrison Artillery. Players may not choose a unit of a Quebec Regiment as their “free” unit in the first round of combat unless the parent battalion has passed the special Morale Check.

Historical Note: Though Middleton did not trust the resolve of these units, Gabriel Dumont would have had no trouble shooting them. As far as he was concerned, they were fighting against his people, even though they were from Quebec.

Once the parent unit has passed a special Morale Check die roll, the unit does not have to make such a roll for the remainder of the game. Quebec regiments do not have to go through this procedure if they are having combat solely with First Nations units of either tribe.

16.0 PROVISIONAL GOVERNMENT



A tactic to put pressure on the Federal government, which had worked for Riel in the past (Manitoba, 1869), had been the establishment of a provisional government.

He did this again in 1885. During the course of the game, the Metis have established a provisional government.

16.1 At Start

The game begins with the Provisional Government marker in Batoche.

16.2 Provisional Government Effects on Blackfoot

If the provisional government is in Batoche in the Victory Check Phase of each Game-Turn, move the Blackfoot Unrest Level up one space. (Batoche was chosen because it was the largest Metis community in the region.) When the Government player captures Batoche, the Provisional Government counter is permanently removed from the game. Adjust the BUL down two spaces when the provisional government moves from Batoche.

Historical Note: Riel established the Saskatchewan Provisional Government in the early part of March at Batoche, before the game begins.

17.0 HOSTAGES

The Aboriginal player may take hostages as a result of capturing forts/settlements.

17.1 How Hostages Are Taken

If the Aboriginal player occupies a fort or settlement for the first time, they roll a die and consult the Hostage Table. On a modified die roll of 5 or 6 the Aboriginal player gains one hostage point. On a modified die roll of 4 or less, any civilians in the fort or settlement have escaped. This die roll is modified by +2 in all March Game-Turns and a +1 in all April Game-Turns.

The occupation of the fort/settlement may be due to movement (no Government forces occupied the fort or settlement prior to the turn) or combat (Government forces are destroyed or forced to retreat).

Each time a hostage is taken, move the Blackfoot Unrest Level up one space.

17.2 Who Takes Hostages

When a fort/settlement has been captured by the Aboriginal player (disrupted units may not capture a fort/settlement) they may capture hostages. For each successful roll on the Hostage Table, the capturing player gains one hostage point. Record this on the Hostage Track on the map.



Each Aboriginal group (Metis, Poundmaker, and Big Bear) has a marker which they use

to record the number of hostages taken on the Hostage Track. If there is a combined group of Aboriginals in a hex where hostages have been captured, the Aboriginal player decides which group has captured the hostages and advances that group's marker up the Hostage Track.

All three groups also have a second hostage marker which they place on the map with one of their units. This marker moves with the unit of that group until they are either voluntary released by their captors (see below) or they are rescued by Government action.

Hostages are placed with a unit which captured them. Should subsequent hostages be captured even by other units, they will only affect the very first capturing stack.

Example: A Metis stack of three units captures Clark's Crossing and captures one hostage. The Metis hostage marker is placed with one of the units. If the Metis player captures more hostages, they are considered to be stacked with the first capturing unit on the map where the hostage marker is located.

17.3 Effects of Hostages

Hostages affect the movement ability of the capturing unit. Each hostage point subtracts one (-1) from the movement allowance of the unit they are stacked with up to a maximum of 4 (-4 movement points). This simulates the nature of moving civilian men, women and children in a hostile setting.

Only the unit stacked with the hostages is affected by the loss of movement points. Other units stacked with the capturing unit move normally, so long as the hostages do not remain stacked with them. At least one Aboriginal unit must stay with the hostages the entire time.

Play Note: The Aboriginal player might split off a single strength point from a stack to act as guards for any hostages. That way, only the single strength point unit would have its movement allowance affected.

17.4 Releasing Hostages

At the start of any Movement Phase, the Aboriginal player may declare that he is releasing some hostages. For each hostage point released, the Aboriginal unit involved gains back one movement point (+1). An Aboriginal unit cannot gain more movement points back than its printed movement allowance.

