

Harvest the Wind

A microgame of tactical combat in the 19th Century American West.

I. Sequence of Play. Each turn is played in phases performed in the order outlined below. The Indian player always goes first.

1. **Offensive Fire Phase**
2. **Movement Phase**
 - a. **Phasing player moves units one at a time.**
 - b. **Non-phasing player may perform Opportunity Fire and Defensive Fire.**
3. **Melee Combat Phase**
4. **Rally Phase**
5. **Advance Turn counter.**

II. Fire Combat. Fire Combat is used by the phasing player during the Offensive Fire Phase and by the non-phasing player to conduct Opportunity and Defensive Fire during the phasing player's Movement Phase.

A. Determining Hits

1. The phasing player specifies the firing unit and the target. A firing unit must be stacked with a Weapons counter and it must have a Fire Combat Effectiveness rating (F0, F1, or F2 printed in the upper-right-hand corner of the counter). A unit may only perform Fire Combat once per Fire Combat Phase and/or once during an enemy Movement Phase using only one Weapons type, even if two are carried (EXCEPTION: See Defensive Fire).
2. Verify that a Line of Sight (LOS) exists between the firing unit and the target. Some Terrain types (see the Terrain Effects Chart, or TEC), units (friendly or enemy), and some other counters (see TEC) may block LOS. If in doubt, place a straightedge between the center of the hex containing the firing unit and the center of the hex containing the target unit. If the straightedge passes through any portion of a hex containing Terrain or counters listed as blocking LOS in the TEC, the LOS is blocked. LOS is not blocked by the edge or corner of a hex containing LOS-blocking terrain or counters. LOS is not blocked by Terrain or counters in either the firer's or the target's hex. Terrain is assumed to be Level 1 unless otherwise indicated by background color. A LOS is blocked by an intervening Level 2 or Level 3 hex only if either the firing unit or the target unit (or both) is on a lower level than the intervening hex. Being on a Level other than Level 1 has no effect on tracing LOS through other types of blocking Terrain or counters.

EXAMPLE: An Indian unit is on a white (Level 1) hex and an Army unit is on a hex partially white and partially light tan (Level 2). All intervening hexes are white and contain no markers. A LOS exists between these two units. A Woods hex or Lodge marker, for example, between the two units would block LOS.

3. Count the number of hexes between the firing unit and target, counting the target's hex but not counting the firer's hex to determine range.
4. Look up the "to hit" number in the Fire Combat Table (FCT) for the weapon and range. Scenario rules state what weapons are represented by a particular Weapons counter. If there is no entry in the FCT for the weapon and range, the firing unit may not fire. Leaders may use Weapons type "P" only.
5. Roll 1D6 and subtract modifiers for a target in Cover, "Low Ammo" status, Hidden counters, or other applicable effects. Add the firing unit's Fire Combat Effectiveness (0 for F0, 1 for F1, etc.) to the die roll.
6. If the modified die roll is equal to or greater than the number listed in the Fire Combat Table (FCT) for the weapon firing and range, the target unit is hit. Otherwise, there is no effect.

EXAMPLE: A 1-4-5/F2 cavalry unit stacked with an "R" Weapons marker (a Carbine, according to the scenario description) fires at an Indian unit in Tall Grass two hexes away. The die roll is 3. The Fire Combat Effectiveness of the unit (2) is added to the die roll, but the Tall Grass provides Cover, so subtract 2. The result is a modified "3." The FCT lists a minimum to-hit number of "4," so the Indian unit is not hit.

B. Hit Results

1. **Dismounted units.** An unrouted dismounted unit that is hit is immediately flipped to its "Pinned" side. A unit in an Open hex (not under Cover) which is hit and "Pinned" must immediately make a morale check. Roll 1D6 and apply any modifier due to Leaders or Medicine. If the modified die roll is equal to or less than the printed Morale Strength of the unit, the unit passes the morale check. If the unit does not pass the morale check, it routes.

3. **Mounted units.** An unrouted mounted unit hit during by Fire Combat may move up to four hexes to a hex that is further away from the nearest enemy unit. It must then dismount either into the same hex or into an adjacent hex, and is flipped to the “Pinned” side. If the unit dismounts into an Open hex it must pass a Morale Check or it routes.
4. **Routed units.** A routed unit must move up to four hexes to a hex that is under cover and further from the nearest enemy unit than when it started. If the routed unit cannot reach a hex that meets both conditions, the unit is eliminated.
5. **Pinned units.** Pinned units may not move (except when routed) or perform Fire Combat. Pinned units may perform Melee normally.

