

DONT shoot me CUSTER I'm to PLAIN said the INDIAN

ANY SIZED FIGURES but if not

28mm Foot 15mm frontage Depth 15mm,18mm,20mm depending on figure
Cavalryman 25mm frontage Depth 40mm,50mm,60mm depending on figure or 1"
diameter circle for foot and 2x1" diameter for horse No need for bases for artillery
,limbers wagons

Use 1 pack of playing cards plus jokers per 1 player (54 cards)

SO 1 player has 54 cards each number is equal to 1" (2.5cm) or 1 point, face cards are 0
points or 0" movement and jokers are 0" or 0 points.

THE START (Always shuffle yours cards after each sequence)

EACH PLAYER shuffles his cards and picks the top card ,the player with the highest
scoring picks the scenery ,if even pick again

TO PICK SCENERY The player that won, picks another card off his pack of cards. THIS
NUMBER is the amount of scenery to place on the battlefield. If 0 pick again etc

Terrain consist of in order 1. Large Hill 2. Small Hill 3 Broken Ground 4 Rocky
outcrop 5. River with 2 fords from 1 table edge to another table edge. 6 Small Hill 7
Indian Village with several Wigwams or Fort 8. Rocky Outcrop (impassable) 9 Large
hill 10 Small wood

I.E. you pick a playing card and the number is 6 so you would have scenery from 1 to 6
the last being a Small Hill

SEQUENCE -- U.S ARMY TURN THEN INDIAN TURN

ALTERNATIVE TURNS :- MOVEMENT FIRING MELEE MORALE

IN 1 TURN YOU CAN FIRE, MOVE MELEE

MOVEMENT (i.e INDIAN on horse Unit picks 3 cards 5 3 4 so can move up to
12" (30cm))

Each player starts at opposite sides of the battleboard. The player who placed the scenery picks which side to start from.

Each INDIAN/TROOPER /SCOUT UNIT on horse always picks 3 playing cards

Each INDIAN /TROOPER/SCOUT on foot always picks 1 playing cards*

2 HORSE WAGON/LIMBERED GUN/PACK ANIMAL picks 2 playing cards if 1 horse/pack animal killed pick 1 playing card

NO DEDUCTION FOR MOVING ACROSS SOFT/HARD COVER

No deduction for facing enemy ,turning to flank or rear unless enemy to front

After your movement has ended shuffle your cards etc

Soft Cover broken ground, hill

Hard Cover light wood (SMALL) *rocky outcrop *terrain CAVALRY cannot cross

*buildings *overturned wagons

1 move to mount/dismount limber/unlimber (cavalry fig dismounts then fires)

FIRING (Attacker picks opponent)

AN MOVE AND FIRE OR FIRE MOVE MELEE OR FIRE

Line of Sight only Pick your target 360 degrees vision unless troopers are in base to base then 221/2 degrees

U.S. troopers dismounted to fire rifles Indians did fire when mounted

To fire a volley U.S. ONLY 2 or more figures IN A COMPANY need to be in base to base contact

RANGES (Behind SOFT/HARD cover you can only fire if you can see figure)

Lance up to 10cm(4") Bows up to 15cm (6")

Revolver up to 15cm (6") Trade guns up to 30cm (12") Indians

Springfield Model 1873 single shot Carbine up to 90cm (36") U.S. troopers

Gatling Gun up to 60cm (24") Custer left these behind (can use in different skirmishes)

1874 Sharps Rifle up to 300cm (120") only 1 or 2 troopers had these rifles

10pdr Parrot Rifle artillery gun up to 600cm (240") at max elevation.

M1841 Mountain Howitzer 12pdr up to 300cm (120")

If firing a volley or 1 revolver pick 1 extra card per figure firing

If Artilleryman firing Artillery gun pick 1 extra card per figure firing.