When a hostage is released, lower the Blackfoot Unrest Level by one point per hostage point released.

Play Note: The Aboriginal unit may adopt this tactic in the later stages of the game, when mobility is more important than holding the hostage.

17.5 Government Action

If Government units win a battle with a stack of Aboriginal units also containing a hostage marker, then they roll a die to determine how many of the hostages they may have rescued.

On a die roll of 1 no hostages are rescued. On a die roll of 2-6 some hostages are rescued. Roll a second die. The number rolled on the second die determines the number of hostages rescued up to six. Should there be any hostages remaining (the Aboriginal group had more than 6 hostages) they would remain with the unit of Aboriginals as they retreated.

In a case where all the Aboriginal units in a stack containing hostages are eliminated through combat, any and all hostages taken by that group would be rescued.

Lower the Blackfoot Unrest Level a number of points equal to the number of hostages rescued.

Design Note: Big Bear's band of Cree captured hostages at Frog Lake and Fort Pitt. They did drag them around for almost two months before the Govt. forces caught up with them. The intent is to simulate this aspect of the rebellion, but I've given the Metis and Poundmaker's tribe the same opportunity, though the Metis kept any hostages they took at Batoche. I like how it forces the rebels to detach a unit or two to watch over them, though in reality, they stayed with the main force and tried to keep up.

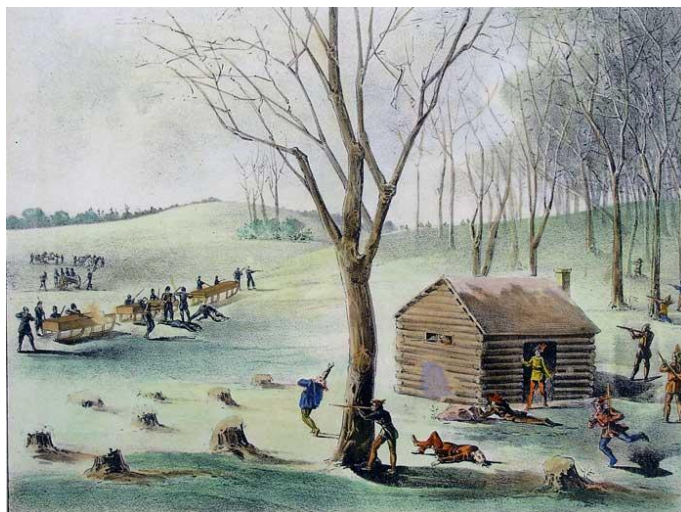
18.0 SCENARIOS & VICTORY CONDITIONS

There are two types of scenarios, Battle Scenarios and Campaign Scenarios, in Prairie Aflame!

Battle Scenarios are short one or two turn games that use only some of the rules, a portion of the map, and few counters. They are there to ease players into the system.

Campaign Scenarios are the full twelve turns and use all of the rules, the whole map, and all of the counters. They include the historical campaign as well as two alternate history campaigns.

Battle Scenario 1: The Battle of Duck Lake



(Introductory Scenario)

Scenario Length: 1 Game-Turn (March IV)

Force Set-up

Government

Crozier, 2 SP's of NWMP at Ft. Carlton

Metis

Dumont, 1 SP of Metis at Duck Lake

Riel and 1 SP of Metis at Batoche

Reinforcements

None for either side

Victory Conditions

Government player wins by:

- forcing the Metis to retreat, or
- capturing either Riel or Dumont, or
- eliminating the entire Metis force

Prairie Aflame! – The Northwest Rebellion, 1885

Metis player wins by:

- forcing the NWMP to retreat, or
- capturing Crozier, or
- eliminating the entire NWMP force

Historical Outcome

Initially, the NWMP were under orders to go to Duck Lake and confiscate any weapons stored there. A small scouting force of Mounties was turned back and Inspector Crozier led a combined force of NWMP and local militia to Duck Lake to carry out the order. There they were confronted by an equal number of Metis.

