

In late 1864, due to the continual raids on the wagon trains traveling along the Sante Fe trail, Kit Carson and an expeditionary force were sent out by General Carleton to raid the Comanche and Kiowa winter camps.

Carson's force discovered the Indians camped along the Canadian river near the abandoned ruins of the adobe fort and attacked. The initial camp they encountered was small but a much larger camp was nearby and Carson soon found himself in a veritable wasp nest of Indians braves. Carson dismounted his Cavalry troops, and through the skillful use of grass fires and two howitzers, repelled the fierce assaults of the Indians. By the end of the day, running low of ammo, Carson managed to withdraw his forces back to the safety of his infantry reserves and the supply wagons.

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2. GAME COMPONENTS

A. THE GAME

The Battle of Adobe Walls game consists of:

- 1 - 22"x 34" Map
- 352 - Counters
- 1 - 24 page Rules Book
- 7 - 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 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 or Infantry companies, Howitzers and Crews, Scouts, Indians, the Pack Train, 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 movement rate. Units that dismount must deploy Horse/Pony Holders to maintain control of their mounts.
- **Prone:** Prone units are lying flat on the ground. Only dismounted units may be prone. Being prone reduces the chances of suffering fire combat casualties, but it also reduces a unit's fire combat strength. Units behind breastworks are always prone.

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

- **Good Order:** A unit's normal condition. The unit is not in one of the three conditions listed below.
- **Disrupted:** The unit is slightly scattered and somewhat confused due to enemy action. It can recover (regain control) from disruption by expending movement points during the Movement Phase. Disruption affects fire and Melee Combat, and morale checks.
- **Pinned:** The unit is suppressed and unable to move due to enemy fire, using any available cover and concealment to avoid the enemy fire. Units may recover from the effects of being pinned during the Rally Phase. Being pinned affects Fire and Melee Combat, rally and retreat attempts, and morale checks.
- **Routed:** The unit has lost all cohesion due to enemy fire or close combat. It is unable to function normally. Units may recover from the effects of being routed during the Rally Phase. Routed units may not engage in Fire Combat and are affected during Melee Combat, morale checks, rally/retreat attempts, and Zone of Control.

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

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

E. MELEE COMBAT: Melee Combat represents hand-to-hand 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. This modifier is applied to 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, Howitzers and Crews, Horse Holders, Leaders, Pack Train Personnel, Pack Trains, 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: Retain all fractions unless specifically instructed not to do so in a specific rule. Die rolls: 1d6 = 1 six-sided die, 2d6 = roll 2 six-sided die 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 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:

- Fire at full strength, cannot move during the movement phase.
- Fire at ½ strength, move ½ movement allowance.
- No fire, full move.

Mark units that fire with the appropriate fire marker.

C. Movement Phase. The Phasing Player moves all routing units first. Attempt to free stuck howitzers. After that he may move all, some, or none of his non-routed, non-pinned units as he desires. He may mount, dismount, go prone, and low crawl units. The US player may build breastworks. The Non-phasing player's units may not move during this phase, but they may conduct Opportunity Fire as appropriate.

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

E. Advance Fire Phase. The Phasing Player may conduct Fire Combat with his eligible units. Only units that did not fire in the Offensive Fire phase can fire during the Advance Fire phase, even if they moved their full movement allowance (*ex: howitzers may not fire if they moved this turn*). All units that fire during this phase fire 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 declaration and resolution. Howitzers may fire at units initiating melee against their hex. The Non-Phasing Player then has the option to attempt to retreat units (Retreat Before Melee) that are in the target hex of the attacking units.

The retreating units may be subjected to Opportunity Fire, and any effects of the fire combat results. The Phasing Player's attacking units may advance into the vacated hex and/or pursue.

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

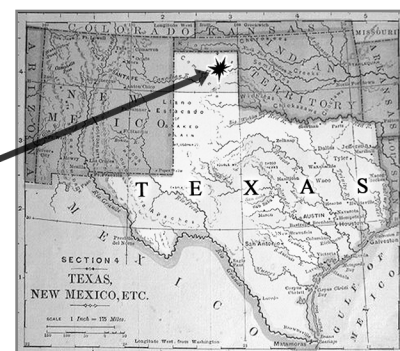
2. Indian Player Turn.

The Indian Player 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 Game-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.

ADOBE WALLS
BATTLEFIELD



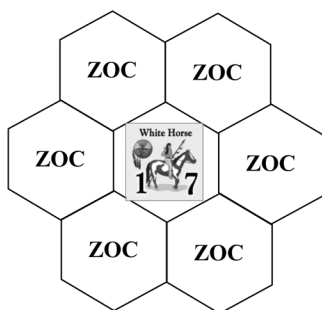
5. ZONES OF CONTROL

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

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

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

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



ZOC's affect withdrawal, retreat, and movement. ZOC's do not extend into impassable hexes or across impassable hexsides. The presence of a Friendly unit in the hex negates the effects of an Enemy ZOC for rules 9F (Withdrawal Fire), 9G (Retreat Fire), and 10I (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 counters may be stacked in a hex.

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

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

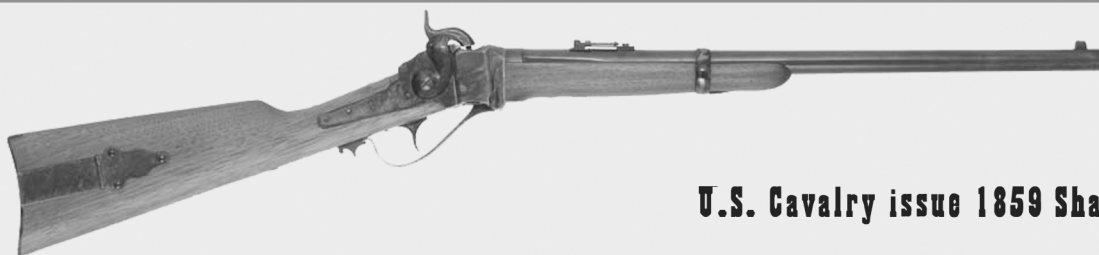
D. LEADERS. Leaders may stack in a hex at no cost.

E. HORSE/PONY HOLDERS.

US Horse Holders count as 1 stacking point per holder counter.

All other Horse and 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.

For 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).



U.S. Cavalry issue 1859 Sharps Carbine

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.

