# THE BATTLE OF ROSEBUD CREEK

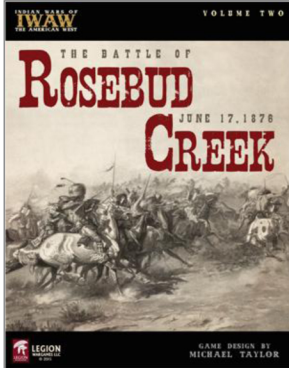© 2015  Legion Wargames, LLC

## 1. INTRODUCTION

The Battle of Rosebud Creek has long been overshadowed by George Armstrong Custer and the Little Bighorn fight. Preceding the Little Bighorn battle by a week, the outcome of the Rosebud Creek battle directly influenced what happened to Custer and the 7th US Cavalry. General George Crook was given command of the southern column of the Bighorn campaign. With Gibbon's column coming in from the west and the Terry/Custer column from the northeast, the campaign's objective was to trap the Sioux and Northern Cheyenne and forcibly return them to their reservation. From a tactical perspective the battle was inconclusive at best. Casualties on both sides were relatively low, and in the end Crook held the field. But from a strategic perspective the Rosebud fight was a great victory for the Sioux and Cheyenne. Crook expended a huge amount of ammunition; most soldiers were down to 10 or fewer rounds each. Crook decided to withdraw his command back to his base camp, effectively taking his column out of the campaign. Had Crook been able to continue operations he could have linked up with Custer's column, adding his infantry and cavalry to the 7th US Cavalry. Custer's last stand would have, in all probability, never occurred.

The Battle of Rosebud Creek is the second game in the Indian Wars of the American West series. The expanded map (from the original DTP version), give both sides plenty of room to maneuver and lots of tactical options. Besides cavalry and warriors the game features mule mounted infantry and miners. The other two columns of the 1876 campaign, Montana and Dakota, are included in Volume III of this series, The Battle of the Little Bighorn.

## Game Credits
**Game Design:** Michael Taylor
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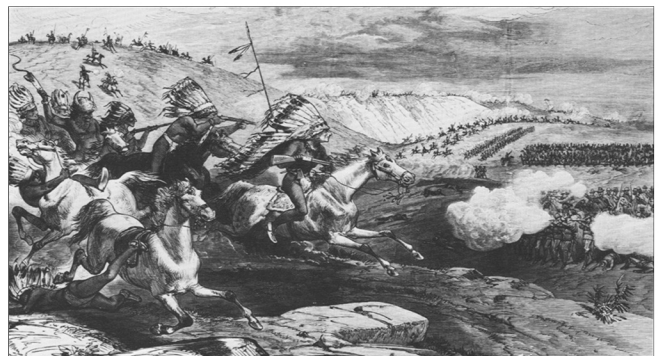**Rules Editing:** Hans Korting, Randy Lein

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## 2. GAME COMPONENTS

### A. THE GAME

The Battle of Rosebud Creek game consists of:

- 1 - 22"x 34" Map
- 264 - .6" Counters
- 1 – 20 page Rules Book
- 5 – Player Aid Cards
- 2 – Six-sided Dice

## B. THE MAP

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

## C. THE PLAYING PIECES (Counters)

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

## D. GAME CHARTS AND TABLES

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

## 3. GLOSSARY OF TERMS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**J. NON-COMBAT UNITS:** Pony Holders.

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

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

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

## 4. SEQUENCE OF PLAY

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

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

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

**1. US Player Turn (or Phasing Player).**
**A.   Rally Phase.** The Phasing Player may attempt to rally Pinned and Routed units.

Re-supply eligible units with ammunition.

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

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

Mark units that fire with the appropriate Fired marker.

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

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

**E. Advance Fire Phase.** The Phasing Player may conduct Fire Combat with his eligible units. Only units that did not fire in the Offensive Fire Phase can fire during the Advance Fire Phase, even if they moved their full Movement Allowance. All units that fire during this phase do so at ½ strength, even if they did not fire in the Offensive Fire Phase and/or did not move during the Movement Phase.