If Artilleryman firing Gatling gun pick 2 extra cards per figure firing

You can only have 3 artillerymen firing gatling/artillery gun

If an ACE card is pick by U.S. player with a 1873 Springfield the gun jams . You cannot fire in the next turn but can still move and melee

TO HIT Each Indian firing from horseback picks 1 playing card , a score of 10 is a hit whether firing at figures in the open /soft cover/hard cover

To HIT Each figure firing picks 1 playing card a score of 6 is a Hit if enemy is in the OPEN and in base to base TO HIT....SKIRMISHERS in the open 7

To HIT Each figure firing picks 1 playing card a score of 7 is a Hit if enemy is behind SOFT COVER and in base to base TO HIT ..SKIRMISHERS behind soft cover 8

To HIT Each figure firing picks 1 playing card a score of 8 or more is a Hit if enemy is behind HARD COVER and in base to base TO HIT SKIRMISHERS behind h/c 9

IF a JOKER is picked by the firer the enemy figure is automatically killed.

EACH DEFENDING PLAYER TO SAVE picks 1 playing card per hit a score of 7 is a save

PICK 1 MORE PLAYING CARD TO SAVE , IF GENERAL/CHIEF FIGURE (i.e you get 1 more chance to save your figure)

Behind Soft/Hard Cover you can only fire if you can see figure.

Firing at GENERAL/CHIEF You can fire at GENERAL/CHIEF if not in base to base contact with other troops....If they are attached to a Unit then a ratio of 1 to how many figures in that unit (say 10 then you need 10 hits for 1 hit)

MELEE CAN FIRE MOVE THEN MELEE MOVE MELEE or MELEE MOVE AND FIRE OR MELEE

A figure if it has enemy figures to its front,flanks and rear cannot move away it is classed as surrounded

(MUST BE IN BASE TO BASE CONTACT) up to 4 figures against 1

If a figure is in base to base with an enemy figure to it's front, that figure cannot turn to flank or rear

To HIT Each Attacking figure picks 1 playing card a score of 7 is a Hit if enemy is in the OPEN

To HIT Each Attacking figure picks 1 playing card a score of 8 is a Hit if enemy is behind Soft Cover

TO HIT Each Attacking figure picks 1 playing card a score of 9 is a Hit if enemy is behind HARD COVER

IF U.S. cavalry with sabre or Indian cavalry with lance is attacking in melee pick 1 extra playing card (on horse)

IF a JOKER is picked by the ATTACKER then the defender is automatically killed.

Each DEFENDING figure not in base to base with another friendly figure picks 1 playing card per HIT a score of 7 is a save.

Each DEFENDING figure attacked in flank picks 1 playing card per HIT .a score of 8 is a save. If attacked in rear a 9 is a save.

Each DEFENDING figure in base to base with another friendly figure picks 1 extra playing card

NOTE~ troopers rarely fought in base to base

IF GENERAL OR CHIEF defending pick 1 more playing card

MORALE Morale is set at 50% When a UNIT goes under 50% , each figure has to take a Morale test. A score of 7 is required. If Company officer still alive a score of 6 is required.

Morale is taken at the beginning of your turn

Each figure picks 1 playing card .If passed the figure can carry on as normal until another figure is killed in that unit, if failed you take the figure off the battlefield. If the figure is the last man standing and passes he/she will fight to the bitter end .

IF CUSTER IS KILLED THE BATTLE IS ENDED

U.S Companies 5 troopers plus 1 Officer You can delegate extra men to an officer if your want say 10 troopers.

U.S. Artillery 2 horses limber and Gun 3 artillerymen(you can have more but only 3 are allowed to fire)

Indians adhoc units 5 10 15 20 etc (tribes)

Each figure can only have 1 firing weapon and only 1 melee weapon(each figure must have at least a melee weapon) the only exception is the U.S. cavalry who can have 1 rifle and 1 revolver YOU must state which weapon you are firing CUSTER had 2 Revolvers and he can fire both at the same time

POINTS ALLOCATION OF TROOPS IF YOU WANT IS 400 Points

For Each INDIAN/TROOPER FOOT figure	3
For Each INDIAN /TROOPER CAV figure	6
For Each INDIAN SCOUT/OFFICER CAV figure up to 2	8
For Each U.S. Artilleryman figure	8
For Each GENERAL OR CHIEF figure (1 per Side)	10
For Each Weapon LANCE/SABRE	2