1. **Clear.** 1 MP to enter hex while Mounted. 2 MPs while Dismounted.
2. **Light Woods.** 2 MPs to enter hex.
3. **Marsh.** 3 MPs to enter hex.
4. **Adobe Fort.** 1 MPs to enter hex while Mounted. 2 MPs while Dismounted.
5. **Elevation.** Units moving uphill, Mounted or Dismounted, pay an additional 1MP (beyond the MP cost to enter the hex), for each level crossed. A unit moves uphill when it moves into a hex that has a higher elevation value than the one they are leaving. Some hexes have more than one elevation change. A unit is always considered to be at the highest elevation in a hex.
6. **Canadian River.** 3 MPs to cross at a non-ford hexside.
7. **Creeks.** 1 MP to cross a creek hexside.
8. **Fords.** 1 MP to cross the Canadian River at a ford hexside.

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

- A unit may never exceed its Movement Allowance although it may move less 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 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 $\frac{1}{2}$ strength in the Offensive Fire Phase may spend up to $\frac{1}{2}$ (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 MP 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 1MP 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 award VPs to the opposing player.

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

All US/Scout units may voluntarily exit the western edge of the map on or after turn 23 without awarding VPs to the Indian player.

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.

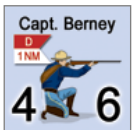


A. MOUNTED. Mounted units use the “Mounted” movement rate on the Terrain Effects Chart for the movement point costs of each hex or hexside.

Mounted units move faster but are easier to hit in Fire Combat and do not shoot as well as Dismounted units.

Only Mounted US Cavalry units may Charge (see Rule 17A Special Rules). A Mounted US unit that receives a pin 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 pin result must retreat 2 hexes instead of being pinned (the unit is Disrupted, however; see 9D1.d).



B. DISMOUNTED. Dismounted units use 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.

Unit
Prone
Status

C. PRONE. Prone units are lying flat on the ground. Prone units may low crawl, fire, or may change mode so that they can move. Prone units are harder to hit but do not shoot as well. A unit or units cannot engage in a Melee Combat attack while prone but they may defend.

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

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



2. Horse Holders. When a Cavalry, HQ or Scout 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. For game purposes this is represented by losing just 1 SP, no matter the size of the unit. When deployed on the map Horse Holders act as, and are subject to, all the rules as any other combat unit. Scouts and the HQ unit use the 0 (zero) strength horse holder counters.

a. Dismounting. Every time a US Cavalry, HQ or Scout unit dismounts flip the counter over to its dismounted side and place a Horse Holder under the unit. The unit pays 1MP to dismount. Notice that the combat factor of US Cavalry units is automatically reduced by one. If this would eliminate the unit (due to casualty points the combat factor would be reduced to zero) the player must abandon its horses (no horse holder counter is deployed) in order to dismount, otherwise it cannot dismount.

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

For example: A horse holder expends 2MPs and ends movement. A dismounted Cavalry unit expends 2MPs to enter the horse holder's hex and spends 1MP to mount. Flipping the unit over to its mounted side it has 3 MPs remaining. Since the horse holder spent 2MPs the Cavalry unit pays an additional penalty of 1/2 of it's remaining MPs, ($1/4 \times 2\text{MPs} = 1/2$). One half of 3MPs is a 1.5 MP penalty resulting in 1.5 MPs remaining for the now mounted Cavalry unit, 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.

5. Lost Horses/Ponies. See 17B 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 Cavalry units are armed with carbines and pistols. US Infantry units are armed with rifles. Indian units are armed with mixed weapons, including bows/arrows, hatchets, spears, clubs, and a wide variety of small arms. The Howitzers are handled somewhat differently. Rules specific to Artillery Fire Combat are discussed in Rule 11 Artillery.

A. PROCEDURE. Combat units may engage enemy units with Fire Combat in adjacent hexes, (unless using Long Range Fire) during the Offensive, Defensive, and Advance Fire Phases within each Player-Turn. Fire Combat may be triggered during the Movement Phase if a unit withdraws, and during the Melee Phase if a unit Retreats Before Melee. Each friendly unit fires **individually** at a **single** enemy target unit (a single enemy unit or one within a stack of enemy units). Leaders may not be targeted if they are attached to a unit. Leaders alone in a hex or stacked only with other leaders may be targeted.

Sequence:

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

B. FIRE COMBAT MODIFIERS. Fire Combat modifiers apply to the unit's combat factor ($\times 1/2$ or $\times 1/4$) or the dice roll (+ or - DRM). All modifiers are cumulative except pinned/prone and breastworks, see the Fire Combat Chart.

1. Terrain. Most of the terrain in *Adobe Walls* 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.
- **Adobe Fort:** -2 DRM if target is dismounted in the Adobe Fort hex.

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. See the Fire Combat Player Aid for the hex density limits and their effects.

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

3. Long Range. Long Range fire is when a unit fires on an enemy unit two hexes away. All combat units can fire at long range EXCEPT for Horse Holders. Units must be dismounted or prone in order to fire at long range. Long Range fire cannot cross a terrain feature that blocks line of sight (LOS) to the target hex. Firing units firing at long range halve their fire combat strength (rounded down), except infantry units which shift 1 column to the left on the Fire Combat Matrix table. 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.

- Wooded hexes, Indian Camps, and the Adobe Fort block LOS. These hexes may be fired into, but units may not fire through such hexes and into another hex.
- Any unit with unit strength greater than 1 blocks LOS, unless that unit is prone, or behind breastworks. If the target hex is at a higher elevation than both the firing unit and the intervening unit, AND the firing unit is not lower than the intervening unit, the LOS is not blocked. Also, if the firing unit is at a higher elevation than the intervening unit the LOS is not blocked.

- An intervening hex (a hex between the firer and the target) cannot be at a higher elevation than both the firer and the target. If there is such a blocking hex then fire combat cannot be traced through the hex. Only blocking terrain or units limit LOS. There is no maximum distance.

D. FIRE COMBAT RESULTS TABLE.

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

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

Unit
Disrupted
Order

a. Disrupted. The affected units are Disrupted. Disruption affects Fire Combat, Melee Combat, and morale checks. (See Player Aid Combat Cards.)

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

Unit
Routed
Order

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

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

Unit
Pinned
Order

d. Pin. When a unit is pinned place a Pinned marker on top of the target unit. Pin has the following effects:

- Cannot move (except to retreat as a result of Melee Combat).
- Fires at half strength.
- Cannot engage in a Melee Combat attack, although they may defend in Melee when attacked.
- Cannot Retreat before Melee.
- Pinned Leaders lose their command radius and may only affect units stacked in the same hex with them.
- Pinned Horse/Pony holders lose their mounts.
- US mounted units must immediately dismount in the hex the pin occurred 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 have a Zone of Control. Routed units can become Pinned (and remain Routed). Routed units that become Pinned cease rout movement in the hex where they were pinned. They are now Pinned and Routed. See Morale and Rally rules for rallying a unit that is Pinned.