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

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

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

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

## 5. ZONES OF CONTROL

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

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

The following units have the indicated type of ZOC.

- Full ZOC: All combat units, except Horse Holders.
- Partial ZOC: Horse/Pony Holders, Routed units.
- No ZOC: Leaders.
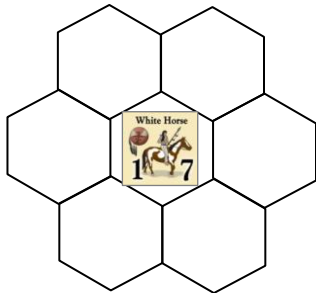


ZOC's affect withdrawal, retreat, and movement. ZOC's do not extend into impassable hexes or across impassable hexsides. The presence of a friendly unit in the hex negates the effects of an enemy ZOC for rules 9.F (Opportunity Fire), 9.G (Retreat Fire), and 10.I (Retreat Movement). It costs an additional +1 MP to exit from a hex in an enemy ZOC. Movement expressed in hexes (such as Retreat before melee, pursuit, and Retreat/Rout movement) is not subject to the exit ZOC movement point penalty. Units may move from one enemy ZOC to another, but they are subject to a movement penalty and Opportunity Fire each time they leave an enemy ZOC.

## 6. STACKING

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

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

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

**C. INDIAN CAMPS.** There is no Indian Camp in play in the Battle of Rosebud Creek game.

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

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

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

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

## 7. MOVEMENT

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

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

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

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

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

- Clear: 1 MP to enter hex while Mounted and 2 MPs while Dismounted.

- Light Woods: 2 MPs to enter hex.

- Elevation: Units moving uphill, Mounted or Dismounted, pay an additional 1 MP (beyond the MP cost to enter the hex), for each level crossed. A unit moves uphill when it moves into a hex that has a higher elevation value than the one it is leaving. Some hexes have more than one elevation change. A unit is always considered to be at the highest elevation in a hex.

- Creeks: Units crossing a Creek hexside must pay the additional MP cost of the Creek as the unit crosses the hexside. There are two classes of Creeks: Dry Creek and Rosebud Creek.

- Cliff: Prohibited. Units cannot cross a Cliff hexside.

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

- A unit may never exceed its Movement Allowance although it may move less than its Movement Allowance.

- A unit is never required to move during its Movement Phase. Unused movement points may never be saved for subsequent game turns or be transferred from unit to unit.

- A unit may not enter a hex containing an enemy unit.

- Units may pass through friendly occupied hexes at no additional cost in movement points.

- Prone units may spend MPs to change mode or spend all its MPs to Low Crawl one hex.

- Units that fired at ½ strength in the Offensive Fire Phase may spend up to ½ (round down) of their MPs to move or to perform an activity (such as change mode), in the following Movement Phase.

- Units that fired at full strength in the Offensive Fire Phase may not move or spend MPs to perform an activity (such as change mode) in the following Movement Phase.

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

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

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

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

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

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

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

## 8. UNIT MODE

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

**Mounted Infantry, Miners and Mule Holders.** Crook had his infantry mounted with mules taken from the Pack Train. Although not as fast as the cavalry, these mounted infantrymen were fairly mobile. Mounted Infantry and Miners act as Cavalry for all rule purposes (i.e. Mounted and Dismounted, Holders, etc.) except that Mule Holders are used instead of Horse Holders. All rules that pertain to Horse Holders also affect Mule Holders. Infantry/Miners can only mount using Mule Holders.

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

Only Mounted US Cavalry units may Charge (see Rule 16.A Special Rules). A Mounted US unit that receives a Pinned result must Dismount. Both the unit and its Horse Holder are not Pinned in the hex, but they are forced to Dismount in the hex.

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

**B. DISMOUNTED.** A Dismounted unit uses the "Dismounted" movement rate on the Terrain Effects Chart for the movement point costs of each hex or hexside. Horse/Pony Holders are considered Dismounted.
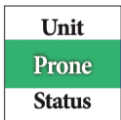
**C. PRONE.** Prone units are lying flat on the ground. Prone units may Low Crawl, fire, or change mode so that they can move. Prone units are harder to hit but do not fire as well. A unit or units cannot engage in a Melee Combat attack while Prone but they may defend.

