CUSTER'S LAST STAND RULES

INTRODUCTION

Custer's Last Stand is one of the most famous of battles of American History. Considered a major disaster for the American Army, it could have just as easily been a stunning victory. And as events unfolded, the tactical battle success of the Sioux and Cheyenne warriors at the Little Big Horn and Rosebud, ultimately ended in their strategic defeat.

GAME BOARD

The game boards represent the Little Big Horn and Rosebud battlefields and the key terrain that affected the battle. The dominate terrain was the Little Big Horn and Rosebud rivers, fords and woods along the river and ridges scattered about the open terrain. There are also Ravines/Coulees that crisscross the terrain near the Little Big Horn river. A hex grid is overlaid over the game boards and the hexes regulate movement of game units on the game board and terrain effects on movement and combat.

GAME UNITS

The die cut counters are the units in the game. For the Little Big Horn battle (LB) the 7th Cavalry is represented by yellow colored units. There is also an extra set of alternate blue colored units for the 7th Cavalry. For the Rosebud battle (RB) the cavalry, infantry and miners are represented by blue colored units. The Native Americans (also as Indians and Warriors) for both battles are represented by tan colored units that have tribes shown by a color bar with the tribe name.

Each unit has two sides, Full Strength and Reduced Strength. There are 3 counter sheets. One for Custer's Last Stand, one for the Rosebud battle and one for extra counters, spares, and the full extra set of 7th cavalry counters in an alternate blue color. All three counter sheets have status markers that can be used in both battles. Please note that each battle has its own set of counters even though there are duplicates of some of the Native American counters because they fought in both battles. Plastic bags have been provided to aid in separating and storing the counters once they are punched.

Movement Points (MP) on the game units are the number of hexes a unit can move accounting for terrain movement modifiers.

Combat Factors (CF) on the game units are the strength of the unit. Terrain and other situations (mounted, dismounted, etc.) can add or subtract combat factors for the unit.

Generally, when units are reduced, the unit combat factor reduces but the movement points do not.

FULL STRENGTH

REDUCED
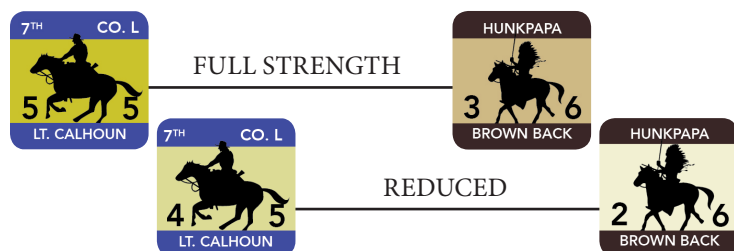
US ARMY UNITS:

LEADERS:
Leaders are named and can stack with any one or two units. Leaders move 5 MP. US army Leaders move when their activation marker is drawn. When active they can move themselves and the number of units shown on the activation marker that are within 5 hexes of the named leader that have not moved for the turn.

Shown on each leader is the combat factors *they add when stacked* with units that are attacking or defending. Leaders are the only units that can allow a stack of units to exceed 2 and only one Leader may be in a stack.

Leaders can take one hit in combat. When hit, they flip and lose any ability to add their CF to a stack of units. They stay in the game for activation purposes but lose any ability to add their CF to a stack of units and may not take any more hits. Further, they are considered "eliminated" for victory point purposes. US Army leaders never mount or dismount and do not add terrain benefits when defending in combat.

CAVALRY:
They have 5 MP and have 4 to 5 CF at full strength.

SCOUTS:
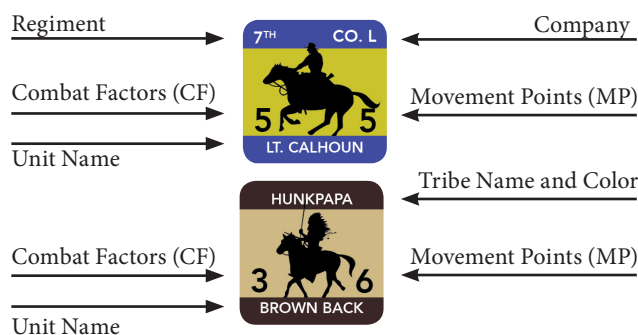Scouts have 6 MP and have 2 to 3 CF at full strength.