When a parlay erupted into gunfire, the fight was on. From concealed positions in the woods and nearby buildings, the Metis were able to put down a substantial amount of fire on the exposed Mountie position. After a relatively short time, Crozier realized he could not stay any longer. With twenty five percent of his force casualties, Crozier led a retreat back to Ft. Carlton. Dumont, wounded in the exchange, wanted to pursue but was restrained by Riel. The first battle of the rebellion had ended, it would not be the last.

Battle Scenario 2: Battle of Fish Creek



Scenario Length: 1 Game-Turn (April IV)

Force Set-Up

Government (in hex 2713):

Middleton, A Battery - 2 SP's, Winnipeg Field Battery - 2 SP, Toronto Infantry School - 1 SP, 90th Battalion - 7 SP's, Boulton's Scouts - 2 SP's, French's Scouts -1SP

Metis (in hex 2812):

Dumont, 4 SP's of Metis

Reinforcements

Government - 10th Royal Grenadiers - 5 SP's arrive after the third round of combat.

Metis - 2 SP - arrive after the fourth round of combat.

Victory Conditions

The Government wins by:

- forcing the Metis to retreat, or
- capturing Dumont

The Metis wins by:

- forcing the government troops to retreat, or
- eliminating more SP's than they lose, or
- capturing Middleton

Historical Outcome

Gen. Middleton had advanced to Clarke's Crossing with little sign of the enemy. He split his force when he reached the Saskatchewan River, half under his command on the north bank, and half under the command of his chief of staff, Lord Melgund, on the south. On April 23, both columns headed toward Fish Creek and the road to Batoche.

At Fish Creek, Dumont and his men had planned an ambush for Middleton, but govt. scouts discovered the ambush and the Metis began firing prematurely. From their hidden positions along the creek bed, it was lined with dense brush on both banks, the Metis were virtually impossible to see.

They kept up a considerable amount of fire, which forced Middleton's men to stay low (most were just beyond the crest of the ridge). This situation made it difficult for either side to effectively suppress the other. The govt. artillery could not fire directly on the Metis, so they lobbed shells across a ravine at a farmstead. Several assaults were launched against the Metis, but the amateur soldiers could not sustain the attacks given the accurate fire laid down by the Metis.

While the fighting was going on on the north side of the Saskatchewan River, Lord Melgund was trying to get his forces across to help Middleton. The banks of the Saskatchewan are almost 100 feet high making it difficult to cross. By the middle of the afternoon, the 10th Genadiers and more artillery had been ferried across the river and these troops were eager to attack the Metis, but Middleton had decided he had taken enough losses and called a withdrawal.

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A small group of Metis had ridden in from Batoche to join the fray, but by the time they could get into a position to fight, the government forces were withdrawing. Middleton's first battle was a bloody rebuff. Over fifty soldiers were casualties out of 350 engaged, 10 died. Dumont lost 5 killed and a number wounded.

Battle Scenario 3: Battle of Cut Knife Hill



Scenario Length: 2 turns (April IV and May I)

Force Set-Up

Government - In Battleford - Col. Otter, Queen's Own Rifle - 1SP, BR (1SP), NWMP (2SP), Battery B - 2SP, Gatling Gun#1 - 1SP

First Nations - Poundmaker and 7 SP's start in the Cut Knife Hill Cree Reserve hex

Reinforcements

None for either side.

Victory Conditions

The Government player wins if they capture the Cree Reserve or Poundmaker.

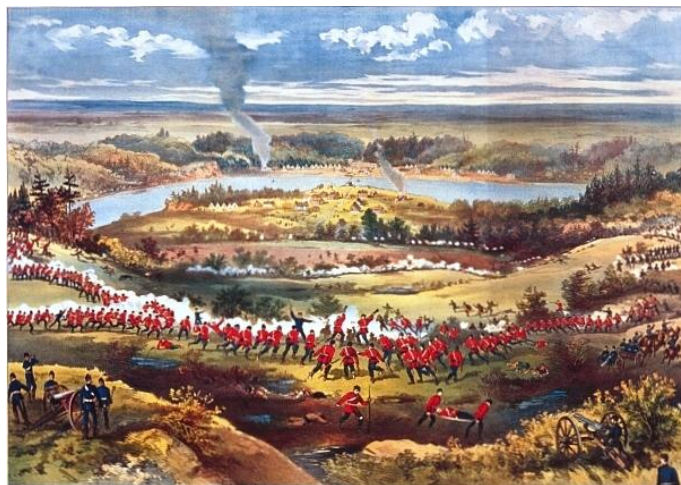
The First Nations win by forcing the Government player to retreat.