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

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

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

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

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

The unit may continue movement as long as it has movement points remaining. The Horse Holder may move fully, using all of its Movement Allowance.

**b.** Mounting. In order to Mount, the unit and a Horse Holder (with horses), must be in the same hex although both units can move prior to Mounting. It costs the unit 1 MP to Mount. When the unit mounts remove the Horse Holder counter from the map and flip the counter to its Mounted side. For each MP expended by the Horse Holder in the current Movement Phase, 1/4 of the Mounting unit's remaining MPs (after Mounting) are expended.  Final fractions are dropped.

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

3. Pony Holders. Pony Holders were generally the young boys of the tribe, whose duty was to look after the ponies. For purposes of Mounting and Dismounting, Indian units and Pony Holders use the same procedure as the US units, except that the Combat Factor does not reduce when the unit is flipped.
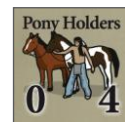
**4.** Prone. Mounted units that wish to transition to a Prone mode must Dismount and deploy Horse/Pony Holders before going Prone.

**5.** Lost Horses/Ponies. See 16.B Special Rules.

## 9. FIRE COMBAT

Each combat unit has a Combat (strength) Factor. This factor represents the unit's strength in personnel and ranged weapons such as bow and arrows, carbines, and rifles. US Infantry, Miners, and Cavalry units are armed with rifles, carbines and pistols. US Infantry units are armed with rifles. Indian units are armed with mixed weapons, including bow and arrows, hatchets, spears, clubs, and a wide variety of small arms.

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

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

Sequence:

- The firing player indicates the firing unit and the target enemy unit.

- Apply any modifiers to the Fire Combat strength (such as Low Ammo, Disruption, etc).

- The Fire Combat strength of that player's unit is then located on the top of the Fire Combat Matrix. US units, and Henry-armed Indian units, use the US Fire Line and all other Indian units use the Indian Fire Line. The firing unit's current mode is shown on the left side of the matrix. Cross-index and locate the indicated letter code.

- The firing player consults the Fire Combat Results Table and locates the column with the indicated letter code given in the matrix. He rolls two dice (2d6), applies any die roll modifiers, and locates the result. Apply any results immediately before resolving another Fire Combat.

**B. FIRE COMBAT MODIFIERS.** Fire Combat modifiers apply to the unit's Combat (strength) Factor (x½ or x¼) or the dice roll (+ or - DRM). All modifiers are cumulative except Pinned/Prone and Breastworks, see the Fire Combat Results Table.

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

- Light Woods: -1 DRM if target is Dismounted in a Light Woods hex.  0 if mounted.
- Rocks: -1 DRM if target is Dismounted in a Rocks hex.  0 if mounted.
- Marsh: N/A
- Cliff: +1 DRM if shooting across a Cliff hexside to an adjacent, lower elevation hex, and ½ strength if firing from a lower elevation hex across a Cliff hexside.

**2.** Hex Density. The number of stacking points in a hex may affect the results of Fire Combat. The more "crowded" the hex, the more effective the fire will be. This is reflected as a die roll modifier (DRM).

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

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

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

**C. LINE OF SIGHT AND TARGETING.** Firing units must have a clear line of sight to the target in order to engage it with Long Range Fire. Only blocking terrain or units limit LOS, there is no maximum distance.

- Wooded hexes block LOS (these hexes may be fired into, but not through).

- If an intervening hex between the firer and the target is at a higher elevation then LOS is blocked.

- Any unit with a Combat Factor strength greater than 1 blocks LOS, unless that unit is Prone, or behind Breastworks.

  - If the target unit is at a higher elevation than both the firing unit and an intervening unit, AND the firing unit is not lower than the intervening unit, then LOS is not blocked.

  - If the firing unit is at a higher elevation than the intervening unit then LOS is not blocked.

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

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

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

- Disrupted. The affected units are Disrupted. Disruption affects Fire Combat, Melee Combat, and Morale Checks. (See Player Aid Combat Cards.)