INFANTRY:
Infantry have 4 MP and have 4 CF at full strength. Infantry are only in the Rosebud battle. Note that infantry were mounted on mules during the battle. *Only played in the Battle of Rosebud.*

MINERS:
Miners move 4 MP and have 3 CF at full strength. *Only played in the Battle of Rosebud.*

PACK TRAIN:
Pack Train units move 4 MP and have 2 CF at full strength.

Regiment — Company
Combat Factors (CF) — Movement Points (MP)
Unit Name
Tribe Name and Color
Combat Factors (CF) — Movement Points (MP)
Unit Name

1

INDIAN WARRIOR UNITS:

TRIBE LEADERS: Leaders are named and can stack with any one or two units. Leaders move 6 MP. Tribe Leaders move when their tribes are activated. Shown on each leader is the combat factors they add when stacked with Warrior and Village units, attacking or defending. Tribe Leaders are the only units that can allow a stack of units to exceed 2 and only one Leader may be in a stack. Tribe Leaders can take one hit in combat. When hit, Tribe Leader units are removed from the game. Indian leaders never mount or dismount and do not add terrain benefits when defending in combat.

TRIBE WARRIOR UNITS: These units can move when their tribe (Little Big Horn) or group (Rosebud) activation marker is drawn. They move 6 MP and have 3 or 4 CF at full strength.

TRIBE VILLAGE UNITS: These units can move when their tribe activation marker is drawn. They move 2 MP and have 1 CF when defending. They may not attack. Once hit they are considered captured and removed from the game. Tribe Village units never mount or dismount. They are always considered dismounted and they do receive the benefits of terrain when defending in combat. *Only played in the Battle of Little Big Horn.*

MARKERS AND DICE

TRIBE AND CAVALRY LEADER ACTIVATION MARKERS: Indian tribes and Cavalry leaders have named markers that are used for activating a group of units for movement and combat.

GAME MARKERS: There are counters for tracking turns, tribe and leader activation markers, and dismounted markers/moved markers.

COMBAT DICE: Dice rolled by the defender and attacker in combat. The value rolled is added to the combat factors of the defenders and attackers.

GAME SETUP

Each player starts with all of his game units at full strength. The playbook shows the set ups for the Little Big Horn and Rosebud battles and scenarios and victory conditions.

SEQUENCE OF PLAY FOR EACH TURN:

1. Determine how many activation marker draws each side will draw for the turn. Then, place all markers in an opaque container.
2. Draw one activation marker from the container. If not usable, set aside and draw another activation marker until one drawn is eligible.
3. For the side drawn, use the activation marker to activate the corresponding units associated with the activation marker drawn.
4. Active units may move.

5. Complete all movement for those active units moving.
6. All active units adjacent to opposing units may attack the adjacent opposing units.
7. End turn if all eligible activations have been drawn. If not, repeat step 2 thru 7.

DRAWING ACTIVATION MARKERS

Each turn is represented by ALL activation markers placed in an opaque cup or bag and mixing them up. The number of activation markers drawn varies each turn. Each turn lists how many activation markers are drawn for use from the cup for each side to be used for movement and combat during the turn. Once a limit has been reached any activation markers drawn are ignored and set aside until the next turn. Any activation markers not drawn because of limits remain in the cup. They are not used for the current turn but will be part of the activation pool for the next turn.

The playbook for each battle lists how many activation markers are drawn for the turn. Draw the activation markers one at a time from the cup and if it is playable place it on the game board in the appropriate activation marker space. This will aid in determining how many eligible activation markers have been played for the turn.

ACTIVATION OF UNITS

Once the activation draw cup has been established for the turn, the turn begins.

Each turn activation markers are drawn from the cup and revealed to both players. Activation markers allows one side to move those units corresponding to the activation marker drawn. It shows what side it is for (Indian or US Army).