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

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

F. OPPORTUNITY FIRE. If a Friendly unit leaves an enemy ZOC during the Friendly Movement Phase or Retreats Before Melee in the Melee Phase, all enemy units exerting a ZOC on that unit may fire at the moving friendly unit before it leaves the hex. Opportunity Fire takes place before the withdrawing unit leaves the hex. When a unit triggers Opportunity Fire, every eligible adjacent enemy unit may fire at a single withdrawing unit. 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). There is no limit as to how many times a unit may use Opportunity Fire during a phase.

Opportunity Fire is resolved as regular Fire Combat, is subject to possible ammunition depletion, and is affected by any die roll or combat strength modifiers as normal Fire Combat. 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 pin result. All firing is subject to ammo depletion.

Opportunity Fire takes place in the Movement Phase and during Retreats Before Melee in the Melee Phase only. Retreats mandated due to Melee do not trigger Opportunity Fire.

Leaders moving by themselves do not trigger Opportunity Fire.

G. RETREAT FIRE. A unit that is forced to 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 two exceptions:

- Units entering the ZOC trigger Retreat Fire
- Retreat Fire occurs during the Combat or Melee Phase.

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 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 occurs during the Melee Phase (only) when a Phasing player declares Melee with any number of eligible (see 10B), adjacent, non-pinned, non-routed, non-prone friendly units against all enemy units in a single target hex.

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

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

Important note: Retain all fractions when adding all the factors of multiple units together. Example: A unit with a strength of 5 and another with a strength of 3 are both halved for low ammo. The 5 becomes 2.5 and the 3 becomes 1.5. Added together they are a combined 4.

- The Melee Combat Results Table is consulted. There are 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 on 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 affect every unit involved in the Melee. Casualty points are distributed amongst the units of the affected side at the owning player's discretion.

B. RESTRICTIONS. The following apply to Melee Combat:

- Attacking units cannot Advance Fire into one hex and initiate Melee Combat into a different hex. If a unit Advanced Fires into a hex it may only Melee into that hex. If it did not fire in the Advance Fire Phase, it may Melee with any unit within the above procedure and the Melee restrictions.
- Any Melee attack that involves a force consisting of at least $\frac{1}{2}$ of it's Melee strength points made up of Infantry receives a +1 DRM.
- All Infantry units defending in a Melee have their current Combat Factor doubled, before any modifications.
- The Melee 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.
- Individual attacking units of a stack (same hex) cannot Melee multiple target hexes. If all the units in a stack are conducting Melee they must all attack the same target hex.
- Melee is not mandatory. Units adjacent to enemy units are not required to engage in Melee, even if other units in the same hex are attacking. Units that are not attacking are not affected by the Melee results.
- The Pack Trains, Horse/Pony Holders, prone units, pinned or routed units, and gun crews may never participate in a Melee **attack**, although they may defend against Melee.

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

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

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. A routed pack train is completely eliminated.

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	DRMs Applied to Melee Combat
Uphill	-1 for each level difference (when attacking uphill only)
Light Woods	-1 if dismounted defender occupies
Creek	-1 if attacking across hexside
Marsh	-2 if defender occupies
Adobe Fort	-2 if dismounted defender occupies
Ford	-1 if attacking across hexside
River	-2 if attacking across hexside

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

Example: A US unit defends in hex 0913 (level 3 clear terrain). The Indian player initiates melee from hex 0914. The Indian unit attacks across a creek from a level 1 clear terrain hex. This attack is modified by -1DRM for the creek. It is also attacking uphill (from a level 1 hex to a level 3 hex), which is a -2DRM for attacking 2 levels uphill. The combining die roll modifier is -3. If hex 0913 was wooded it would have an additional -1DRM included.

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

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

G. PINNED AND DISRUPTED UNITS IN MELEE. A Pinned/Prone or Disrupted unit defends in Melee with a +1 die roll modifier against it (-1 for Pinned/Prone and another -1 for Disrupted). Disrupted attackers receive a -1 DRM.

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

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

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

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

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

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

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

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

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

All retreats must follow the sequence below:

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

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

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

Retreat movement is not considered normal movement. It does not use movement points, terrain costs or movement point allowances. If unable to retreat because it is completely surrounded by enemy units or impassable terrain, the unit is completely eliminated and victory points are awarded.

Units that are forced to retreat off the map are permanently removed from the game. They are not eliminated and do not award 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 Rout status during the Rally Phase.

1. Terms.

- **Mandatory Rout.** Units that receive a rout result from a combat or morale/rally result must conduct Rout Movement. This is a required movement. Mandatory Rout Movement does not end until the unit rallies, reaches a hex where it's Rout Movement ends (listed below), or it exits the map.
- **Initial Rout.** This is the first Rout Movement conducted after receiving a rout result. This movement is shorter than subsequent Rout Movement because it takes into account combat time or the initial stages of panic. Initial rout may end if the unit reaches a hex where mandatory Rout Movement ends or if it exits the map.
- **Subsequent Rout.** This movement includes all Rout Movement after the initial rout move. Subsequent Rout Movement continues until the unit is rallied, reaches a hex where mandatory 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, or during the player's rally phase. He may also voluntarily continue Rout Movement even if the routed unit enters a hex where Mandatory Rout Movement ends.

2. Rout Movement Execution. Dismounted units that suffer initial rout must retreat two hexes (not an expenditure of Movement Points) away from the enemy unit(s) that caused the rout. Mounted units that suffer initial 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.

Any subsequent rout movement is done at 4 hexes (dismounted) and 8 hexes (mounted) until rout movement is no longer mandatory. Routed units that are routed again start a new (initial) rout sequence. Units that rout off the map are permanently removed from the game. They are not eliminated and do not award victory points.

a. US Units. Routed US units that fail to rally must continue to rout retreat towards the Column HQ, the closest non-routed US unit or leader, woods, the adobe fort, or the Pack Train unit (US player's choice). Units that are initially routed and stacked in any of these listed locations must retreat to another eligible location. *For 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 non-routed US unit, leader, wooded hex or the adobe fort. It cannot rout move back to the wooded hex it was routed from.* The retreat route must be the shortest possible distance in hexes (not movement points or across prohibited terrain).

Mandatory US rout movement ends when any of the following occurs:

- The unit is stacked with or adjacent to a non-routed unit, HQ, or the Pack Train.
- Is in a light woods hex.
- Is not in LOS of any Indian combat unit or no Indian combat unit is within 15 hexes of the routed unit.
- The unit rallies.