- R1/R2 Disrupt. Retreat the affected units 1 or 2 hexes. The units are also Disrupted. See Rule 10.I (Retreat Movement).

- Rout. The affected units are Routed. See Rule 10.J (Rout Movement).

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

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

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

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

**E. LEADER CASUALTIES.** Leaders may be killed or wounded by enemy fire. When any unit in the same hex as a Leader takes at least one Casualty Point loss on the Fire Combat Table, or a natural dice roll (before modifiers) of 2 is rolled, a Leader casualty may be possible. Consult the Leader Loss Check Table and roll two dice. Apply the results immediately (see 12.D).

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

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

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

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

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

**G. RETREAT FIRE.** A unit that is forced to Rout or Retreat into the ZOC of an enemy unit may undergo Retreat Fire. The procedure for Retreat Fire is the same as for Opportunity Fire with the following exceptions:

- Units entering the ZOC trigger Retreat Fire.

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

Each time a unit Retreats into the ZOC of an enemy unit, Retreat Fire may be triggered. Retreating units may be fired upon several times as it Retreats. Retreating Routed units that suffer casualties from Retreat Fire do not roll for an additional Rout. A friendly unit in the hex negates the enemy ZOC in that hex (no Retreat Fire is triggered).

# 10. MELEE COMBAT

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

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

- The Phasing Player declares all of his Melee Combat attacks and targets.

- Cannon fire, if any, is resolved and all results are immediately applied.

- Retreat before melee is conducted.

- Both players consult the Melee Combat Results Table and if applicable, modify their Melee Combat strengths.

- The modified Melee Combat strengths of all the attacking units are totaled together as one single factor. This is compared to the total modified Melee Combat strength of all the defending units in the hex. These factors are then expressed as an odds ratio, attacker to defender.

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

- The Melee Combat Results Table contains two lines at the top of the chart. If the attacker is the US player use the US Line, if the Indian player is the attacker use the Indian Line. Find the odds ratio at the top of the chart.

- Check the Terrain Effects Chart and Melee Combat Results Table for any die roll modifiers and roll 1d6, apply any modifiers, and find the results.

- Apply the results immediately. All Retreat and Rout results for a particular side affects every unit involved in the Melee Combat. Casualty Points are distributed amongst the units of the affected side at the owning player's discretion.

**B. RESTRICTIONS TO MELEE COMBAT**

- Attacking units cannot Advance Fire into one hex and initiate Melee Combat into a different hex. If a unit Advance Fires into a hex it may only initiate Melee Combat into that hex. If it did not fire in the Advance Fire Phase, it may perform a Melee Combat with any unit within the above procedure and the Melee Combat restrictions.

- Any Melee Combat attack that involves a force consisting of at least ½ of its Melee Combat strength points made up of Infantry receives a +1 DRM.

- All Infantry units defending in Melee Combat have their current Combat Factor doubled, before any modifications.

- The Melee Combat strength of a unit may not be divided in order to attack multiple adjacent hexes. Its entire strength must be used to attack a single target hex.

- Melee Combat is not mandatory. Units adjacent to enemy units are not required to engage in Melee Combat, even if other units in the same hex are. Units that are not participating in the attack are not affected by the Melee Combat results.

- All units in a stack that are conducting Melee Combat must attack the same target hex. Individual attacking units of a stack cannot target multiple hexes.

- Pack Trains, Horse/Pony Holders, Prone, Pinned, or Routed units, may never participate in a Melee Combat attack; they may defend in Melee Combat.

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

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

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

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

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

| Terrain Effects on Melee Combat | |
|---|---|
| Uphill | -1 DRM for each level difference |
| Light Woods | -1 DRM if defender occupies a Light Woods hex. |
| Creek | -1 DRM if defender is attacked across a Creek hexside |
| Rosebud Creek | -2 DRM if defender is attacked across a Rosebud Creek hexside. |
| Rocks | -1 DRM if defender occupies a Rocks hex. |
| Marsh | -2 DRM if defender occupies a Marsh hex. |
| Cliff | Prohibited. Units cannot conduct Melee Combat across a Cliff hexside |

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

**Example:** A US unit defends in hex 4213 (Level 4 Clear terrain). The Indian player initiates Melee Combat from hex 4312 (Level 2 Clear terrain). The Indian unit attacks across a Creek from a Level 2 Clear terrain hex.