C. Abandoning Weapons.

1. Weapons counters may not be voluntarily destroyed but they may be abandoned. Units which are eliminated by Fire Combat or Melee and units that are routed must abandon any weapons they are carrying. (EXCEPTION: Weapon type “P” counters are never abandoned.)
2. If the Weapon counter is Low Ammo side up, remove it from play. If it is normal side up, flip it to the Low Ammo side and leave it in the hex vacated by the eliminated/routed unit. (EXCEPTION: Weapon type “S” counters are removed from play if abandoned.)
3. Abandoned Weapons counters may be picked up anytime during the Movement Phase by units with a Fire Combat Effectiveness.

D. Low Ammo. Some scenarios call for Low Ammo rules to be in effect.

1. For these scenarios, whenever a firing unit rolls an unmodified “1”, the Weapons counter is flipped to the Low Ammo side. If the Weapons counter was already on the Low Ammo side, or if the Weapons type is “S” or “P”, the Weapons counter is removed from play.
2. Units firing with Weapons counters Low Ammo side up suffer a -2 DRM. Once flipped, counters are never returned to their normal side for any reason.

E. Artillery Weapons. The Gatling Gun and Howitzer (represented in the game by a single two-sided counter) are collectively known as Artillery Weapons.

1. A Crew counter that is not “Pinned” must be present in the same hex as the Artillery Weapon in order for it to fire. Other units may not use an Artillery Weapon to perform Fire Combat.
2. Follow the same procedure outlined earlier for Fire Combat when firing Artillery Weapons. However, the Army player must state for each Fire Combat (before rolling the die) whether the Howitzer is firing canister or shell ammunition.
3. A Crew counter may not use any Weapon type other than Artillery Weapon to perform Fire Combat, but may Melee normally.
4. Artillery Weapons are always subject to jamming and Low Ammo. If an unmodified “1” is rolled when rolling for Fire Combat for the Gatling Gun, the Gatling Gun is permanently jammed and is removed from play. If an unmodified “1” is rolled for the Howitzer, it may no longer fire the type of ammunition that it was declared to be using, but it may use the other type until another “1” is rolled, after which it may not fire at all.
5. Both the Gatling Gun and the Howitzer (firing canister only) may fire at more than one unit in the same Fire Combat phase. To be able to fire at more than one unit, the firing Artillery Weapon must have a LOS to ALL target units, the target units must be adjacent to each other, and the range to the nearest target unit may be no LESS than the total number of units that are targets.
6. No more than seven adjacent units may be fired upon in the Fire Combat Phase by an Artillery Weapon.
7. The Howitzer may not fire at more than one target unit if it is firing shell.

III. Movement.

A. Options. One and only one of these movement options may be performed by a single unit in a single Movement phase:

- 1) Remain in the same hex.
- 2) Move dismounted up to the full Movement Allowance (MA).
- 3) Move mounted from any hex to any other hex, tracing a path as described below.
- 4) Mount in the same or an adjacent hex and move mounted as in 3, above.
- 5) Dismount into the same hex or an adjacent hex and move dismounted as in 2, above.
- 6) Move dismounted up to the full movement allowance and mount in the same or adjacent hex.
- 7) Move mounted from any hex to any other hex and dismount into the same or adjacent hex.

EXAMPLE: An Indian unit with a printed MA of eight moves through eight Open hexes and mounts a Horses marker in an adjacent hex. The Indian unit may not move mounted that same phase.

B. Terrain Effects.

1. Open hexes cost one Movement Point (MP) to enter.
2. Some hexes cost more than one MP to enter (see TEC).
3. Moving from a Level 1 hex to a Level 2 hex or from a Level 2 hex to a Level 3 hex costs one additional MP over and above the normal cost to enter a hex due to other terrain in the hex.
4. A unit may not enter a hex if it would exceed its printed MA in doing so.