For the US Army, it shows a leader that moves and a number that shows how many units it may move in addition to itself and have combat. These units MUST be within 5 hexes of the activated leader.

The Indian Warrior activation markers show a tribe name in a corresponding tribe color bar for the Little Big Horn battle and a Group letter for the Rosebud battle. The corresponding Indian Warrior units can move and have combat regardless of where they are on the game board (or any associated tribe or group leader) when their activation marker is drawn.

The side the drawn activation marker belongs to is allowed to activate and move those units for his side and/or have combat with the active units. Once units have been activated, moved and have combat that activation is over. Then the next activation marker is drawn from the cup and the procedure repeated. This continues until all eligible activation markers for the turn have been drawn from the cup. Once that occurs the turn is over and a new turn begins.

Remember that once a unit has been activated in a turn for movement/combat it may not be activated again until the next turn. It may still defend, retreat, etc. as many times as it is attacked but it may not move or attack but once a turn. There are "move" markers that help keep track of which units have been activated/moved in a turn.

MOVING ACTIVATED UNITS

When an eligible activation marker is drawn, it allows movement of corresponding units. Activate units that are moving may move up to their full MP, adjusting for terrain and opposing unit's zone of control.

All units have movement points based on unit type. Movement is from hex to adjacent hex. Hexes may not be skipped while moving. Unit movement points not used are lost; they may not be accumulated or transferred to other units. No unit may ever move more hexes than its normal movement rate.

Units can move in any direction using hexes but MAY NOT move through an enemy unit but may move through friendly units. They may not end movement on opposing units. They may end movement on friendly units if stacking limits are not exceeded. Movements cannot exceed movement point limits for the moving units. *Exception, units may move through and end movement on opposing leaders by themselves.*

For example, a mounted cavalry unit has 5 MP. It could move 1 clear hex (+1MP), then across a ridge hex line (+1) into a woods hex (+2) that is adjacent to in an Indian warrior unit zone of control (+1 MP). Once all movement is completed that is associated with the activation maker drawn, then units activated (moving or not) may initiate combat by attacking any adjacent opposing unit.

MOUNTING AND DISMOUNTING:

 Mounting and dismounting units occurs during the movement portion of an activation. Units can only mount or dismount once in a turn and **must do it before beginning movement**. When mounting or dismounting, units **finish** their movement at the changed status (mount or dismount) movement rate. It cost 2 MP to mount or dismount. It cost 3 MP to mount or dismount if in an enemy ZOC. US Army units that dismount reduce their movement rate by -2 and increase their combat factors by +1. Indian units that dismount reduce their movement by -3 and increase their combat factors by +1. Use dismount markers to show which units have dismounted.

For example, an Indian warrior unit mounted has 6 MP and 3 MP when dismounted. If he is mounted and decides to dismount before moving, then he dismounts for 2 MP and can use his remaining 1 MP to finish his movement at the dismounted movement rate. Conversely, if the warrior unit was dismounted to start the turn he could mount for 2 MP and finish his movement at the mounted rate by using the remaining 4 MP.

Indian villages, Indian leaders and US army leaders never mount or dismount.

TERRAIN EFFECTS ON MOVEMENT:

Moving units are effected by terrain by the cost to their movement points. Terrain effects movement for both mounted and dismounted units and Indian village units. Terrain effects to movement are as follows:

TERRAIN	MOVEMENT
CLEAR	1MP
WOODS	2MP
CROSSING RIVER	+2MP
CROSSING FORD or RIDGE	+1MP
CROSSING STEEP RIDGE	+2MP
ENTERING or EXITING COULEE	+1MP
IN COULEE	1MP
ENTERING ENEMY ZOC	+1MP

All terrain, other than woods is defined as "Clear". Movement, other than woods, is generally affected by terrain when hex lines are crossed (rivers, ridges, etc.).

ZONES OF CONTROL (ZOC): All units, except leaders, have a zone of control. Enemy zones of control cost one extra movement point to move into or through. Units can move through enemy zones of control but cannot move through enemy units. When both sides share a zone of control, movement is still affected by the opposing unit ZOC, but retreats are not affected. Terrain does not affect ZOC. ZOC does not affect US Army leaders 5 hex range of activation. Leaders by themselves do not exert a ZOC.