Historical Outcome

Col. Otter and his column had relieved the beleaguered town of Battleford, but his troops had not yet engaged the enemy and were hot to try. This was especially true when Otter heard of Middleton's battle with the Metis at Fish Creek. He organized a column of 325 men, two cannons, and a gatling gun, loaded them all on 48 wagons and headed for Poundmakers' camp. Early on the morning of May 1, the column left Battleford. After a brief halt during the night, the column continued marching until it reached Cut Knife Hill early in the morning of May 2.

The hill overlooked the Cree reserve. It looked like Otter might have surprised his enemy. However, by the time the mounties and his scouts were in position, the surrounding ravines and coulees were swarming with Cree and Stoney warriors. After a brisk battle lasting 7 hours in which both cannons broke down, Otter decided to withdraw his column (Cree warriors were working their way around the hill to cut off his escape route). The column withdrew and survived only because Poundmaker refused to let his warriors attack the fleeing soldiers. He felt it was enough that they had defended their village. (Otter sustained 22 casualties and Poundmaker 9.)

Battle Scenario 4: Battle of Batoche



Scenario Length: 2 turns (May II and May III)

Force Set-Up

Government (hex 2811)

Middleton, Boultons Scouts - 2 SPs, 10th Royal Grenadiers - 5 SPs, 90th -6 SPs, Midland Battalion - 7 SPs, Gatling #2 - 1 SP, Winnipeg Field Battery -1 SP, A Battery - 2 SPs, French's Scouts - 1 SP, Northcote.

Metis (hex 2911 Batoche)

Riel, Dumont, 10 SPs of Metis

Reinforcements

None for either side.

Victory Conditions

The Government player wins if they occupy Batoche. They win an overwhelming victory if they capture Batoche and either Riel or Dumont.

The Metis player wins if he avoids the Government victory conditions.

Historical Outcome

General Middleton was expecting a long siege. Not knowing precisely what the intentions of Poundmaker or Big Bear were, he had his men set up a defensive camp (a zareba) from which he would launch his attack on Batoche. For three days, beginning on May 9, his men left their camp and took up positions in front of the village of Batoche. Fire would be exchanged with the Metis and First Nations men who had dug numerous rifle pits, concealed in the brush. One the first day, Middleton wanted to distract the Metis, so he planned to have the Northcote shell the town, then attack frontally. This plan failed. By the third day, the officers of the militia units were becoming restless and while Middleton and the mounted troops were off looking for an opportunity for a flanking attack, the militia officers led a charge into the Metis defensive position. This initiative took the Metis by surprise and within a short time they surrendered. Dumont and Riel escaped, though Riel was captured a short time later.

Campaign Scenario 1: Our Brave Boys Far Away!

Historical Campaign

Scenario Length: 12 turns (Mar IV to June III)

Force Set-Up

Government Forces:

- Crozier, 2SP's of NWMP at Duck Lake
- Irvine, 2SP's of NWMP at Battleford
- 1 SP of NWMP each at: Ft. Pitt, Prince Albert
Edmonton, Saskatoon, Humboldt, Regina

Aboriginal Forces:

Metis

- Riel, Dumont, 4SP's at Duck Lake
- 2SP's at St. Laurent
- 4SP's, Provisional Government Marker at Batoche

First Nations

- Poundmaker, 8SP's at Cut Knife Reserve
- Big Bear, Wandering Spirit, 10SP's at Cree Reserve nearest Ft. Pitt

Reinforcements

Government - as per the Master Reinforcement Chart

Aboriginal - none

Scenario Instructions

First Nation units are restricted to staying within 4 hexes of their respective reserves until the Blackfoot Unrest level reaches 12. They may move normally after that. Aboriginal units may never leave the District of Saskatchewan

Government Victory Conditions

For the Government player to win, he must control every undestroyed fort and settlement on the map. He must also have captured or eliminated Big Bear, Poundmaker and Louis Riel. The level of victory is dependent on the Government player accomplishing all, some or none of the following conditions.