C. Moving Units.

1. A dismounted unit may move up to its full printed Movement Allowance (MA). Movement must be traced in a path of contiguous hexes. A unit need not move its full MA but any unused portion of a unit’s MA is lost and may not be accumulated or transferred.
2. Any unit may move mounted if a Horses counter is in the same hex as the unit and is moved with the unit.
 - a. To indicate a unit is mounted, place it on top of the Horses counter. A unit underneath a Horses counter is not considered mounted (but is under Cover as described elsewhere).

- b. A units may mount or dismount into the same hex or into a hex adjacent to the Horses counter. Dismounting or mounting does not count as movement against a unit's MA but does count as movement for purposes of triggering Defensive or Opportunity Fire.
- c. Mounted units have an unlimited movement allowance, but the phasing player must trace a path from where movement began to where movement is ended. Once a mounted unit is moved it may not be moved again in the same turn. Mounted units cannot move into Woods hexes.
- d. A single Horses counter can be used to mount a single unit plus one Leader, or pull one Artillery Weapon, plus a Crew.

D. Movement Into/ Out of Occupied Hexes.

1. A friendly unit (mounted or dismounted) may enter a hex containing an enemy unit or Hidden counter but must then end movement immediately.
2. A mounted unit which enters a hex containing an enemy unit MAY dismount but is not required to do so.
3. Remove any Hidden counters from a hex entered by an enemy unit.
4. A unit which begins a Movement phase stacked with an enemy unit may move out of that hex at no additional MP cost but it may not enter another hex containing an enemy unit in that same phase.

E. Stacking

1. Only one friendly unit may be in a hex at the end of Movement Phase. One enemy and one friendly unit may be in a hex at the end of the Movement Phase, but Melee must be performed in the following Melee Phase.
2. Leaders, Horses, Wagon, Lodge counter do not count against the stacking limit but only one of each may be in a single hex at the end of a Movement Phase.

F. Hidden counters.

1. Hidden counters, if provided in the scenario, may be placed on a stack of friendly units or by themselves.
3. The enemy player may not examine the contents of a stack which has a Hidden counter placed on it.
4. Hidden counters may be removed at any time but may not be replaced or transferred once removed.
5. A unit stacked with a Hidden counter (or a stack of Hidden counters) may move two hexes per turn through any Terrain except River hexes. A unit stacked with a Hidden counter may not enter River hexes.
6. A unit firing at a stack containing a Hidden counter suffers a -2 DRM when rolling for a hit, in addition to any other appropriate modifiers (for Cover, etc.).
7. If a hit is scored on a stack containing a Hidden counter, all Hidden counters are removed from the stack. Any unit in the stack suffers the normal effects of being hit.
8. Hidden counters may not be placed on top of Horses, Wagon, Lodge or counters, but may be placed under them to indicate that the dismounted unit is hidden.
9. If a unit stacked under a Hidden counter performs Fire Combat or Melee, the Hidden counter is removed.
10. Stacks containing only Hidden counters may be moved however the owning player chooses unless otherwise specified.

G. Controlling Horses

1. A Horses counter which is not in or adjacent to a hex containing a unit at the end of a Movement phase will move at random.
2. Roll 1D6 and consult the Random Direction diagram (Map B) to determine the direction of movement.
3. Roll 1D6 to determine the number of hexes the Horses counter is moved.
4. If a Horses counter would move off the map or into a Woods hex or a hex containing a Blaze counter, it is eliminated instead.
5. If a Horses counter moves at random into or adjacent to a hex containing a unit, the owner of the unit has the option to stop the movement of the Horses and take control of them.
6. Provided at least one unit is in the hex with or adjacent to a Horse counter, it will stay put. A single unit can "hold" as many as seven Horse counters (one in the hex and six adjacent).
7. Horses counters being held (rather than moving mounted or at random) may not move.
8. Thirsty Horses. Whenever a Horses counter (mounted or not) enters a River hex, roll 1D6. On a roll of 4,5, or 6, the Horses counter (and any unit mounted with it) must remain in the River hex for the remainder of the Movement phase. The Horses counter and unit are free to move out of the River hex in the next Movement phase.

H. Carrying Weapons

1. Weapons counters may not move themselves -- they must be carried by a unit.
2. A unit can carry only one "R", "M", or "S" Weapon counter but may carry up to one "P" counter in addition.