ZONE OF CONTROL (ZOC) Illustration

HEX STACKING LIMITS: No more than two non-leader units may end movement in one hex. One leader may stack with two non-leader units. Leaders may not stack with each other.

ENEMY ZONES OF CONTROL (ZOC): Cost 1 extra MF to enter an enemy ZOC. If units are in an enemy ZOC, they may directly move from an enemy ZOC to an enemy ZOC paying the extra MP. Units may also retreat through enemy ZOC if no other options are open.

ENTERING THE GAME BOARD: No extra cost. Place units on the entry location hex or adjacent to the entry hex.

EXITING THE GAME BOARD: Indian village units may exit the game board at the brown arrows to score victory points. Any villages that exit the game board may not return. Cavalry and warrior units may not exit the game board in Little Big Horn, in Rosebud Calvary units only may exit the gameboard.

Movement modifiers are cumulative.

For example, to move across a river hex side and enter a woods hex would cost 4 MF (2 MF for the river and 2 MF for the woods hex).

All movement for an activation marker drawn must be completed before combat begins.

COMBAT WITH ACTIVATED UNITS

Only active units can initiate combat by attacking adjacent opposing units. Active units can move or not move. Once all movement is completed for the activation marker drawn, then any and all units active for the activation marker (moving or not moving) may (but do not have to) attack opposing adjacent units. The active units are always the attacker.

When attacking, activated units may attack any adjacent unit but do not have to attack all adjacent units.

When attacking a unit or units in a hex, all units in the defending hex must be attacked as one combined group of combat factors.

Cavalry and Indian Leaders can not attack and defend if by themselves. They must be stacked with non-leader units to use their CF. Indian warrior leaders can take one hit in combat and are removed from the game if hit. US Army leaders can take one hit in combat and are flipped. Once flipped they no longer have combat factors. They still remain in the game for activation marker purposes.

Indian Villages units can only defend. When defending with a warrior and/or warrior leader unit(s) it COMBINES its combat strength with them in defense. It may not attack separately nor add its combat factors in an attack while with a stack of units.

HOW TO HAVE BATTLE:

Battles are resolved after a side has completed its movement from an activation marker draw. Battles must be initiated by the activated unit(s) which is the attacker and it must be adjacent to an enemy unit for battle to occur. Battle is not mandatory, but if it is to occur the activated unit must initiate it after it all movement is completed as the result an activation marker draw. The activated units must be adjacent to opposing units as a result of moving OR as a result of not moving but being active and adjacent to an opposing unit.

SEPARATING COMBATS: The active player decides which of the units he has activated will attack. Units may only move once a turn and may only attack once a turn AFTER IT IS ACTIVATED.

The attacking player states which defending hex will be attacked and which of his activated units adjacent to the defending hex he is using in the attack. This is considered one "combat" for which the total combat factors for the attacker and defender must be determined. Each activation may see more than one combat or may see none. The activate player determines where combat will occur and the order the combats are resolved.

The attacking units must be adjacent to the defending hex. Attacking units stacked together may separate their attacks but defending units stacked together in a defending hex must all be attacked as one.

Defending units can only be attacked once in an activation but may be attacked more than once in a turn. Attacking units can only attack when activated and only once a turn.

DETERMINING TOTAL COMBAT FACTORS FOR ATTACKERS AND DEFENDERS IN COMBAT:

The activated attacking units total all CF of the units attacking one defending hex.