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

b. Indian Units Indian units rout retreat 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, mandatory Indian rout movement ends. It must still rally to remove the effects of 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 attacks and if forced to defend they Melee at half-strength. Routed units do not have a Zone of Control outside their own hex.

A unit that is routed and suffers additional casualties while in a state of rout will automatically rout (initial rout move) again.

Routed units that become pinned are both pinned and routed, and remain pinned in the hex where the pin result occurred. Place a Pin marker on top of the rout marker. A pinned unit that is routed is no longer pinned; it is routed. Remove the Pin 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. ARTILLERY



Each artillery counter represents an individual 12 lb. mountain howitzer. A crew counter is provided for each howitzer section and must remain stacked with the howitzer in order for the howitzer to move and fire.

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

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

- **Limbered** (hooked to horse team)
Note: Limbered is equivalent to Mounted for fire and melee modifiers.
- **Unlimbered** (deployed and ready to fire).
Note: Unlimbered is equivalent to Dismounted for fire and melee modifiers.

Changing from one mode to the other is a form of movement. It costs 2 MPs for a full strength crew to change movement modes (limber-unlimber) and 3 MPs for a reduced strength crew. When unlimbering, a howitzer may face in any direction (field of fire) the owning player desires (*exception, see Mired below*). Howitzers cannot change modes (limber/unlimber) if Pinned or Disrupted.

1. Limbered. Limbered howitzers move like Mounted units with the following restrictions:

- Cannot move from a Level 1 hex directly into a Level 3 hex.
- Cannot move from a Level 3 hex directly into a Level 1 hex.
- Cannot enter a Marsh hex.
- Each Light Woods hex entered costs ½ its movement allowance (2.5 MP).

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

- Cannot move from a Level 1 hex directly into a Level 3 hex.
- Cannot move from a Level 3 hex directly into a Level 1 hex.
- Cannot enter a Marsh hex.
- Cannot be manhandled across a non-ford Canadian River hexside.
- Cannot be manhandled to Retreat Before Melee Combat.

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

The following results are possible:

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

If the manhandling attempt fails, and the howitzer was attempting to cross a creek or ford hexside, then a check must be made to see if the howitzer has become mired (see below).

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

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

Mired Howitzers. Howitzers moving while limbered may become mired when crossing a Canadian River hexside that does not contain a ford. When a limbered howitzer attempts to cross one of these hexsides immediately roll 1d6 on the Mired Table to see if the move into the hex is successful or if the howitzer becomes mired.

Unlimbered howitzers moving by means of manhandling may become mired when crossing a ford or creek hexside. When an unlimbered howitzer attempts to move across one of these features and fails the manhandling attempt immediately roll 1d6 on the Mired Table to see if the howitzer becomes mired.

The following results are possible:

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

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

To free a mired howitzer the US player rolls 1d6 on the Recover Table at the beginning of any subsequent US Movement Phase. During the turn it is freed a limbered howitzer unit is free to move during the current Movement Phase but with only ½ of its MPs remaining. During the turn it is freed an unlimbered howitzer may not be manhandled into an adjacent hex but may be manhandled to change its Field of Fire.

The following results are possible:

Result	Explanation
Yes	The howitzer is freed.
No	The howitzer remains mired.
No*	The howitzer remains mired. Roll on Wrecked Table for possible wreck.

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

The following results are possible:

Result	Explanation
Yes	The howitzer is wrecked (award 5 VP to the Indian player).
No	The howitzer is not wrecked.

C. Combat.

1. Field of Fire (FOF). Each howitzer has a field of fire. When the howitzer is unlimbered the top of the counter must face one hexside. Reference the Field of Fire diagram on the Howitzer chart. During the movement and combat phase a howitzer may pivot and fire outside its Normal field of fire, changing its primary line of fire (center arrow) without MP cost to any other hexside, but it does so at a penalty when resolving combat.

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

- The crew is in good order, and not prone.
- It has ammunition.
- It is unlimbered.
- It has a target with its LOS and Field of Fire.

Howitzers are eligible to fire within the turn sequence just as a normal combat unit would, except that they cannot fire in the advance phase if they moved. They may fire normally (not halved) in the Advance Fire Phase if they are still eligible to fire (i.e. ammo, not pinned, etc), and did not fire in the Offensive Fire Phase or move in the Movement Phase. They may, however, unlimber and/or pivot in the Movement Phase and still fire. Howitzers have a maximum range of 4 hexes. Howitzers must also have a valid LOS for targeting. Unlike normal combat units howitzers use the Howitzer Fire Combat Chart to resolve fire combat, including their own specific die roll modifiers.

Howitzer Fire Combat Sequence:

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

3. Results. The combat results for howitzer fire are also different than normal Fire Combat.

Result	Explanation
1	One combat unit (non-leader) in the target hex, US player's choice, suffers 1 casualty point. All units in the target hex automatically make a rout move (they are not routed). Roll for Indian leader loss if one is present.
R	All units in the target hex automatically make a rout move (they are not routed).
-	No Effect

4. **Melee.** Unlimbered Howitzers that defend in melee may fire canister at all Indian units that are initiating melee combat against it within its field of fire. Use the Melee column on the Howitzer Fire Combat Chart. Apply any modifiers and roll 1d6. Howitzer's in melee only fire once, with the results applying against all eligible attackers collectively. The resulting number is the number of casualty points applied to any or all attacking units within the howitzer's field of fire. Any unit that takes at least 1 casualty point must immediately make a morale check.

Howitzers may pivot to face an attacker that is outside its field of fire, but it incurs the -1 DRM for pivoting. HE Shell may be used in melee only if canister is not available. Use the 1 column on the Howitzer Fire Combat Chart instead of the M column. All “-” results are considered to have no effect and do not require a rout move result.

Howitzer crews defend in melee as per the basic rules, using their current combat strength (1 or 2). Howitzer crews may never initiate melee, but may always defend against melee. If a howitzer is low ammo and is involved in melee its low ammo status does not apply towards the low ammo in melee modifier (ignore the low ammo status of the howitzer). Limbered howitzers and crews of unlimbered howitzers may retreat before melee. Unlimbered howitzers are marked as abandoned if the crew retreats before melee.

If the melee results in a retreat or rout for an unlimbered howitzer, the howitzer is abandoned and the crew counter executes the retreat or rout. Limbered howitzers execute the melee retreat or rout as normal.

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

Howitzers cannot be destroyed, captured, manhandled, or used by Indian units. At the end of the game each abandoned Howitzer not stacked with at least one US cavalry or infantry unit awards the Indian player 5 victory points.