For each Weapon WAR CLUB/KNIFE	1
For Each Weapon BOW	2
For Each Weapon TRADE GUNS	4
For Each Revolver	6
For Each Rifle which fires up to 300 yards	8
For Each Rifle which fires up to 1000yards	12
For 1 10pdr Parrot Artillery Gun 2 Horse Limber	36
For 1 Gatling Gun 2 horse limber/wagon	36
For 1 M1841 Howitzer Artillery Gun on 2 pack mules	36

You can have more than 3 artillerymen(in case of casualties) but only 3 artillerymen can fire

ALL UNITS ACTED AS SKIRMISHERS

SKIRMISHERS CAN PASS THROUGH OTHER SKIRMISHERS

SKIRMISHERS MUST GO ROUND UNITS IN BASE TO BASE

UNITS IN BASE TO BASE CAN GO THROUGH SKIRMISHERS

FIGHTING IN BUILDINGS

If a building is occupied by 5 figures then you will have to fight at the door.

You can only enter if you kill that figure. The Defender at all times is classed as in Hard cover.

INFORMATION

Red River War U,S army used Gatling Gun

Mountain Howitzer was broken down into 3 loads for Pack Animals

7TH Cavalry Regiment 45 Officers and 718 Troopers During the Campaign 31 Officers
566 men in 12 Companies numbered A to M Indians between 1500-2500 warriors

Custer left his Gatling Guns behind because he thought the gatlings to cumbersome
and would slow him down.

THE cavalry left their sabres behind at fort Abraham .However this was a common
practice with the cavalry after the civil war.

Officers sometimes wore sabres to show their rank

Custer was outnumbered 9 to 1

Most of the killing at the Little Big Horn was done by the war club ,lance ,bow and arrow

Weapons

Lakota and Cheyenne warriors had some Henry and Spencer repeating rifles

U.S. cavalry had single shot springfield

Custer may have carried 2 caland sommerville revolvers ,eyewitnesses said Custer
shot himself in the head with a derringer pistol

Indian scouts did not usually fight but lead troopers to the Indians A number of scouts
did fight at the Little Big Horn hoping to capture horses

Cavalry usually fought in skirmish and did not use volley fire Some of the scouts and
officers could aim up to 500-600 yards

Wooden Leg said he had a six shooter

Indian guns --- They generally held their fire till close range and used Trade guns
which were cap lock smoothbores or rifled muzzle loaders (500 yards)Trade Guns
were made up to the1880's effective range was 100 yards used mounted as well

1860's Henry Rifle effective 250 yards 15 shot

1866 Winchester 1866 Rifle 13 shot is most Indian gun fired

Bow effective range 30 yards

U.S.

Model 1873 carbines

Springfield chosen by the Army Ordnance Board because a single shot weapon would help conserve ammo and more accurate and have greater range, but were prone to jamming because the copper cartridge tended to expand in the breach 7th Cavalry used Spencer Carbines in its early Indian battles

1874 Sharps 1 or 2 soldiers had them range up to 1000 yards

Sharps .50 scouts could kill with skill up to 1000 yards

Winchester 1873 rifle 15 shot effective range 4500 yards

Spencer carbine .56/50 Indian Model 8 shot range up to 300 yards

Springfield .50 model 1868 and 1870 U.S. Springfield .50 breechloader favourite with Buffalo hunters Buffalo Bill had one effective range 1000 yards with a skilled user

1873 Colt single action 45 sighted up to 25 yards later 50 yards

M1865 M1866 .50-70 used all-in trapdoor system

Model 1873 Springfield trapdoor carbine effective range 300 yards-600 was used for the rest of the Indian wars

Springfield replaced by Krag-Jorgensen bolt action rifle in the 1890's

Custer's men received their new 1873 Springfield carbines in 1876