I. Artillery Movement.*

1. Artillery is limbered and unlimbered in exactly the same manner as units are mounted and dismounted, except that the crew counter and the artillery piece can be transported by a single Horses counter.
2. A limbered Artillery piece has a movement allowance of twelve (12). A limbered Artillery piece cannot be moved into a Woods or River hex. An unlimbered Artillery piece can be moved one hex by an unpinned Crew if the Crew does not move in addition to moving the weapon that same Movement phase.
3. Wagons, if allowed to move by the scenario rules, are treated exactly like Artillery pieces for purposes of limbering, unlimbering, and movement.

J. Exiting the Map.

1. Exiting the map is normally not allowed. Some scenarios allow exiting the map; follow the scenario special rules in these cases.

IV. Opportunity/Defensive Fire. Both Opportunity and Defensive Fire are Fire Combat performed by the non-phasing player while the phasing player is moving units. The phasing player must pause at any place in the movement of a unit if the non-phasing player desires to perform either. The phasing player must keep track of MP expended and may continue movement of the unit normally if it is not hit by Opportunity Fire.

A. Opportunity Fire.

1. Opportunity Fire may be performed against any enemy unit that is within range and is moving (EXCEPTION: Units marked with Hidden counters cannot be fired upon by Opportunity Fire.)
2. A unit may perform Opportunity Fire only once during a single enemy Movement phase.
3. A unit may be the target of numerous Opportunity Fire attacks (by different firing units) in the same phase, but may not be the target of Opportunity Fire more than once in the same hex.
3. Opportunity Fire is considered to occur AFTER the moving unit has moved into the new hex.
4. Artillery Weapons may not perform Opportunity Fire.*

B. Defensive Fire.

1. Defensive Fire may only be performed on an enemy unit after it moves into the same hex or into a hex adjacent to the defending unit.
2. A unit may perform Defensive Fire and Opportunity Fire in the same phase.
3. Defensive Fire may be performed any number of times by the same unit in the same enemy Movement phase, but only once by the same firing unit at the same target.
4. A unit may be the target of numerous Defensive Fire attacks by different firing units in the same phase, but a unit may not be the target of Defensive Fire more than once while in the same hex.
5. Only Howitzer, Gatling Gun, Pistol, Breechloading Rifles, and Carbines are capable of performing Defensive Fire.

EXAMPLE: During the Indian player's Movement Phase, an Army unit fires Breechloading Rifles at a moving Indian unit at a range of three hexes (using Opportunity Fire) and gets a hit. Another Indian unit moves within two hexes of the same Army unit, but the Army unit is no longer eligible to fire Opportunity fire, having done so already. However, the Indian unit continues to move and moves into a hex adjacent to the Army unit. The Army unit may fire again, this time using Defensive Fire, but fails to get a hit. The Indian unit continues to move into the same hex as the Army unit, which, having fired Defensive Fire already, cannot fire again at the same unit. Another Indian unit moves into an adjacent hex, and the Army unit may perform Defensive Fire at that unit since it has not fired defensively at that unit in this turn.

C. Effects of Opportunity/Defensive Fire.

1. A mounted or dismounted unit hit by Opportunity or Defensive Fire is treated exactly as if it were hit in the Fire Combat phase.
2. A mounted unit moving as a result of being hit, or a dismounted unit moving as a result of being routed, is subject to further Opportunity Fire or Defensive Fire. If hit again, it is eliminated.

V. Melee Combat. Melee Combat (or Melee) always occurs between two units from opposing sides which occupy the same hex at the end of a Movement Phase. Melee is not optional.

1. Melee is performed in rounds until only one (or no) units are left in a hex. Melee is assumed to be simultaneous. It is possible for both units to be eliminated as a result of Melee.
2. Each player subtracts the Melee Factor of the enemy unit from that of his own unit (the result may be positive, negative, or zero).
3. Consult the Melee Combat Table and reference the number in the table that corresponds to the result. Roll 1D6. If the number rolled is greater than or equal to the number in the table, the enemy unit is eliminated.
4. If neither unit is eliminated as a result of Melee, perform the steps outlined above until one or both are eliminated.
5. Leaders or Medicine counters that are left alone in a hex with an enemy unit as a result of Melee are eliminated.