E. Howitzer Crews. Howitzer crews are combat units with a full strength of 2 and a reduced strength of 1. Crews with limbered howitzers are considered mounted for Fire Combat and Melee Combat, and unlimbered crews are considered dismounted for Fire Combat and Melee Combat. Crews cannot initiate Melee Combat nor can they pursue. They defend in melee as a dismounted non-infantry unit.

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

F. Ammunition.

1. **Basic Rules.** The Low ammo rules for the howitzers are the same as for a normal US combat unit, except howitzers do not run out of canister ammunition (for melee). Ammo depletion is for HE shells only (normal fire combat). On a natural die roll of 1 the howitzer may be low ammo. Re-roll the die. If another 1 is rolled mark the howitzer as being low ammo.

2. **Optional Rules.** If using Option#2 of the Ammunition rules, use the ammunition roster provided. Note that there are two types of ammunition, HE Shell and Canister. HE Shell is used in normal fire combat. HE Shell may be used in melee only if canister is not available. Canister is only used for melee. Howitzers cannot fire at half strength or otherwise mark half boxes. Every time the howitzer fires a full box of the appropriate ammunition type is marked off with an X.

12. UNIT STRENGTH

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

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

13. LEADERS and the COLUMN HQ



Leaders are very important for Rallying routed and pinned units. They also affect Melee Combat, Morale Checks, and Retreat Before Melee attempts.

Depending on the activity, units must be attached to, stacked with, or within the command radius of a Leader to benefit from the Leader's modifier.

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

If there is a single unit in the hex, the Leader is placed on top of the unit and is considered attached to it. If the unit is pinned, retreats or is routed the Leader is also pinned and must retreat/rout with the unit. A Leader must be attached to a unit in Melee in order to apply his Leader's modifier to the Melee Combat.

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

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

Leaders may only change attachment during the Rally Phase or at the instant combat results are applied to the unit it is attached to.

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

C. LEADER EFFECTS.

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

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

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

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

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

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

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

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

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

- **Mortal Wound.** Leaders will die on the field unless they are evacuated (moves) to the Pack Train or to the Column HQ (US), or village (Indian), and even then they may still die.
- The owning player immediately rolls one die. Add this result to the current game turn. The Leader will die during the Rally phase of that Player Turn unless he is moved to the Pack Train, Column HQ, or village hex before the Rally phase of this turn and successfully rallies. During the next Rally Phase after the wounded Leader reaches the Pack Train, Column HQ, or village hex, roll 1d6 (no modifiers) and consult the Rally table. If he passes (result = Yes) he will live and becomes severely wounded (see below). If he fails (result = No) he dies and the Killed VPs are awarded instead of the wounded VPs. If this turn is beyond the last turn, consult the Rally table at the end of the game (use no modifiers).
- Leaders may not be abandoned. A mortally wounded US Leader must either remain stacked with a unit or move (individually or stacked with a unit) using all of its available movement points, directly towards the Pack Train or Column HQ counter (if in play) during each friendly Movement Phase, until he reaches one of these locations.
- A mortally wounded US or Indian Leader's movement allowance is permanently reduced to $\frac{1}{2}$ the normal (front side) movement 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 moderately wounded Leaders to their wounded (reverse) side. There is no additional effect other than the reduced ratings on the counter.

- **Light Wound.** No effect.

2. Howitzer 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 Chart. 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. The US player has two Replacement leaders (captains). These are used to replace killed, mortally, or severely wounded Leaders. The replacement Leader is immediately placed in the hex when the other Leader receives his wound. The replacement Leaders may only replace LTC Abreau or MAJ McCleave.

Colonel Carson 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 Carson will have to assume the role of another available leader while the next highest leader on the map assumes the role of the US commander.

If Carson 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: Colonel Carson is killed. LTC Abreau (if present) assumes overall command and Major McCleave replaces LTC Abreau as second in command. The US player elects to add a Captain Replacement Leader and places him with LTC Abreau.* The following is the command rank structure for replacement:

Col. Carson → LTC Abreau → Maj. McCleave



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

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

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

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

4. Restrictions. As long as Colonel Carson is not killed or mortally wounded the HQ unit must always be within his command radius. If separated it must move, using all available MPs, until it is within his command radius. If Colonel Carson 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.

14. MORALE CHECKS AND RALLY

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

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

Result	Explanation
Disrupt	Unit is disrupted.
r1/Disrupt	Unit is disrupted and retreats 1 hex.
r2/Disrupt	Unit is disrupted and retreats 2 hexes.
Pin	Unit is pinned (Rule 9D.1.d).
Rout	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 the pin 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 Pin marker) during the player's Rally Phase. Pinned units that are adjacent to an enemy combat unit must attempt to Rally during the player's Rally Phase.

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

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

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

15. AMMO SUPPLY

All combat units, except the pack train and horse holders, are subject to ammunition depletion during Fire Combat. US combat units may be re-supplied by the Pack Train. The ammo marker used with the pack train represents small arms ammunition only. Howitzer ammo re-supply is tracked differently. Indian combat units re-supply from any camp of the same tribe. Units are marked with a Low Ammo marker when they are ammunition depleted.

Unit
Low Ammo
Status

A. AMMUNITION DEPLETION. Each time a unit engages in Fire Combat and an unmodified dice roll of five (5) is rolled, the unit is possibly low on ammunition. Re-roll one die. A result of 1-3 means the unit is ammunition depleted and marked with a Low Ammo marker. **Exception:** *The Pack Train and Horse Holders never suffer Ammunition Depletion.*

B. LOW AMMO EFFECTS.

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



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

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

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

Any number of eligible units may re-supply its ammunition during the phase as long as ammunition remains in the pack train to distribute or in a camp. The pack train can issue ammunition and build breastworks during the same turn.

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

2. Howitzer. Each howitzer may only re-supply once from the pack train. No markers are used to track howitzer ammunition. Make a note when a howitzer re-supplies with ammunition. Howitzers only re-supply with HE Shell. Canister is never subject to depletion. If a howitzer that has re-supplied once goes "low ammo" a second time it cannot re-supply and will remain at "low ammo" for the rest of the game.

D. AMMUNITION SUPPLY- OPTIONAL RULES.

Upon mutual agreement players may use one of the following optional ammo rules.

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

Option #2. (use Ammo Roster sheet) Each Cavalry, Infantry and Scout unit has 10 ammo points. Each Howitzer unit have 10 HE and 4 Canister ammo points. Each time a unit fires place an [X] in an ammo box. Cavalry, Infantry and Scout units may intentionally fire at half strength (before any combat strength modifiers) and mark only half a box with a slash [/].