The defending unit or units in the defending hex being attacked add the CF of the unit or units. Then any dismounted units add +1 to their CF. Then add any terrain effects of the defending hex to each dismounted defending unit in the defending hex. Total all for the total CF of the defending hex.
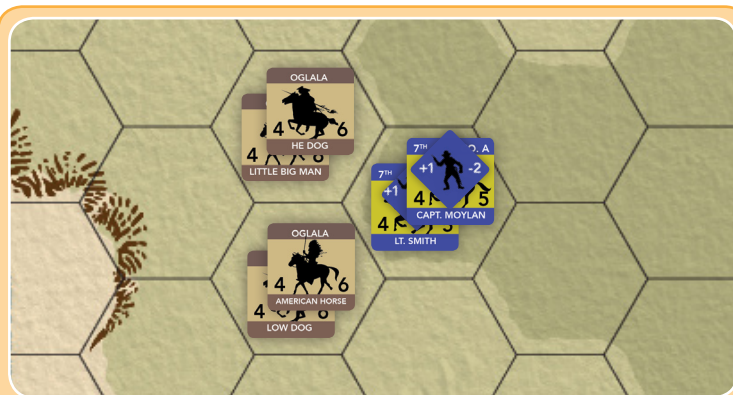
For example, if two dismounted 4 CF cavalry units are attacked by four 4 CF warrior units attacking across a ridge line then each cavalry unit would add +1 to its CF for being dismounted and +1 CF for the attack across the ridge line. The cavalry units total CF would be for a total of 12 CF (4+4+1+1+1+1) and the warriors would total 16 CF.

TERRAIN EFFECTS ON COMBAT:

Terrain Effects for combat ONLY APPLY TO DISMOUNTED DEFENDERS. The defender receives this bonus when ALL attacking units are crossing a terrain hex line. If ANY attacking unit is not crossing a terrain hex line that provides a defensive bonus, then the defender of the hex in the combat does not receive the terrain defensive bonus. The only exception to this is woods. Defenders in woods hexes receive the woods defensive bonus always while dismounted. This applies even when attacking units are in adjacent woods.
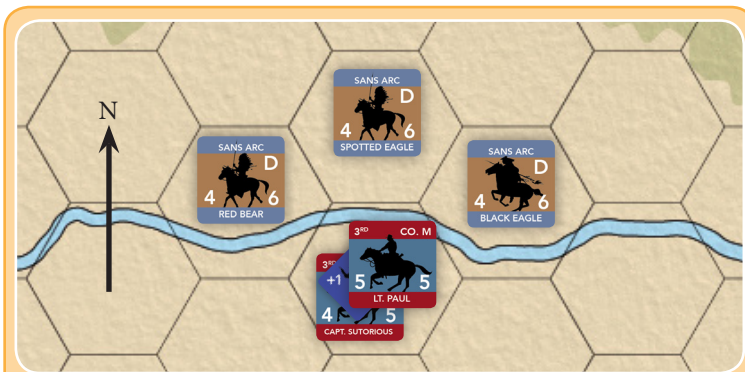
*For example, a **dismounted** 4 CF cavalry unit and a **mounted** 5 CF cavalry unit are stacked and defending in a hex south behind Rosebud Creek. If all attacking Indian units were north of Rosebud Creek, the dismounted cavalry unit would receive a defensive bonus for attacks across a river hex side and add +2 CF to it, the mounted cavalry unit would not receive the defensive bonus (4 CF +1 CF for dismounted + 2 CF for river defense bonus and 5 CF) for a total CF of 12.*

If ANY attacking Indian units were attacking from the south of Rosebud Creek, on the same side of the creek as the cavalry units, then the cavalry unit would not receive the terrain benefit.

For example, if a village at 1 CF and a dismounted Indian warrior unit at 3 CF are defending in a woods hex, they would add +1 to each defending unit (1 CF + 1 CF for woods bonus and 3 CF + 1 CF for woods bonus) for a total of 6 CF. They would receive this bonus from all attacks.

BATTLE MODIFIER LIMITS: Regardless of how many modifiers (including the unit CF) are applied, the differential between the attacker and defender (and vice versa) cannot be more than a +10.