This attack is modified by –1 DRM for the Creek. It is also attacking uphill (from Level 2 to Level 4), which is a -2 DRM for attacking 2 levels uphill. The combined die roll modifier is -3 (uphill two levels + Creek).

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

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

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

Disrupted attackers receive a -1 DRM.

**H. RETREAT BEFORE MELEE COMBAT.** During Melee Combat the defender may attempt to Retreat before melee (or must if unit is Routed). This is conducted after Melee Combat is declared but before resolution.

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

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

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

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

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

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

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

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

All Retreats must follow the sequence below:

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

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

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

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

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

**1.** Terms.

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

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

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

**a.** US Units. Routed US units that fail to Rally must conduct Subsequent Rout movement towards the Column HQ, the closest non-Routed US unit or Leader, Woods, Rocks, or the Pack Train unit (US player's choice). Units that are initially Routed and stacked in or adjacent to any of these listed locations must Retreat to another eligible location.

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

The Retreat route must be the shortest possible distance in hexes. Subsequent US Rout movement ends when any of the following occurs:

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

US units may voluntarily Rout. Units may also voluntarily continue their Rout movement even if they have reached a hex that would end their Rout movement. Units that do so must still Rally according to the Morale Checks and Rally rules (13).

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

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

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

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

## 11. UNIT STRENGTH

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

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

## 12. LEADERS and the COLUMN HQ

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

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

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

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

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

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

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

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

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

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

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

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

The Leader Loss Check is made before the combat results are applied. Mortal, Severe, and Moderate wounds award wounded VPs; killed VPs are awarded for Leaders that are killed or die from their wounds. A wounded Leader rolls 1d6 on the Wound Severity Table and will suffer one of the following results:

- Killed. The Leader is removed from play.
- Wounded. Consult Wound Severity Chart.
- Mortal Wound. Leaders will die on the field unless they are evacuated (moved) to the Pack Train or to the Column HQ (US), or off map (Indian), and even then they may still die.

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

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

A mortally wounded US or Indian Leader's Movement Allowance is permanently reduced to ½ the normal (front side) movement rate (round down) and he cannot use any of his Leadership ratings.

- Severe Wound. Treat as a mortal wound above, except that no roll for death is made. If evacuated (attached) to the Pack Train or HQ a US Leader will move with the Pack Train and does not reduce the Movement Allowance of the Pack Train. It does, however, affect the movement rate of any other unit it is attached to or stacked with, reducing it to one half.
- Moderate Wound. Flip Leaders to their wounded (reverse) side. There is no additional effect other than the reduced ratings on the counter.
- Light Wound. No effect.

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

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

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

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

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

General Crook is replaced only within the rank and command structure. If killed his counter is permanently removed from the game. This will have an effect if playing a multi-player game. The player playing the role of Crook will have to assume the role of another available Leader while the next highest Leader assumes the role of the US commander. If Crook is removed from the game the US player has the option to bring in a Replacement Leader at any Leader or friendly combat unit location.

**Example:** General Crook is killed. LTC Royall assumes overall command and Major Evans replaces LTC Royall as second in command. The US player elects to add a Lieutenant Replacement Leader and places him with LTC Royall.

The following is the command rank structure for replacement:

1. General Crook
2. LTC Royall
3. Major Evans
4. Major Chambers
5. Capt. Van Vliet
6. Capt. Mills
7. Capt. Noyes

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

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

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

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

**4.** Restrictions. As long as Crook is not killed or mortally wounded the HQ unit must always be within his Command Radius. If separated the HQ must move, using all available MPs, until it is within the Leader's command radius. If the leader is killed or mortally wounded the HQ must use all available MPs to move to the closest US combat unit or leader, or to the Pack Train. This requirement is suspended if a path free of enemy ZOC is not available. If forced off the map it may not re-enter the game. If eliminated on the map due to combat results it may not re- enter the game.