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

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, 10 HE Shell and 4 Canister ammo points that it may use to replenish low ammo units. Each time a manned (not abandoned) Pack Train suffers a casualty point in melee, reduce the ammo points available by 5 small arms, 2 HE Shell and 1 Canister for each casualty point loss.

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

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

16. PACK TRAIN



The Pack Train is considered a combat unit, although it is restricted in its capabilities. Each Pack Train counter counts as 6 combat factors for stacking and combat, and has a unit strength of 6 (for casualties, ammunition and elimination). Each time it takes a casualty point the Pack Train counter is flipped to, or replaced by, the next lower size value. 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 ammunition re-supplies one Low Ammo 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 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 mandatory (not voluntary) rout result place a Pack Train Personnel counter and an "Abandoned" marker on top of the Pack Train. If the Pack Train has suffered losses place the appropriate loss marker under the Personnel counter. The Pack Personnel unit must execute the rout and is affected by all the effects of rout.

The Pack Train is abandoned and an "Abandoned" marker is placed on top of the pack Train. 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 Pack Train Personnel unit has taken a loss, the Pack Train's Personnel unit counter remains under the pack train counter. If the Personnel unit is eliminated mark the Pack Train as abandoned.

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 ZOC.

Pack Train Personnel units may be used as replacements for Infantry or Cavalry units (only). If the Pack Train counter is eliminated separately from the Pack 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.

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 within 2 hexes of the Personnel unit. The unit receiving these replacements cannot be routed or pinned and the path cannot be across prohibited terrain or through an enemy ZOC. The receiving unit may move fully during the same movement phase. Infantry and Cavalry strength points may be used to replace Pack Train Personnel strength points using the same procedure.

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, 2 HE Shell and 1 Canister box for each casualty point loss).

D. VICTORY POINTS. 5 VPs 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.

17. SPECIAL RULES



A. CAVALRY CHARGE. Mounted Cavalry units (only) may declare a Cavalry Charge during the US player's movement phase. Cavalry units that charge receive a temporary strength point bonus of one half (1/2 rounded up) of that individual unit's strength, added to their Melee Combat strength. A one strength point (1SP) unit gets a temporary strength point bonus of one additional strength point (1SP). This is calculated after any modifications to the unit's strength (low ammo). The unit also gains 1 additional MP to their movement point 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.
- The unit cannot change more than one level of elevation during the entire charge movement.

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 without horses on the reverse side, so these units are removed from play. Horses may be intentionally abandoned by simply flipping the unit over to its "mount-less" side. Except for Indian VPs (see below), 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:

- The 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.
- Howitzers do not gain a benefit from breastworks (other units stacked with them may still qualify for the modifier and affect the combat die roll).

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 6 and only 3 may be built from any one Pack Train. At the end of the US player turn place the unit under the breastwork. All units under a breastwork marker are considered 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 breastwork modifier.

If the hex is vacated leave the breastwork 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 breastwork and cannot move for the entire movement phase. Remember, that each pack train only has enough boxes and barrels to make 3 breastwork markers. Any breastwork 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.

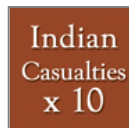
Ammunition remains on the wagons, therefore the ammunition levels are not affected by breastwork construction.



D. GRASS FIRES. Both players may set the grass on fire during the movement phase. The number of hexes that may be set on fire during the game is limited to the number of unused grass fire counters for each side. Once they are used the markers are permanently removed from play.

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

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



E. Indian Casualty Limits. The Indian player has casualty limits that impose the conditions and restrictions listed below. For each Warrior unit (not leader, pony holder, or camp) casualty suffered by the Indian player advance the x1 marker by one. Use the x10 marker to indicate 10's.

1. Victory Points. At the beginning of the game each Indian casualty point awards 1 VP to the US player. When the Indian casualties reach 14 the US player is awarded 2 VPs per loss (counting the 14th loss as 2VP).

2. Melee Restriction. When the Indian casualty count reaches 20 the Indian player may no longer initiate Melee Combat, except when either:

- a. The target hex is within 5 hexes of any unburned Indian camp hex.
- b. A warrior unit is stacked with a leader.

Once the melee restriction is met it remains in place for the rest of the game.

18. INDIAN CAMPS



There are two separate Indian camps in the game, Kiowa and the Combined Comanche/Kiowa camp. Camps are alerted as a whole (all units within the specific camp). Alert occurs during the US or Indian players movement phase (combat units).

A. CAMP ALERT.

1. Kiowa Camp. At the start of the game Dohausen and the Kiowa camp located along Carson Creek are alerted to the presence of the US soldiers. Those units listed with this camp (warriors & ponies) are alerted and may move normally within the following guidelines:

- They may be mounted or dismounted at the Indian player's option at the start. If dismounted, place four pony holders in any hex within two hexes of a warrior unit or camp.
- These units are alerted and may move and fight normally. The units are marked with red movement and combat factors for easy identification.

2. Combined Kiowa/Comanche Camp. The combined Kiowa/Comanche camp (which includes all the leaders, ponies and combat units listed at that camp) may not move until the camp is alerted. Once alerted all Indian units and counters move as described below. There are several ways that the camp may be alerted:

- Any unit (warrior leader or pony holder) enters any one Combined Comanche/Kiowa camp hex (Indian Player's Movement Phase). This also alerts the pony herd (see Pony Herd, below)
- A US unit moves within 5 hexes of a Combined Comanche/Kiowa camp or pony herd (US Player's Movement Phase). This alerts both camp and pony herd.

Once the camp has been alerted the Indian player may move units during the subsequent Indian movement phase as follows:

- **Warrior Units:** The Indian player rolls 1d6. The result is the number of units that may move normally during the turn it was alerted.

- **Pony Herd:** The Indian player rolls 1d6. This is the number of pony herd counters that are flipped over to their pony holder side (gathered by the boys that tend the herd). These units may then move normally. A scattered herd must be gathered or captured.

Additionally, when an Indian combat unit enters a pony herd hex it flips over one pony herd counter to its pony holder side. It may now mount using this pony holder unit if it has enough MPs remaining. All rules for mounting/dismounting now apply normally.

After the initial turn of alert all subsequent alert rolls use 2d6 and are conducted at the beginning of the Indian Player's Movement Phase. Continue activating units (warrior and herd) until all units are activated.



B. LOOTING. A US Cavalry and Infantry unit that is not mounted, disrupted, pinned or routed may loot any camp counter that does not contain an Indian unit and has not been burned or already been looted. The US unit must begin the turn in the camp hex and then spend the entire turn's movement phase in the camp hex. Mark the camp as Looted and award the US player 1 VP. It cannot perform any other activity, including firing or melee. If it does conduct an activity then the looting attempt is halted, the camp is not looted, and no VPs are awarded.