- **Major Victory** - Capture Riel, Poundmaker, and Big Bear and occupy all unburned forts/settlements.
- **Intermediate Victory** - Capture Riel and one of the First Nations Leaders and occupy all unburned forts/settlements.
- **Minor Victory** - Capture one First Nations Leader and occupy all unburned forts/settlements.
- **Draw** - Occupy all unburned forts/settlements.

Aboriginal Victory Conditions

For the Aboriginal player to win, he must hold at least 1 fort/settlement at the end of the last Game-Turn, or score an Automatic Victory.

Automatic Victory: If, at any time during the game, the Blackfoot Unrest Level reaches 30, the game immediately ends in a massive Aboriginal victory. If the Government player should achieve all of his victory conditions prior to the completion of Game-Turn 12 (June 3), then the game ends at that point.

Special Automatic Victory*: If, at any time during the game, the Aboriginal player should capture and hold either Calgary or Regina for one complete turn, they win a stunning victory. (*This condition only applies to the non-historical campaign scenarios.)



Campaign Scenario 2: On To Regina!

This scenario assumes that the Rebels were more aggressive than they were historically.

Scenario Length: 12 Game-Turns (Mar IV to June III)

Set-Up: Same as the Historical Campaign

Reinforcements

Government - as per the Master Reinforcement Chart

Aboriginal – none

Scenario Instructions

First Nation units are restricted to staying within 4 hexes of their respective reserves until the Blackfoot Unrest level reaches 12. Otherwise, they can move and fight as the Aboriginal player sees fit. Metis units have no restrictions on them at any time.

Victory Conditions

The Aboriginal player achieves a level of victory by causing the BUL to reach 30 by a certain turn.

Strategic Victory - BUL reaches 30 by Game-Turn 5.

Major Victory - BUL reaches 30 by Game-Turn 7.

Minor Victory – BUL reaches 30 by Game-Turn 9.

Any other result is a government victory.

Campaign Scenario 3: Batoche or Bust!

This scenario assumes that the government was more aware of the situation in the North West and was taking steps to prepare for a rebellion at the time when hostilities broke out.

Scenario Length: 12 turns (Mar IV to June III)

Force Set-Up

Same as the Historical Campaign. In addition, the Government units scheduled to appear on turn one (Mar IV), become part of the initial set-up.

Reinforcements

Government: - as per the Master Reinforcement Chart
Aboriginal – none

Scenario Instructions

All government reinforcements are brought on one turn earlier than listed on the Master Reinforcement Chart.

First Nation units are restricted to staying within 4 hexes of their reserve until the Blackfoot Unrest level reaches 12. Afterwards, they may move and fight as the Aboriginal player sees fit. Metis units have no restrictions on them at any time.

Victory Conditions

The Government player achieves a level of victory by putting down the rebellion by a certain turn. This means he has to occupy all undestroyed forts/settlements in the District of Saskatchewan and either capture or kill Riel, Poundmaker, and Big Bear.

Strategic Victory - by end of Game-Turn 8.

Major Victory - by end of Game-Turn 10.

Minor Victory –by end of Game-Turn 12.

Any other result is an Aboriginal victory.

PLAYER NOTES

The deceptive simplicity of Prairie Aflame easily trips up the first time player. Mistakes made in the first 2 turns can doom unwary gamers to an early and ignominious exit. These playtest notes will serve as an orientation for prospective Mounties and Metis to game the historical campaign, Our Brave Boys Far Away.

The game generally follows 3 distinct stages. In the first 4 or 5 turns, the Aboriginal player grabs forts, settlements, and hostages, while the Mounties scurry away and Government armies slowly trudge North.

In the middle game, Canada's finest recapture lost territory, looking to whittle down First Nation and Metis units in the process. Finally, the end game sees the Government hanging onto its gains and hunting down remaining Aboriginals.

