

Hand of Destiny Series

Game Title: Custer's Final Campaign

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SCENARIO

CUSTER'S FINAL CAMPAIGN

23.0 INTRODUCTION

Custer's Final Campaign is a two-player wargame of the Yellowstone-Little Bighorn Campaign of 1876. It pitted elements of the US Army, spearheaded by Custer's 7th Cavalry, against the various tribes of Plains Indians and saw their last great battlefield victory. US Army units represent regiments or detachments, approximately 200-800 men per unit. Indian cavalry are approximately 300 warriors per strength point.

24.0 FORCES

First Player: controls all US Army units.

Second Player: controls all Indian units. Note: all Indians units are warbands except Camp and Akacita.

Units

C: Crook Column **FW:** Far West
G: Gibbon Column **T:** Terry Column

25.0 HOW TO SET UP THE GAME

25.1 Indian Units

Set up first

On Greasy Grass, Bighorn Mountain, and/or points immediately connected to them: Hunkpaka, Oglala, Black Foot, Cheyenne, Brule, Miniconju, Sans Arc; Camp-A, Camp-B, Camp-C.

25.2 In the Indian Recruit Box

Akacitas, Agency-A, Agency-B Indians.

25.3 Cards

Shuffle all Indian Campaign Cards together and place them face down.

25.4 US Army Units

Set up second

In Fort Lincoln (Terry Column): 7th Cavalry, 6 & 17th Infantry, "T" Gatling, "T" supply, "FW" River Fleet.

In Fort Fetterman (Crook Column): 1/2 & 3 Cavalry, 4 & 9 Infantry, Cody Irregulars, "C" supply.

Counter Errata: 3rd Cav is in Crook's Column.

In Helena (Gibbon Column): 2/2 Cavalry, 1/5 & 7 Infantry, "G" Gatling Gun, "G" supply.

In Fort Fetterman, Camp Robinson and Fort Ellis: Garrison units of same name.

25.5 In the US Army Recruit Box

2/5 & 22nd Infantry, 4 & 5 Cavalry, friendly Irregulars.

25.6 Cards

Shuffle all US Army cards together and place them face down.

26.0 GAME LENGTH

The game lasts 11 turns, March to September 1876. Certain months have only one turn owing to weather conditions.

27.0 HOW TO WIN THE GAME

The US Army player wins the game if at the end of the game there are six or more Indian units in the deadpile. The Indian player wins the game if at end of the game there are four or more US Army units in the deadpile; or, the Indian player wins if at the start of his own turn Indian units occupy at least three of the following points: Helena, Fort Fetterman, Oregon Trail, Black Hills.

Note: any other result is a draw.

28.0 PLACING RECRUITS

Recruits may not be deployed in spaces containing enemy units. Otherwise, place recruits as listed.

US Army. Land units are placed in US Army bases and US Army occupied Forts (including the fort marker). The river fleet is placed on a base on a river.

Plains Indians. These are placed in spaces occupied by Indian Camps. Akacitas may be placed on any Indian unit.

29.0 REPLACING ELIMINATED UNITS

When the following units are eliminated, they are placed in the Recruit Box (not Deadpile), eligible to be recruited as replacements.

US Army Garrisons

Supply and Fort units

Indian Akacita and Agency units

30.0 SPECIAL RULES

30.1 US Army Contingents

There are three US Army contingents: the Terry Column, the Crook Column and the Gibbon Column. Each is moved separately via card play.

30.2 Indians

Generally, the Indian player may move a limited number of units per card. Certain cards will allow for the movement of all Indian units (such as *Sitting Bull*).

30.3 US Army Bases

Only US Army units may enter base spaces (they are garrisoned by troops not otherwise shown in the game).

Note: forts are not bases. Bases count as US Army supply sources.

30.4 Breakoff

Only leaders, irregular cavalry, regular cavalry and fleets may break off.

30.5 Indian Supply

All Indian Camps, and all Indian units within two spaces of an Indian Camp are in supply (regardless of intervening units).

30.6 Akacita Supply

The Akacita unit is always in supply, no matter where it is on the map.

30.7 Fort marker

There is one fort marker in the game. It may be built by any US Army infantry unit per the fort rule.

30.8 Special Cards

If the US Army player picks the *Sheridan Takes Command* card, that player has the option to either: 1) play that card immediately and then remove it from the game; or 2) pick another card and reshuffle it back into the deck without playing.

If the US Army player picks the *Nelson Miles* card and the condition on the card is not in effect, pick another card and reshuffle it into the deck without playing.

If the Indian player picks a card that states "Remove from play on a die roll of 1-3," roll one die after play and remove it from the game if the die roll is within that range. Otherwise, place it in the discard pile.

Battle Results Table

Die roll	Gatling Firing	All other units firing
1	-	-
2	-	-
3	-	-
4	Panic one enemy unit	-
5	Panic one enemy unit	Panic one enemy unit
6	Eliminate one enemy unit	Eliminate one enemy unit