TERRAIN EFFECTS ON COMBAT SUMMARY:

TERRAIN	DEFENDER BONUS
CLEAR	N/A
WOODS	+1CF
CROSSING RIVER	+2CF
CROSSING FORD	+1CF
CROSSING RIDGE	+1CF
CROSSING STEEP RIDGE	+2CF

TERRAIN	DEFENDER BONUS
ENTERING COULEE	+1CF
IN COULEE	N/A
EXITING COULEE	N/A
ENTERING ENEMY ZOC	N/A

BATTLE RESOLUTION:

The attacking units can resolve battle in any order desired. For each individual combat, both sides roll one 10-sided die and add the die result to their total CF for a "combat number" for the combat. The results are:

DEFENDER WINS: If the defender's combat number equals or exceeds the attacker's combat number, then the defender wins the combat and ALL attacking unit's in that combat must retreat.

ATTACKER WINS: If the attacker's combat number exceeds the defender's combat number the attacker wins the combat and all defending units in that combat must retreat.

LOSSES TO RETREATING UNITS: If the winning side's combat number exceeds the losing side's combat number by 4 to 6 the losing side takes one loss in that combat. If the winning side's combat number exceeds the losing side's combat by 7 or more the losing side takes two losses in that combat.

RETREATS: Retreat uses no movement factors. Units retreating move 1 hex away from the hex attacked following these rules:

Retreat to a hex that is not in EZOC. If none available, then retreat into an EZOC is allowed, but not into a hex occupied by an enemy unit. Units together in a hex must be retreated to the same hex together if possible. Retreat into a hex occupied by a friendly unit is allowed as long as it follows hex stacking limits. If a unit cannot retreat (example all possible retreat hexes are occupied by enemy units) each retreating unit takes one EXTRA loss and remains in place.

APPLYING LOSSES: Unit losses are taken by losing units when the winner of the combat modified combat number exceeds the losing combat number by 4 to 6. In that case the loser takes one loss. It the winner combat number is 7 or more the loser takes two losses. If the loser has more than one unit engaged in the combat, he chooses which unit or units to apply any loss or losses to. Each loss in combat is applied by either flipping a unit from its full strength side to it reduced side or if already reduced, removing it from the game. Some units may only take one loss in combat (Leaders and Indian villages).

ATTACKER OCCUPATION OF DEFENDER HEXES: When combat is resolved if the attacker is the winner it may choose to occupy the adjacent hex the defender occupied and has retreated from as a result of losing the combat.

Detailed examples of battle is found on the page 7.

VICTORY CONDITIONS:

The Playbook lists the victory conditions for each battle.

DETAILED MOVEMENT EXAMPLES:

CROSSING RIDGE LINES IN CLEAR TERRAIN

Fast Bull is moving over clear terrain that changes levels across ridge lines. With a movement factor of 6, in this example he crosses two ridge lines and moves four hexes.

CROSSING A RIDGE INTO WOODS

Fast Bull is moving over clear terrain that changes levels across ridge lines and ends in a woods hex. With a movement factor of 6, in this example he crosses two ridge lines and moves three hexes.

CROSSING A FORD INTO A COULEE

Fast Bull is moving across the ford, and then two hexes within the coulee, before moving out with his last 2 MP. With a movement factor of 6, in this example he crosses two ridge lines and moves four hexes.

CROSSING THE RIVER AND STEEP RIDGES

Fast Bull is moving across the river with no ford, and then across a steep ridge. With a movement factor of 6, in this example he crosses a river and a steep ridge and moves two hexes.

GAME DESIGN:

Mike Wylie

Grant Wylie

ARTISTIC DESIGN AND LAYOUT:

Sean Cooke

For example, if two dismounted 4 CF cavalry units are attacked by five warriors and leader the battle will be calculated as follows:

The two Cavalry units have 8 CF combined in the hex, then add +1 to each unit for being dismounted, and add +1 to each unit for being attacked across a ridge line, making a total of 12 CF. The five Indian warrior units total 19 CF, plus an additional 2 CF for the Leader, resulting in a total of 21 CF.

The attacking warriors total CF exceeds the defending Cavalry's CF by a differential of +9 for the attacker (21-12=9). Both sides roll 1 ten-sided dice (red for the warriors and blue for the Cavalry). The die results are 5 for the attacker and a 8 for the defender, resulting in a total combat differential of +6 for the attacker (9+5=14, 14-8=6 differential). A +6 differential for the attacker results in 1 loss (applied to one unit, the defenders choice) and a retreat for the defender.