Opening Stage: Turns 1-5

Aboriginal Player: This is your time to shine, but you better move fast. There are two ways to win the game: by BUL, or by holding at least 1 fort or settlement at the end of the last turn. Your best chance for a BUL victory is early in the game. By seizing all forts, settlements, some hostages, and winning a few gimme battles against the Mounties, you should have between 20-25 BUL points by the time Middleton and his army show up.

Poor play by the Government player, or a little luck with hostages and battle die rolls, could push the BUL total above the magic 30. Barring such good fortune, you still can win a BUL victory by defeating one of Government columns piecemeal. After gaining the initial BUL points, try and concentrate at least 2 of your 3 factions. With Dumont, even outnumbered you can beat a sizeable Government army. Just remember to MOVE those first few turns.

Government Player: It doesn't get any worse than this. Not only do you have insufficient numbers to hold anything, but winter weather and supply woes slow you to a crawl. Your best bet is to head for the border ASAP, and pray. That being said, sloppy or overly aggressive Aboriginal play might just leave an opening for a riposte against Riel or Batoche, either of which could be devastating to Metis hopes. Strategic lines of advance must be decided now, usually following some variation of the historical 3 column approach. Plan your moves with reinforcements carefully, and squeeze out every MP you can: the sooner the Big Boys arrive, the happier you'll be.

Middle Stage: Turns 6-9

Aboriginal Player: This is where the initiative inevitably passes to your opponent. Early on, you still have a chance for a BUL victory. You can burn forts and settlements to deny points to the Government if such a win is imminent, but this makes a non-BUL win increasingly difficult in the end game. With fewer remaining places to garrison, Middleton's job gets easier and limits your opportunity for grabbing a game winning fort or settlement. Generally, it's best to allow the reconquest, all the while looking for an opening to score a big victory against the scattered columns. Use your speed and interior lines to set up a battle that will make the Little Big Horn look like a backcountry feud.

Government Player: In the middle game, you bring to bear overwhelming force, but are still vulnerable to a rapid and deadly counterstroke. Highest priority is Batoche, the capture of which ends the +1 BUL per turn effect of the Provisional Government, and any future Metis replacements. This might also lure out elements of the Aboriginals, resulting in a big battle where your numbers can prevail. Slowly recapture forts and settlements, shielding them with your field armies. Protect your supply lines back to the border, and consider creating flying columns of Mounties and cavalry as fire brigades and hunting parties.

End Stage: Turns 10-12

Aboriginal Player: Though things look bleak, you still have a surprising amount of counterplay. BUL victory may be out of sight, but all you need for a win is one fort or settlement at the end of the last Game-Turn. The best approach is probably a number of small battalion sized stacks hovering on the periphery, just out of range of Government units. Use your advantages in speed and leadership to isolate and strike enemy garrisons. Take advantage of Government frustration to goad them into reckless attempts to catch your fleeting forces.

Government Player: Ok, you stayed alive, came back with a vengeance, and now have to crush the remaining life out of the rebellion. It's not going to be easy. First and foremost, you must hold every non-Aboriginal fort and settlement. Lose one and you lose it all. Beef up garrisons to 2 or 3 SP to prevent a cheap grab. Consider leaving artillery and gatlings behind; they don't count for the garrison minimum, but do slow down your field forces and might serve better in a stationary role. With your rear secure, pursue remaining Aboriginals aggressively. Attrition works in your favor, and the BUL impact of losses is probably not enough for a BUL defeat. Take out the Metis whenever you can; with Batoche gone, they don't come back.

Aboriginal Tips

1. Get Riel into the boonies ASAP. The man is a walking defeat; assign 1 SP as a bodyguard and march north where the government can't reach him.
2. Use your edge in movement to stay just beyond range of the plodding Government forces. Even his Mounties and cavalry can't catch you if you stay 8 MP away. Maneuver your forces on the periphery to strike a sudden blow against isolated forces, or forts and settlements in the end game.
3. Use a Metis unit to allow First Nation tribes to stack together.