## 13. MORALE CHECKS AND RALLY

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

**A. MORALE CHECK.** When a player is required to make a Morale Check (MC) the player must consult the Morale Check Table. He rolls 2 six-sided die (2d6) adding any

DRMs listed below the table and applies the results immediately.

| r1/Disrupt | Unit is Disrupted, Retreats 1 hex |
|---|---|
| r2/Disrupt | Unit is Disrupted, Retreats 2 hexes |
| Pinned | Unit is Pinned (Rule 9D1.d) |
| Routed | Unit is Routed (Rule 10J) |

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

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

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

Any unit that is stacked in the same hex with a Leader receives the Leader's Combat Rating modifier as a positive DRM.

Any US unit within a Leader's Command Radius may attempt to self-Rally without the -1 DRM penalty. Any unit outside the Command Radius of a Leader may attempt to self-Rally, paying a -1 DRM penalty.

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

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

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

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

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

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

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

- Yes : The Rally attempt is successful.
- No : The Rally attempt fails.

## 14. AMMO SUPPLY

All combat units, except the Pack Train and Horse Holders, are subject to ammunition depletion during Fire Combat. US combat units may be re-supplied by the Pack Train. The Ammo marker used with the Pack Train represents small arms ammunition only. Gun ammo re-supply is tracked differently. Indian units are too far away from the village and cannot re-supply during the game. Units are marked with a Low Ammo marker when they are ammunition depleted.

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

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

**B. LOW AMMO EFFECTS.**

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

**C. AMMUNITION RE-SUPPLY.** US units with a Low Ammo marker may replenish its ammunition supply from the Pack Train.

**Optional rule:** One Indian unit (each separate Melee) may re-supply with ammo if it was involved in a Melee, and at least one US unit suffered a Casualty Point in that Melee.

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

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

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

When the Pack Train's ammunition supply marker is reduced to zero the Pack Train can no longer re-supply units.

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

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

The following option replaces the basic ammo rules for the US player and is highly recommended.

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

An [X] is equivalent to one forward and one backward slash, and vice versa. If the last box has a slash the unit may only fire at half strength for its last remaining shot. Cavalry, Infantry, Miner and Scout units firing in the Advance Fire Phase also mark half a box of ammo.

When all the boxes are crossed out the unit is ammo depleted and cannot fire at all. The US player applies low ammo modifiers only when the unit has no ammo boxes remaining and is involved in Melee. Indian units continue to use the basic ammo rules.

Each Pack Train has 30 small arms. Ammo points are used to replenish units that are in low ammo. Each time a manned (not abandoned) Pack Train suffers a Casualty Point in Melee, reduce the ammo points available by 5 small arms.

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

For VP purposes only, at the end of the game each Cavalry, Infantry, Miner or Scout unit is considered Low Ammo if it has 3 or fewer ammo boxes remaining.

## 15. PACK TRAIN

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

At the beginning of the game each Pack Train counter has 6 points of ammunition. Place a "6" Ammunition marker under each Pack Train. Each point of (Pack Train) ammunition re-supplies one Cavalry, Infantry, or Scout unit.

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

- It cannot engage in Melee attacks but defends normally.
- It is always considered Dismounted.
- It cannot re-supply units if it is Pinned, Routed, abandoned or has 0 ammunition points (empty).

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

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

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

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

Pack Train Personnel units may be used as replacements for Infantry or Cavalry units (only).

If the Pack Train counter is eliminated separately from the Pack Train Personnel, the Personnel unit may move during the US player's Movement Phase to any Infantry or Cavalry unit and transfer unit strength points. It costs 0 MPs to transfer those points.

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

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

- PIN: It may not move or re-supply units.

- ROUT: If Routed in Melee Combat the Personnel unit routs and the Pack Train counter remains in the hex, abandoned. The Pack Train counter and its supplies are eliminated if an enemy combat unit occupies its hex. An abandoned Pack Train may not re-supply/issue ammunition while Routed.