As an alternate example, if two dismounted 4 CF cavalry units are attacked by six warriors and leader the battle will be calculated as follows:

The two Cavalry units still have 8 CF combined in the hex, then add +1 to each unit for being dismounted. However, they would not receive the benefits of being attacked across a ridge line because Kicking Bear is attacking them from the same level, making a total of 10 CF. The six Indian warrior units total 22 CF, plus an additional 2 CF for the Leader, resulting in a total of 24 CF.

The attacking warriors total CF exceeds the defending Cavalry's CF by a differential of +14 for the attacker (24-10=14). **The maximum differential allowed for either side is +10, therefore the Indians differential is +10.** Both sides roll 1 ten-sided dice (red for the warriors and blue for the Cavalry). The die results are 5 for the attacker and a 8 for the defender, resulting in a total combat differential of +7 for the attacker (10+5=15, 15-8=7 differential). A +7 differential for the attacker results in 2 losses (apply 1 loss to both units or 2 losses to either unit, the defenders choice) and a retreat for the defender.

Note: the only retreat path available to the defender is through enemy zones of control, which is allowed when no other option is present.
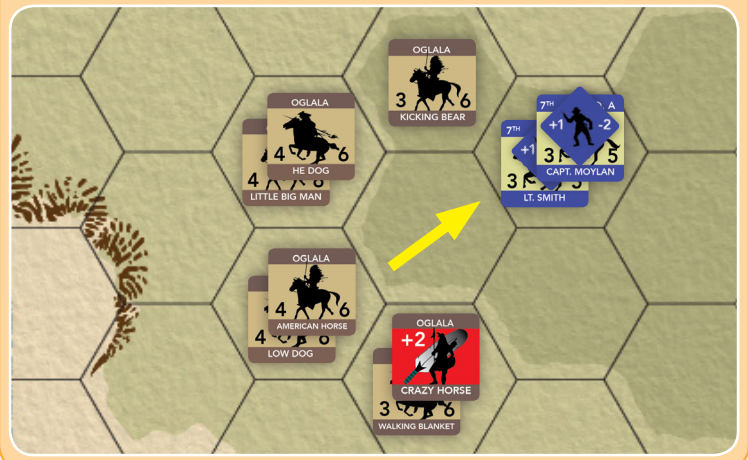
DETAILED EXAMPLE OF A TURN:
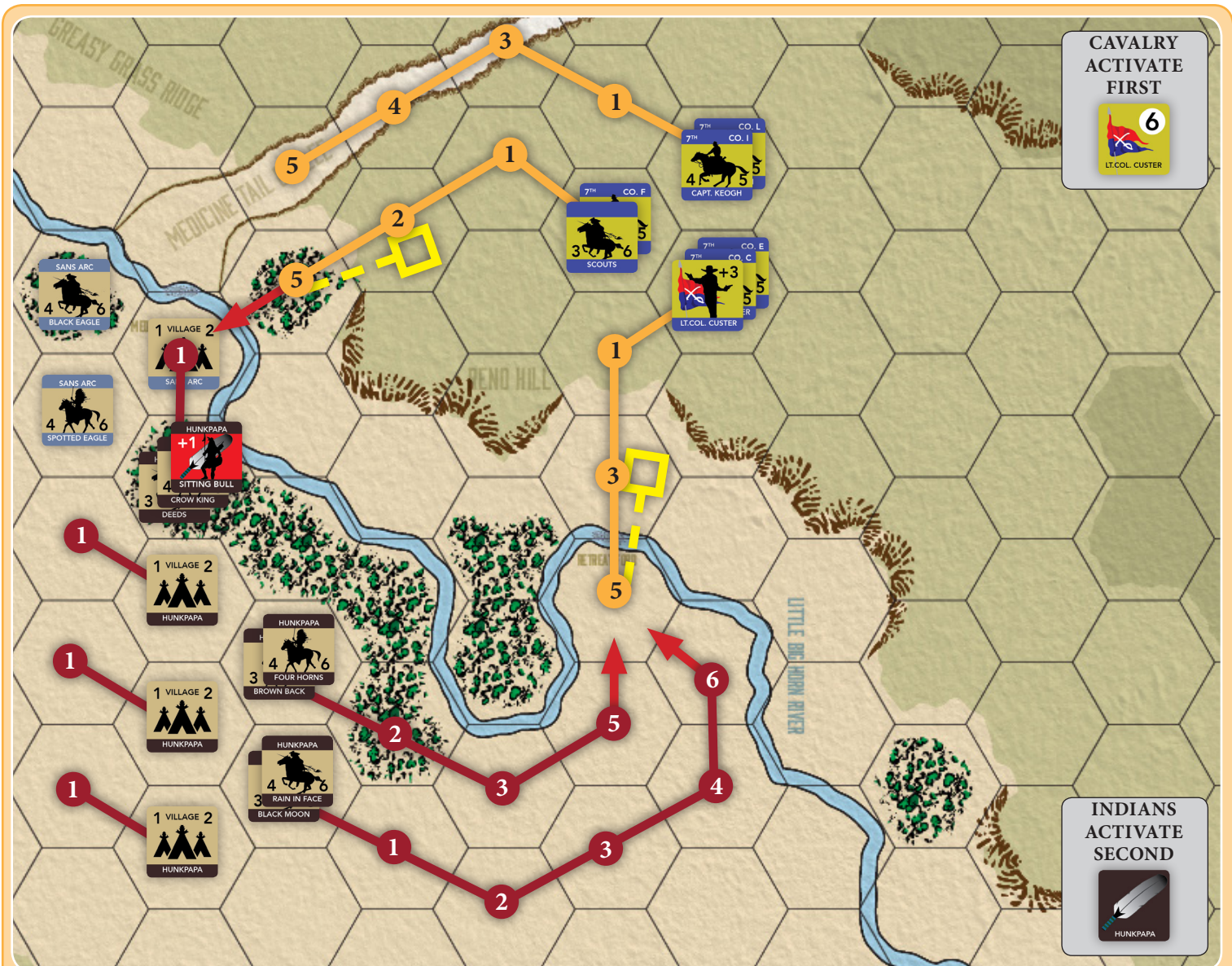
It is turn 2. Each player gets one activation.