Government tips

1. Travel in 1 SP units, but form battalions when in range of the enemy. If BUL isn't a concern, keep a couple battalions unformed to soak up losses.
2. Maximize the number of units in your stacks if supply is an issue. Stuff as many cavalry and NWMP as possible in each: it takes only 1 unit to supply them all.
3. Use your numbers to completely surround Aboriginal units and cut off their retreat paths. Surrounded units that can't retreat and fail a morale check surrender and are removed from the game.

DESIGNER NOTES

The idea for this game came about twenty years ago, after playing Dennis L. Bishop's "Like Lions They Fought" from XTR's Command Magazine (#28). I loved the topic - a British colonial army marching deep into enemy territory and fighting a numerically superior force. I also liked the mechanics of the game. At the same time, I had finished reading a number of books on Canada's Northwest Rebellion and thought it would make a great game. For the next few years, I fooled around with various systems, researched the order of battle and tinkered with it until I arrived at the game you have in your hands.

Part of what I tried to accomplish was to give gamers the "feeling" that existed among the participants during that time. The force the government fielded to handle the crisis was more than adequate to deal with the problems faced in the west. However, the government, (and especially Middleton) were concerned with what "might" be facing them or what "could" happen. A great number of unknowns existed, such as whether a general uprising was in the making or was it localized, how many weapons did the rebels possess, would the Mounties take Batoche before the rebellion could get established, and how were the troops (most of them amateurs) going to cope with campaigning, etc.

The map scale chosen was shows the large "theatre" the campaign was fought over, as well as providing gamers with the opportunity to experiment with some "what if" possibilities. This also drove the in-hex combat system, as each hex represents a large amount of space relative to the small forces engaged.

Map scale also made the use of traditional zones of control unnecessary. A small battalion of 500 men would have difficulty "controlling" an area 11 miles across. Thus, the zone of influence (ZOI), which represents the same 500 men patrolling, skirmishing, etc. Not enough to cause a large unit to stop, but enough to harass supply lines and lines of retreat.

Perhaps the most significant piece of the mechanics puzzle in this design was the use of the Blackfoot Unrest Level (BUL). This provided both sides with their main motivation to perform certain functions within the game - attack, occupy settlements, take hostages, burn settlements etc.

This portrays the fears that Middleton and some members of the Canadian government had that the Blackfoot Confederacy might participate in the rebellion if the rebels were too successful.

In hind sight we know that this was an unlikely event, but to the participants at the time, it was a real concern.

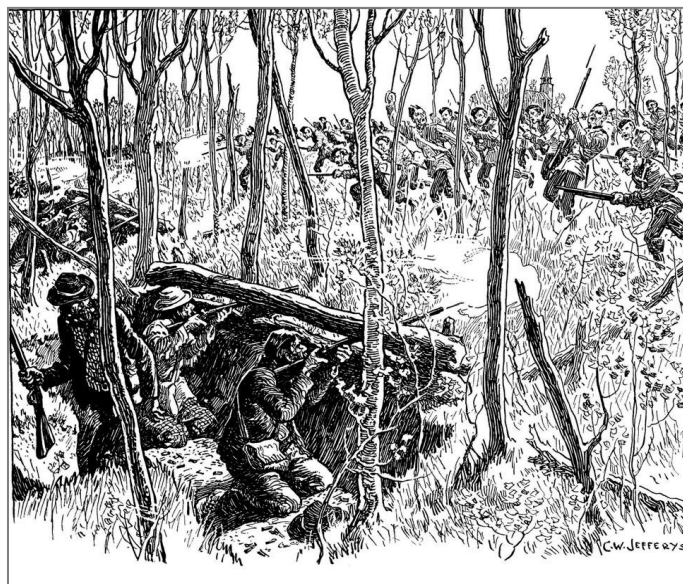
Since supply played a large role in the campaign, it is represented here. I didn't want the game to become an exercise in logistics, but I also did not want it to be too easy to move and fight, given that the area was sparsely settled and the infrastructure was in its infancy. Also, based on my research, supplying his forces was a major concern for General Middleton.