VI. Rally Phase. Units may attempt to recover from being "Pinned" in the Rally phase.

1. Roll 1D6 for each unit and subtract any modifier due to the presence of a Leader or Medicine counter (see below).
2. If the result is less than or equal to the printed Morale Factor (reprinted on the "Pinned" side), the unit rallies and is flipped back over to the front side.
3. There is no penalty for failing to rally, other than the unit remains in the "Pinned" condition.
4. Leaders and Medicine can improve chances of rallying (see below).

VII. Leaders and Medicine. The sole function of Leaders and Medicine is to improve the chances of a unit rallying in the Rally Phase. Neither Leaders nor Medicine affect Fire Combat, Melee, or Movement.

A. Rally Affect. If a unit is within a Leader's printed Leadership range, or within two hexes of a Medicine, subtract the leader's Leadership Rating or subtract two for a Medicine from the die roll when performing a Rally Attempt.

B. Hit Leaders. Leaders that are alone and hit, or Leaders stacked with a unit that is hit, are flipped over to the reverse side with the lesser leadership/range numbers or eliminated if already flipped to the reverse side.

C. Stacking. Leaders may stack and move with combat units or may move and occupy a hex alone. Leaders in a hex containing an enemy unit at the end of a Melee phase are eliminated. Leaders may use a “P” Weapon counter to initiate Fire Combat (a Leader’s Fire Combat modifier is always zero).

D. Medicine.

1. If an Indian unit stacked with a Medicine counter is lost as a result of Fire Combat, the Medicine counter is left in the hex and may be transferred to any Indian unit within two hexes at the end of the Fire Combat or Movement phase. If no Indian unit is within two hexes of the Medicine counter, the Medicine counter is immediately and permanently removed from play.
2. Medicine counters that are stacked with an Indian unit may be transferred from one unit to another, any distance and without having to trace a path, or added to or removed from the map, at the end of the Indian player’s Rally phase.

VIII. Miscellaneous

A. Indian Dependents.

1. Indian Dependent units may not move. They are placed in the setup of a scenario and remain in the hex unless eliminated.
2. Indian Dependent units may be attacked with Fire Combat but receive a -1 modifier (due to small size and trying to hide and avoid contact), in addition to any modifier they may receive for Cover or being stacked with a Hidden counter. If hit, they are eliminated.
3. Indian Dependent units have no Melee capability. A unit in the same hex as an Indian Dependent may eliminate it in the Melee phase by declaring the desire to do so, provided no enemy unit is in the same hex.

B. Limit to Melee Actions. Units may either Melee with an enemy unit OR eliminate an Indian Dependent counter OR eliminate a Lodge counter in a single Melee phase, but never more than one of these actions.

C. Horses.

1. Horses counters may be attacked by Fire Combat. If a Horses counter is stacked with an unmounted unit, the firing unit may decide whether Fire Combat is against the Horses counter or the unit (which qualifies as under Cover).
2. A firing unit receives a +1 DRM when firing at a Horses counter.
4. If hit, Horses counters are eliminated. Horse counters cannot be eliminated by Melee Combat.

D. Lodges. Lodge markers represent a small group of Indian lodges. Lodges must be placed at the beginning of the scenario and may not be eliminated but not moved. A unit in the same hex as a Lodge may eliminate it in the Melee phase by declaring it, provided no enemy unit is in the same hex.

Table 1: Fire Combat Table (FCT)

Weapon	Range in Hexes								
	0	1	2	3	4	5	6	7	8+
Pistol	3	6	-	-	-	-	-	-	-
Shotgun	2	5	-	-	-	-	-	-	-
Smoothbore musket	3	4	5	5	6	-	-	-	-
Rifled musket	3	4	4	5	5	6	-	-	-
Breechloading rifle	3	3	3	4	5	6	6	8	-
Carbine	2	2	4	6	8	-	-	-	-
12 lb. Howitzer (canister)	-	2	3	4	4	6	-	-	-
12 lb. Howitzer (shell)	-	-	-	6	6	6	6	6	6
Gatling Gun	-	2	3	3	3	4	4	4	6

Procedure: To determine if a hit is scored, roll 1D6 and modify the die roll as follows:
 Add the Fire Combat Effectiveness of the firing unit.
 Subtract 2 if the Weapon is Low Ammo side up.
 Add 1 if firing at mounted unit.
 Subtract 1 if firing at unit under Cover.
 Subtract 2 if firing at a stack marked with a Hidden counter.
 Add 1 if firing at an unmounted Horses counter.
 Subtract 1 if firing at an Indian Dependents counter.
 The number in the FCT is the minimum die roll (1D6) to get a hit. If the modified die roll is equal to or greater than the number in the FCT for the weapon and range, a hit is scored.