The first activation marker drawn is Custer. He decides to activate rather than wait for the 2nd Custer activation marker. Custer with Co. C and E move northwest and then turn southwest across Retreat Ford. Co. I and L move north into the coulee, and then turn west and move down the coulee. The Scouts and Co. F move parallel and to the west of Co. I and L, finishing in the woods, protecting the flank of the units in the coulee. The scouts and Co. F attack the village across the river.

The cavalry player has 8 CF (3 + 5). The Indian player has 1 CF +2 for being attacked across a river, giving him 3 CF. The differential is +5 for the cavalry player. The cavalry player rolls a 3 on the die, while the Indian player rolls an 8. This makes the differential 0, meaning the defender wins the battle and the cavalry player must retreat with no losses. This ends the Custer activation for the cavalry player.

The next activation marker drawn is the Hunkpapa. The first move is Leader Sitting Bull and Crow King moving into the Sans Arc village to protect it. Deeds remains in the woods hex. The 3 Hunkpapa villages all move to the north trying to exit the game board. Four Horns and Brown Back follow the river by moving southwest and then turn southeast to finish adjacent to Custer, blocking him. Rain in Face and Black Moon parallel Four Horns and Brown Back blocking Custer's last clear terrain move along the river.

The Indian player decides to attack Custer and try to drive him back across the river. The cavalry player has 12 CF (4 + 5 +3). The Indian player has 14 CF (3 +4 +3 +4) for a +2 differential in the Indian players favor. Both players roll their combat die, the Indian player rolls a 1, and the cavalry player rolls a 1 as well. This maintains the +2 differential for the Indian player causing Custer to retreat back across the ford with no losses. The attacking Indian player chooses to advance and occupy the hex that Custer retreated from. This ends the turn since each side has drawn one activation marker.