C. CAMP BURNING. A US Cavalry and Infantry unit that is not disrupted, pinned or routed may burn any camp counter that does not contain an Indian combat unit or US unit of any type. The unit must enter the camp hex, the player declares that he is burning the camp, and spends 3 additional MPs. The unit must exit the hex during the same movement phase. If it does not have remaining MPs, or enough MPs to exit the hex, it may move one hex at no cost. It may not conduct any other activity during or as a result of this free move (i.e. change mode). Flip the camp counter over to its burned side and award the US player 1VP for each burned counter. The burning camp counter remains in the hex until the next US player's movement phase. It then burns out and is removed. While on the map a burning camp is prohibited terrain and blocks LOS.

19. PONY HERD



for the pony holders.

A. STACKING. A maximum of two pony herd counters may stack in a hex at the start of the game. Once gathered, normal stacking rules apply

B. GATHERING THE HERD. Except for the Kiowa units with Dohausen that start in the vicinity of the Kiowa camp, all Indian units start the game dismounted and cannot mount until they gather their ponies. When an Indian combat unit enters a pony herd hex it flips over one pony herd counter to its pony holder side. It may now mount using this pony holder unit if it has enough MPs remaining. All rules for mounting/dismounting now apply normally. This is in addition to the Rule 18A (Camp Alert/Pony Herd bullet), when the village is alerted and the ponies are gathered by the pony herd boys.

D. CAPTURE AND SCATTER

1. Capture. US Scouts (only) may capture Indian ponies. When a Scout unit enters the hex with a pony herd the US player immediately consults the Capture Ponies table and rolls a die. A Yes result indicates that the pony herd is captured. Each scout unit may capture a maximum of 1 pony counter. The captured pony herd counter must remain stacked with the scout unit in order to remain under control. While controlling a herd the Scout unit can only move as though it is dismounted. It may remain a mounted unit if it has horses, and counts as a mounted unit for all combat purposes, but it still moves at the dismounted unit rate. Victory points for these ponies are not awarded until the scout unit exits the western map edge (permanently) with the ponies. If the scout unit conducts fire or melee combat, or it becomes pinned or routed, the ponies are abandoned and they scatter.

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

- A failed capture attempt.
- If there are two pony herd counters in the hex, and only one is captured, the other will scatter.

- The Scout or US Cavalry or Infantry unit purposely scatters the herd. A Scout or Cavalry unit that purposely scatters a herd must spend at least one MP in the hex and then remain in the hex for the rest of the current movement phase. If two herd counters are in the hex scatter roll for each one separately.

Procedure: Roll 1d6 and consult the scatter diagram on the map. This is the direction the ponies will move. Roll 2d6 for the distance and immediately move them the indicated number of hexes. They remain there until captured or scattered by US Scout, Infantry or Cavalry units or an Indian unit moves into the hex and gains control of them. Herds that scatter move off the map are permanently removed from the game. No VPs are awarded when they exit the map.

3. Gathering Lost Ponies. Scattered ponies may be gathered by pony holders. Each time a pony herd scatters and completes its scatter move the Indian player consults the Lost/Abandoned Horses chart and rolls 1d6.

Result	Explanation
Yes	The ponies are gathered by the pony holders. Flip the herd counter over to its pony holder side.
No	The herd remains scattered for the rest of the game end unless it is captured.

20. GAME SET UP

A. Historical Scenario.

1. Indian Player: The Indian player sets up first.

a. Kiowa Camp: Set up the following camps, one per hex, adjacent to Carson Creek between hex 0808 to 0911:

- 4x Kiowa Camps

Set up the following units, mounted or dismounted*, in any hex adjacent to or in a Kiowa Camp hex:

- 1x Leader Dohausen
- 4x Kiowa warriors:
 - Kicking Bird, Lone Wolf
 - White Horse, Wooden Lance

*If dismounted, place four pony holders in any hex within two hexes of a warrior unit or camp.

b. Kiowa/Comanche Camp:

Within the following boundaries set up the following Kiowa and Comanche camps (one camp per hex):

Hex Boundary 3909-3913-4416-4515-4512-3909

- 2x Kiowa Camps*
- 16x Comanche Camps

* Kiowa camps must set up adjacent to each other and cannot be adjacent to a Comanche camp.

Place the following units on the map, one unit per camp, then place the leaders in any camp hex.

- 2x Leaders - Satanta, Ten Bears
- 2x Kiowa Warriors
 - Sitting Bear, Big Tree
- 16x Comanche Warriors
 - He Bear, Bull Elk, Wild Horse, Iron Shirt
 - Iron Mountain, Crazy Dog, Big Bow
 - White Man, Over the Buttes, Black Eagle
 - Broken Arm, Wolf Calf, Eagle Feather
 - White Wolf, Green Horn, Leather Cape

Place 16 pony herds within three hexes of hex 4206 and not adjacent to a camp hex. Up to 2 herds may be stacked per hex.

2. US Player: The US player sets up his forces second. Units may be mounted and/or dismounted*:

Place the following units on the map in any hex or hexes along the western map edge (hexrow 0101-0121):

- 2x Leaders Carson, McCleave
- 3x Cavalry Co. B, K, M / 1CA
- 2x Cavalry Co D, M / 1NM
- 2x Howitzers Sec1, Sec2, K / 1CA
- 3x Scouts 1, 2 J.Apache, 1 Ute

* If dismounted, place horse holders within 2 hexes of a US unit.

*The historical scenario does not include LTC Abreau, the Infantry, and the pack train)

3. Admin: Place all the US VP counters on the 0 box of the US VP track. Place the Indian x1 VP counter in the 5 box of the Indian track and place the x10 in the 0 box. The Indian player begins the game with 5 VPs for the Adobe Fort. Place both Indian casualty counters on the Indian VP track. Place the turn marker, US side up, on the 1st box of the turn track.

B. Alternate Scenario.

Set up as the Historical Scenario above, plus add the following:

Prior to the start of the game the US player secretly rolls 2d6. The result is the turn number that the following units enter anywhere along the western edge of the map:

- 1x Leader Abreau
- 1x Infantry Co.A / 1CA
- 2x Pack Trains A and B

21. VICTORY CONDITIONS

Victory Points (VPs) are awarded as they occur or at the end of the game. See the Victory Chart to find out what situations or conditions award VPs to each player. As VPs are gained or lost, and Indian casualties are taken, adjust the appropriate markers on the VP track.

