

# THE AMERICAN-INDIAN WARS

The American-Indian Wars have been strangely neglected by the boardgame manufacturers, if one discounts Waddington's 'Custer's Last Stand' which is a boardgame with miniatures. The smaller engagements are probably best fought with miniatures, using the rules given by Donald Featherstone in his 'Skirmish Wargaming', published by Patrick Stephens Ltd, in 1975. The Hayfield and Wagonbox fights of 1866, for example, can be simulated realistically by these rules.

Fortunately, the larger battles and the various campaigns can be fought with considerable realism with the aid of Strategy & Tactics' 'Rifle and Saber' (R&S) a game which never seems to have appealed to boardgamers. Most of the important American-Indian battles can be fought on the original map supplied with R&S, but the maps issued with the 'Blue & Gray' quadrigames provide useful terrain for alternative campaigns, if suitable adjustments are made to the scale of movement. The basic details for constructing historical scenarios will be found in Robert M Utley's 'Bluecoats and Redskins',

published by Purnell Book Services Ltd, in 1975. The same book gives a comprehensive set of references for further study.

The following modifications of the basic rules of 'Rifle & Saber' provide an effective and playable game.

## 1. Units

For US Army infantry and cavalry, use EB and cavalry pieces, each unit representing 10-20 men. Dismounted cavalry are replaced by MZ units.

## 2. Movement

For US Army units, all moves are made according to the standard R&S rules. For Indians on foot, the total allowable distance is doubled, i.e. 6 hexes. For Indians on horseback, the total allowable distance is 1½ times the standard move, i.e. 12 hexes.

## 3. Combat

Fire combat follows the standard R&S rules, except that units have complete freedom to concentrate or disperse their fire on any

units within range. Each unit, however, can only fire once, in each turn.

Shock combat, however, is resolved by the use of the combat table and failure to disrupt or eliminate defenders causes the attackers to be disrupted. One attacking unit may, if desired, be moved into a hex vacated by a disrupted unit.

## 4. Disruption

Disrupted units retreat one half move (at least one hex) unless they are in villages or improved positions. Disrupted units remain disrupted until the next night move; 2 disrupted units may be combined into a single undisrupted unit at any time if they can be moved to the same hex out of range of enemy units. Disrupted units move at half the rate and have half the defence strength of undisrupted units.

## 5. Stacking

US Army units stack normally as in R&S. Indian units can never stack.

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