Table 2: Melee Combat Table (MCT)

Melee Factor Differential				
-2	-1	0	1	2
6	5	4	3	2

Procedure: Each player subtracts the enemy unit's Melee Strength from the friendly unit's Melee Strength to compute the Melee Factor Differential and rolls 1D6.
 The number in the table is the minimum die roll required to eliminate the enemy unit.
 Melee combat is simultaneous and may result in the elimination of both units.
 If neither unit is eliminated, repeat the Melee procedure until one or both are eliminated.

Table 3: Terrain Effects Chart (TEC)

Terrain (background color) or counter	Entry Cost	Blocks LOS?	Provides Cover?
Open (white)	1	No	No
Woods (green)	2	Yes	Yes
River (blue)	4	No	No
Level 2 (light tan)	OTIH* (+1 from Level 1)	Yes**	OTIH
Level 3 (dark tan)	OTIH (+1 from Level 2)	Yes**	OTIH
Tall Grass (yellow)	2	No	Yes
Hidden	-	No	Yes
Wagon, Blaze, Dust	-	Yes	Yes
Units, Indian Dependents	-	Yes	No
Horse	-	Yes	Yes (if dismounted)

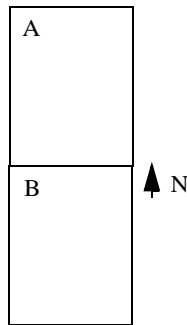
* OTIH = other terrain in hex ** See LOS rules.

IX. Scenarios

A. Wood Lake (Minnesota, September 23, 1862)

Historical Background: During the Great Sioux Uprising that ravaged the Minnesota river valley in the autumn of 1862, over 500 settlers were killed by Indians who revolted against the treatment they received by the U.S. government. Col. H. H. Sibley lead an expedition to find, capture, and punish the Sioux who were responsible for the massacre. Led by Little Crow, the Indians decided to pre-empt Sibley's plans by launching an early-morning surprise attack on the soldiers' camp.

Map:



Army forces: 6 x 1-2-6/F1, 6 x 1-3-6/F2, 2 x 1-2-6 leader, 4 x 0-1-4/F0 militia, 1-1-6 militia leader, 12 x "R" (Rifled Musket), 4 x "S" (Smoothbore Musket)

Indian forces: 12 x 2-4-8/F0, 6 x "M" (Smoothbore Musket), 12 x Hidden

Setup: The Indian player sets up all units on map A. The Army player sets up all units on map B but no closer than five hexes from the edge of map A. The Army player must move all units directly North at their maximum movement rate until the Indian player performs Fire Combat.

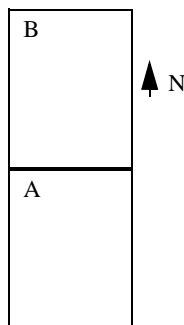
Victory Conditions: The Indian player receives 2 points for every Army unit and 1 point for every militia unit eliminated. The Army player receives 1 point for every Indian unit eliminated. The player with the higher point total wins.

Historical Outcome: While on the way to forage for food, men of the 3rd Minnesota stumbled upon the Sioux hiding in tall grass, spoiling their ambush. A full-scale battle erupts, and in a remarkable well-coordinated attack, the Civil War veterans and the militia of Renville's Raiders rout the Sioux. The battle broke the Indian's spirit, at least for the time being.

B. Wagon Box Fight (Wyoming, August 2, 1867)

Historical Background: Using the classic "circle the wagons" defense, a detail sent to gather firewood on the Bozeman Trail is set upon by a Sioux war party.

Map:



Army forces: 6 x 1-2-6/F0, 2 x 1-2-5/F1 militia, 1 1-1-6 leader, 8 x "R" (Breechloading Rifle), 6 x Wagon

Indian forces: 6 x 2-3-8, 6 x 2-4-8/F0, 4 x "M" (Muzzleloading Rifle), 12 x Horses, 2 x Medicine,

Setup: Army forces set up first. Wagon markers must be placed on map B, no more than five hexes from the northern edge of map A, one to a hex and no more than two hexes apart. Wagon markers cannot be moved once placed. Indian forces may enter from any map edge on Turn 1.