- Adobe Fort: Award +5 US VPs the first time a US unit, but not a scout unit, occupies the hex. These VPs are awarded once per game.
- +1 or +2 VPs are awarded to both sides for losses due to fire and melee combat results.
- +10 Indian VPs if Carson is killed, +5 US VPs if Dohausen is killed.
- +5 Indian VPs are awarded for any US Leader other than Carson killed and if the pack train is eliminated.
- +5 Indian VPs for each howitzer section eliminated or abandoned.
- +4 US VPs for each Indian leader other than Dohausen killed.
- +2 Indian VPs for each US Leader wounded (including Carson).
- The Indian player receives +1 VP for each US combat factor that voluntarily exits the map prior to turn 23. He does not get the VPs if the US player is forced off the map due to a combat result or morale condition.
- -1 VP is deducted from the US player for each US Unit marked Low Ammo (basic rules) at the end of the game. All US Cavalry, Infantry, and scout units with 3 or fewer ammo boxes available (optional rules) at the end of the game are considered Low Ammo for VPs. Howitzers with 3 or fewer HE/Shell are considered low ammo.

- -1 VP is deducted from the US player for each ammo point (Basic Ammo rules) or every 10 ammo boxes (Optional Ammo rules) drawn from a Pack Train.
- +1 Indian VP for each Lost/Captured US horses (see Lost/Abandoned Horse Chart).
- +1 US VP for each unburned camp looted.
- +1 US VP for each camp burned.

The four Kiowa camps located near Carson Creek cannot be looted or burned until turn 14. On turn 14, or any turn thereafter, award the US player VPs for each Kiowa camp looted and/or burned, as shown on the VP list on the game chart.

Both Scenarios end at the conclusion of turn 32, at which time the winner of the game is determined.

Victory Points are tallied and players calculate their VP totals as a ratio and compare it with the Victory Levels Chart found on the map to determine the game's winner and the level of victory.

22. DESIGN NOTES

The battle, also known as the **First Battle of Adobe Walls**, was one of the largest battles between U.S. and Great Plains Indians.

Kit Carson was given command of the US forces, marching out of New Mexico on November 3rd. His mission was to find the Comanche and Kiowa winter camps and eliminate this threat to the settlers that were moving into and through this area of the Texas panhandle. The weather was harsh and cold, with snow at times up to two feet deep. The Indian camp was reached on the 26th of November, 1864.

Carson's initial strike hit Dohausen's Kiowa camp, which had many sick and elderly villagers. After initially facing Carson's men Dohausen retreated to the main camp to warn them of the soldiers' attack.

As Carson reached the Adobe Fort the warriors of the combined Kiowa/Comanche camp came out to oppose him. Carson was surprised by the number of warriors he was up against and quickly went into a defensive position. Fortunately he had two mountain howitzers with him and it was his skillful use of them that ultimately saved his command from a disaster.

Eventually he withdrew, using grass fires as cover, to the Kiowa camp he attacked earlier along Carson Creek. There he looted and burned the camp. The next day he withdrew and returned to New Mexico.

This battle shares many similarities with Little Bighorn. The battle features a famous US leader in Kit Carson attacking a large Indian camp along a river with a much smaller US force. He is also temporarily separated from the pack train and the size of the Indian force was greatly underestimated.

The most valuable asset the US player has is the mountain howitzer sections, and their use is critical to winning the game. The Indian player, caught by surprise in his winter camp, must recover from this attack and counterattack to protect his families and possessions. Comanche warriors, once alerted, will slowly gather and build up in force. The Indian player must find a way to minimize the effects the howitzers have on him and inflict prohibitive losses on the US player. The US fire power is strong, and the howitzer is devastating at close range, so the Indian player must be very careful when he picks and chooses when and where to close in for melee.

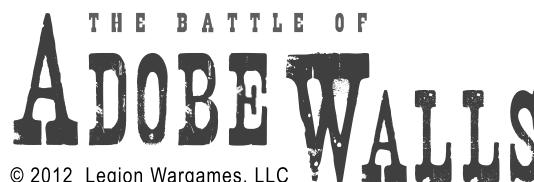
Skirmish warfare requires the average wargame player to change his style of tactics. Brute force will usually end in complete failure for the attacker. To be effective most of the shooting should be at long range. Both sides need to work on causing disruption, pins, routs, and if possible, casualties, while at the same time trying to isolate units that can be attacked at very favorable odds in close combat. It will take some practice and getting used to, but it will all come together in the end.

The
Indian Wars of the American West
series will include the following games:

- **Battle of Adobe Walls** – Vol. I
- **Battle of the Rosebud** – Vol. II
- **Battle of the Little Bighorn** – Vol. III

INDIAN WARS OF
IWAW
THE AMERICAN WEST

Master Sequence of Play



1. US Player Turn (Phasing Player).

A. Rally Phase. The Phasing Player may attempt to rally pinned and routed units, and may re-supply eligible units with ammunition.

B. Offensive Fire Phase. The Phasing Player (only) may fire eligible units. Mark units that fire with the appropriate admin marker.

C. Movement Phase. The Phasing Player may attempt to free stuck guns. The Phasing player may move all, some, or none of his units as he desires. He may mount, dismount, and low crawl units. The US player may construct breastworks. The Non-phasing player's units may not move during this phase, but they may conduct withdrawal fire as appropriate.

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

E. Advance Fire Phase. The Phasing Player may conduct Fire Combat with his eligible units.

F. Retreat Before Melee Phase. The Phasing Player announces his melee attacks for the Melee Phase. The Non-Phasing Player then has the option to attempt to retreat units that are in the target hex of the attacking units. The retreating units may be subjected to withdrawal fire, and any effects of the fire combat results. The Phasing Player's attacking units may advance into the vacated hex.

G. 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. Each melee combat is resolved and the melee results are immediately applied. The phasing player determines the order that each separate melee combat is resolved.

H. End of Phasing Player's Turn. Flip the turn marker to the Indian (reverse) side. Decrease US grass fire numbers by 1. Check Indian casualty level.

2. Indian (Non-Phasing) Player Turn.

The Indian (Non-Phasing Player) becomes the Phasing Player and proceeds to follow the Phasing Player Sequence (steps A through H) as described above.

3. End of Game Turn.

The Game-Turn Marker is advanced one space on the Game-Turn Record Track.



Game Credits

Game Design: Michael Taylor

Game Development: Dave Moseley, John Heim, Randy Lein

Playtesting: Dave Moseley, John Heim, Brian Mosley,
Douglas Koupash, Steven Moseley, Joseph Pilkus

Graphics: Brandon Pennington, Randy Lein

Production Coordination: Randy Lein