The in-hex combat system works well to simulate this campaign. I borrowed the concept of ambush from the Gamers Operational Combat System surprise rule. Even in the relatively "flat" Prairie, there were many opportunities to ambush the enemy - at least the potential was there. This mechanic, coupled with the uncertain nature of the commitment process, makes each battle a risky affair. It certainly heightens the tension (and fun) of the game.

Bits of chrome like the hostages and the Metis Provisional Government add some historical flavour to the game. They did occur and provide both sides with a motivation to move towards: taking/freeing hostages, and keeping/removing the provisional government.

All in all, this project has been a labour of love. I've always wanted to see more games on military subjects in Canada. It is a country with a rich and varied history, and plenty of military colour too! Hopefully, you will find "Prairie Aflame" as much fun to play as it has been to design. The next move is yours.

Mark Woloshen



PRAIRIE AFLAME!

THE NORTHWEST
REBELLION, 1885

SEQUENCE OF PLAY

Note: Campaign Scenario 1 (only), Game-Turn 1 begins with the Aboriginal player's Combat Phase.

Aboriginal Player Turn

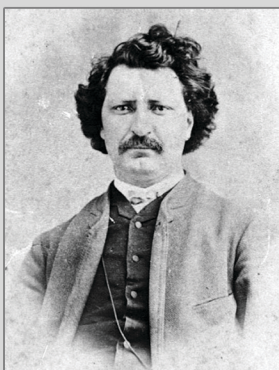
- **Rally Phase:** Attempt to rally any units which are currently disrupted.
- **Supply Phase:** Checks the supply status of units as per the supply rules.
- **Replacement Phase:** Place any replacement units on the map as per the rules for replacements.
- **Movement Phase:** At the beginning of the phase, break down or rebuild any battalion-sized units. Move units as per the movement rules. Attempt to destroy any fort/settlement currently under control.
- **Combat Phase:** Attack all enemy units currently stacked with Aboriginal units as per the combat rules. Adjusting the BUL due to victories (by size of the battle), retreats, surrenders, eliminations, and pursuit victories.

Government Player Turn

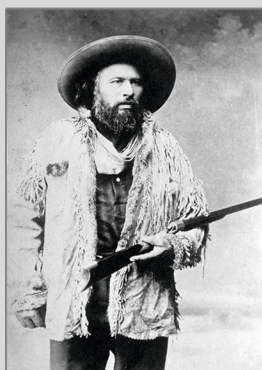
- **Rally Phase:** Attempt to rally any units which are currently disrupted.
- **Supply Phase:** Check the supply status of units as per the supply rules.
- **Reinforcement/Replacement Phase:** Place any Reinforcements as per the Scenario instructions. Check the Game-Turn track for Replacement Points received that turn, which may be immediately used as per the replacement rules. Replacement units are brought on during this phase.
- **Movement Phase:** At the beginning of the phase, break down or rebuild any battalion-sized units. Move units as per the movement rules. At the end of the phase adjusts the Blackfoot Unrest Level for garrison requirements for the CPR, and garrison requirements of settlements/forts (beginning with Game-Turn 4).
- **Combat Phase:** Attack all enemy units currently stacked with Government units as per the combat rules. Adjusting the BUL due to victories (by size of the battle), retreats, surrenders, eliminations, and pursuit victories.

Victory Check Phase

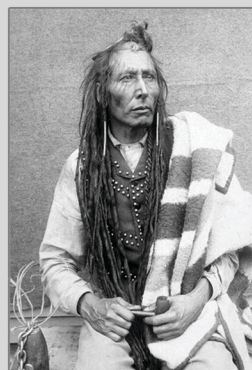
- **Provisional Government Unrest Point:** Aboriginal player advances the Blackfoot Unrest Level up one space if the Metis Provisional Government marker is in Batoche.
- **Automatic Victory:** The Aboriginal player checks the Blackfoot Unrest Level to determine if an Automatic Victory has been achieved (see victory conditions). If an Automatic Victory has not been achieved, play proceeds to the next Game-Turn.



Louis Riel



Gabriel Dumont



Chief Poundmaker



Chief Big Bear