- CASUALTY POINTS: Each time it suffers a Casualty Point, reduce the Pack Train to its next lower strength level (flip or exchange the counter). Every time it is reduced eliminate 1 ammunition point from the current level (or 5 small arms for each Casualty Point loss).

**D. VICTORY POINTS.** 5 Victory Points are awarded to the Indian player when each Pack Train is eliminated. In addition, each ammo point (or every 10 small arms ammo boxes) held by the Pack Train when it was eliminated adds 1 VP to the Indian player.

## 16. SPECIAL RULES

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

In order to declare a charge:

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

- The unit must have been in good order (not Pinned, Routed or Disrupted) at the beginning of the Movement Phase (before any MPs are spent).

- The unit must move at least one hex toward the target hex.

- The unit may only charge through and into Clear hexes.

- The unit may not charge across Creeks, Rivers, or Fords.

- The unit cannot change more than one level of uphill elevation during a charge move, or enter a hex that has three or more elevation changes (too steep).

A charging unit is automatically Disrupted after the resolution of the Melee Combat (unless Routed, in which case ignore the Disruption). A Cavalry unit cannot charge during pursuit movement.

**B. LOST HORSES AND PONIES.** US Horse Holders are divided into two types of units, those with horses and those without. Horse Holders will lose control of their charges if the unit is involved in Melee Combat, or becomes Pinned or Routed. Flip the unit to its Holder (no horses) side. Scouts and the HQ do not have a Holder (no horses) on the reverse side. Horses may be intentionally abandoned by simply flipping the unit over to its "mountless" side. Lost or abandoned horses cannot be recovered for the rest of the game. Holders without horses are combat units and function as such for all rules and restrictions.

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

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

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

- A Pack Train must be within 2 hexes of the unit building the Breastworks.

- Both the Pack Train and the unit cannot move during the phase or otherwise spend any MPs other than to build Breastworks. If the unit is Prone remove the Prone marker (it is no longer Prone until the end of the player turn).

- Both the Pack Train and the unit may not be Pinned or Routed.

- The Pack Train may continue to issue ammunition.

- The unit building Breastworks may not receive ammunition.

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

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

Ammunition remains on the wagons, therefore the ammunition levels are not affected by breastwork construction.

**D. EAGLE'S NEST.** Captain Van Vliet was ordered to occupy the Eagle's Nest (hex: 2815) and remain there until further notice. Van Vliet's Company C/3Cav and 1Lt. Crawford's Company G/3Cav were sent. The Leader Van Vliet and these two companies must remain within 3 hexes of the Eagle's Nest until any of the follow occurs:

- The instant two or more Warrior units are within 3 hexes of C/3 or G/3 Cavalry Company.

- One of the companies is Routed (not self Routed) or eliminated in combat.

- The game turn is 12:40 (Turn 15).

If any of the above conditions are met the units are no longer restricted to this area for the remainder of the game. If forced to move outside this 3-hex limit due to a Retreat requirement, the unit must attempt to move back within the 3-hex limit at the earliest possible moment.

**E. Indian Village?** At the beginning of any US player's movement phase that the US player has at least five **Cavalry Units**, not disordered, pinned or routed, within 2 hexes of the north map edge, AND all the units are within the command radius of a single US leader (any), the US player may immediately declare that he is looking for the Indian village. The US player rolls 1d6.

- 1-5 Scouts report no village and a possible ambush up ahead. Award US player 2 VP.

- 6 Scouts report that a village may be nearby. Award US player 2 VP. The US player may elect to exit the units off the map and attempt to locate the village.

If the US player exits the map keep these forces off to the side for the rest of the game (award NO Indian VPs for this voluntary exit). At the end of the game the US player determines the outcome of the movement. The US player rolls 1d6.

- 1 Village trail is found. Award 3 US VPs.

- 2-5 Nothing is found. Award no VPs.

- 6 Ambush. Roll 1d6. Result equals US casualties. Award no US VPs. Award Indian VPs for US losses.