Special Rules: Any Indian unit that does not perform Fire Combat may set a Blaze marker in a hex no more than two hexes away in the Fire Combat phase. The Blaze marker may not be placed in any hex containing cover (including Wagons). Any unit in the hex marked with a Blaze marker must leave the hex during the following Movement phase or be eliminated. No unit may enter a hex containing a Blaze marker, which remains in the hex for the duration of the game.

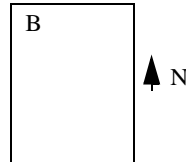
Victory Conditions: The Indian player wins if all Army units are eliminated by the end of Turn 10. The Army player wins if any units are left at the end of Turn 10.

Historical Outcome: Using the boxes of the wagons used to haul firewood as cover, and despite repeated charges by the Indians (who used flaming arrows to set fire to straw inside the compound), the soldiers managed to hold out. This fight became known as the “Medicine Fight” by the Indians because of the unusual tenacity of the defense.

C. Massacre Canyon (Nebraska, August 5, 1873)

Historical Background: In the last major battle between Plains Indian tribes, a travelling band of Pawnee warriors and their dependents were attacked by Brule and Oglala Sioux in a canyon near the Republican River.

Map:



Sioux forces (white on brown): 6 x 2-4-8/F0, 4 x 2-3-8, 6 x “R” (Breechloading Rifles)

Pawnee forces (brown on white): 3 x 2-4-8/F0, 3 x 2-3-8, 3 x “R” (Breechloading Rifles), 4 x Indian Dependents

Setup: The Pawnee player sets up first no closer than three hexes from any edge of the map. The Sioux forces enter on Turn 1 from the north edge of the map. Indian Dependents, once placed, cannot be moved.

Special Rules: Both players control Indian forces, but the Sioux player performs each phase first and the Pawnee player second.

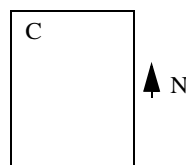
Victory Conditions: The Sioux player receives one point for each Pawnee unit and two points for each Indian Dependent eliminated. The Pawnee player receives one point for each Sioux unit eliminated. The player with the higher point total at the end of Turn 6 is the winner.

Historical Outcome: Nearly 70 Pawnee men, women, and children were massacred by the Sioux. As a direct result, the demoralized Pawnee leaders gave up and moved the tribe to the reservations in Oklahoma.

D. Washita River (Oklahoma Territory, November 28, 1868).

Historical Background: One of the most effective means of defeating the Indians was to attack their camps. Destroy their supplies and pony herds and you destroy their capability for waging war. However, poor reconnaissance could lead to disaster if a small Army force tried to attack a camp which supported a much larger force of Indian warriors. On a cold November morning, George A. Custer and his forces pounced on the Indian camp near the Washita River.

Map:



Army forces: 6 x 1-4-5/F2, 2-2-5 leader, 6 x Horse, 6 x “R” (Carbine), 4 x “P” (Pistol).

Indian forces: 4 x Indian Dependents, 6 x Lodge, 6 x Horse, 2 x 2-3-8.

Setup: The Indian player sets up the six Lodge markers west of the river, within two hexes of the river, and at least five hexes from the south or north edges of the map. The Indian Dependent and Indian combat units are secretly placed under the Lodge counters. The Horse markers must be placed adjacent to Lodge markers.

Special Rules: Starting with the Movement phase of Turn 2 and continuing every even-numbered turn thereafter (Turn 4, Turn 6, etc.), the Indian player rolls 1D6 and receives that number of 2-4-8/F0 or 2-3-8 Indian units. Any 2-4-8/F0 Indian unit may enter with a “M” Weapon (Breechloading Rifle) up to the limit of the counter mix. Indian units arrive on the east edge of the map and are eligible to move on the turn of entry. Also starting Turn 2, Horse markers not stacked with Indian or Army units are subject to Random Movement. Indian units MAY be recycled from the dead pile -- only the counter mix is the absolute limit to the number of Indian units which can be on the map at any one time.