## 17. VICTORY CONDITIONS

Victory Points (VPs) are awarded as they occur or at the end of the game (see the Victory Points Chart). At the end of the game, players calculate their VP totals as a ratio and compare it with the Victory Levels Chart to determine the game's winner and the level of victory.

Victory Points for Andrew's Point, Conical Hill, and Crooks Hill are awarded immediately when a Cavalry or Infantry unit, which is not Retreating or Routing, enters the hex. Units do not need to occupy or otherwise remain in the hex, and Indian units that subsequently enter the hex do not deduct the VPs from the US player.

## 18. GAME SET UP

**Duration:** 19 turns or when all units from any side are no longer on the map. Turn 1 (08:00) - Turn 19 (14:00).

**US ORDER OF BATTLE** - sets up first.
The Scout units may be Mounted, Dismounted or Prone. All others are Dismounted. Place all Horse and Mule Holders for each Dismounted unit in any adjacent hex.
**Note**: The US player is the second player in each turn.

| Hex | Leader/HQ | Units |
|---|---|---|
| 3413 | Capt. Noyes | A/2 Cav - Capt. Dewees<br>B/2 Cav - 1Lt Rawolle<br>D/2 Cav - 1Lt Swigert<br>E/2 Cav - Capt. Wells<br>I/2 Cav - 2Lt Kingsbury |
| 3314 | Capt. Van Vliet | C/3 Cav - 1Lt Luettwitz<br>G/3 Cav - 1Lt Crawford |
| 3213 | BG Crook<br>Maj. Chambers<br>Maj. Royall<br>Maj. Evans<br>Column HQ | C/9 Inf - Capt Munson<br>G/9 Inf - Capt Burrowes<br>H/9 Inf - Capt Burt<br>D/4 Inf - Capt Cain<br>F/4 Inf - Capt Luhn |
| 3014 | Capt. Henry | B/3 Cav - Capt Meinhold<br>D/3 Cav - 2Lt Simpson<br>F/3 Cav - 2Lt Reynolds<br>L/3 Cav - Capt Vroom |
| 3514 | Capt. Mills | A/3 Cav - 1Lt Lawson<br>E/3 Cav - Capt Sutorious<br>I/3 Cav - Capt Andrews<br>M/3 Cav - 1Lt Paul |
| 2912 | | Pack Train A & B<br>Miners |

Place in any hex or hexes within a band that is west of the Rosebud, at least 4 hexes but no farther than 8 hexes from a map edge. For example, from hex 2603 (inclusive) to hex 2607 (inclusive).

| | |
|---|---|
| Capt. Randall | Scouts - Louissant, Old Crow<br>Medicine Crow Good Heart, Cosgrove |

### INDIAN ORDER OF BATTLE

The Indian player sets up his forces second. All units may be Mounted or Dismounted. The Indian player is the first player in each turn.

Up to one Warrior unit (Hunkpapa or Oglala) may enter along the Eastern map edge (hex 4700-4714) on Turn 1.

Up to two tribes (not Hunkpapa, Oglala, or Cheyenne) may enter along the Western map edge (hex 1100-1106) on Turn 1.

All Indian units not entering the Eastern or Western map edge must enter (at full strength and with all movement points) anywhere along the North edge of the map on Turn 1. The units may be Mounted or Dismounted at the Indian player's option when they enter the map. The units must pay the cost of the first hex they enter.

| Leaders & Units |
|---|
| 3x Leaders -<br>Crazy Horse, Gall, Two Moon |
| 6x Hunkpapa -<br>Crow King, Four Horns, Rain in the Face<br>Lone Bull, Red Horn, Black Moon |
| 5x Cheyenne -<br>Lame White Man, Little Wolf,<br>Young Two Moon, Old Bear, Little Hawk |
| 5x Oglala -<br>He Dog, Big Road, Little Big Man, Low Dog, Big Elk |
| 3x Sans Arc -<br>Black Eagle, Spotted Eagle, Red Bear |
| 2x Minneconju -<br>Lame Deer, White Bull |
| 1x Santee -<br>Red on Top |
| 1x Blackfoot -<br>Scabby Face |
| 1x Yanktonai -<br>Black Shield |