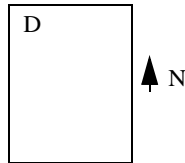
Victory Conditions: The Army player receives one point for each Lodge, Horse, and Indian Dependent unit destroyed and two points for every Indian unit eliminated. The Indian player receives five points for each Army unit or leader eliminated, and one point for each Horse marker on the map and not under Army control at the end of the game. The Indian player wins if the Army player has less than ten points after twelve turns. Otherwise, the player with the higher total points after twelve turns is the winner.

Historical Outcome: Custer and his men escaped the rising tide of angry Indian warriors, but a Major Elliot's command of nineteen men was wiped. This was not the first, nor would it be the last, action against Indians in which Custer's judgement would come into question.

E. Beecher's Island (Colorado, September 17, 1868)

Historical Background: While on a hunt for Indians in eastern Colorado territory, the "rough riders" commanded by Captain "Sandy" Forsythe, are attacked by over 600 mounted Cheyenne warriors. Finding relatively little cover on the broad expanse of the river valley, Forsythe ordered his men to take up positions on a small, sandy island in the middle of the river.

Map:



Army forces: 4 x 1-4-6/F2, 1 x 1-2-6/F1, 1-1-6 leader, 5 x "R" (Carbine), 1 x "P" (Pistol)

Indian forces: 8 x 2-4-8/F1, 6 x 2-3-8, 2 x Medicine, 2 x "R" (Breechloading Rifle)

Setup: All Army units must be set up in the hexes that form the island. Indian units enter from the east edge of the map starting in Turn 1.

Special Rules: The four hexes on the island marked with an "x" represent positions prepared by the Army units. Treat any Army units in these hexes as being under Cover.

Low Ammo rules and Bad Medicine rules are in effect for the Indian player.

Whenever an Indian unit is Pinned within two hexes of the River, as a result of Fire Combat, place a Dust marker in the hex. If all four Dust markers are placed and another Indian unit is pinned, the Indian player has the option to move one of the Dust markers to the new hex.

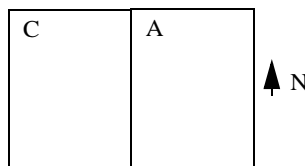
Victory Conditions: The Indian player wins if all Army units are eliminated by Turn 12. The Army player wins if at least one Army unit remains on the island at the end of Turn 12. Any other result is a draw.

Historical Outcome: The poorly-armed Indians made several attempts at rushing the island only to be discouraged by the fire-power coming from the desperate troopers. Roman Nose, an Indian large in both physically stature and reputation, fell victim to a bullet in one such charge. The Indians lost their enthusiasm for the fight and the soldiers subsisted on rotting horse flesh until relieved nine days later.

F. Reno's Defense (Montana, June 25, 1876)

Historical Situation: Once again in pursuit of a moving camp, Custer approached a combined camp of nearly 15,000 strung out for miles along the Little Bighorn River. While Custer rode around to attack the camp from the north, Reno lead three companies in an attack on the southern end.

Map:



Army forces: 6 x 1-4-5, 1 x 2-2-5 leader, 6 x Horses, 6 x "R" (Carbine), 1 x "P" (Pistol)

Indian forces: 12 x 2-3-8/F0, 6 x Horses, 6 x "R" (Breechloading Rifle), 6 x "M" (Muzzleloading Rifle), 4 x Medicine

Setup: The Indian forces start on the north edge of the map C, west of the river. Army forces set up west of the river on map C, within five hexes of the south edge.

Special Rules: Starting in Turn 2, the Indian player rolls 1D6 each Rally phase. On a roll of 4,5, or 6, remove one Medicine marker from play. Play ends Turn 12 or when all Medicine markers are gone.

Victory Conditions: The Indian player wins by eliminating at least four Army units (the Leader counts as a unit for purposes of determining victory conditions). The Army player wins if at least four Army unit is west of the river when play ends (see Special Rules). Any other condition is a draw.

Historical Outcome: It soon became apparent to Reno that there were far too few soldiers and far too many Indians. Reno fell back first to a natural parapet formed by a bend in the river, but, sensing he was losing control, ordered his men to fall back again to the open ground north of the river. Fortunately for Reno, the Indians appeared to lose interest and broke off the attack (probably to join in the action against Custer) and Reno was soon reinforced by Benteen.

Variants:

