

# ADOBE WALLS

## QUICK REFERENCE CARD

### FIRE

- Full SP no move.
- 1/2 SP move 1/2.
- None move full.
- Long range dismounted or prone but not holders.
- CP in same hex leader loss roll.
- No opportunity fire on leaders.
- Howitzers fire full-strength in 'Advance Fire Phase' even if unlimber or pivot.

### Line of Sight

- Blocked by woods, camps, the fort, burning camp, grass fire and SP2+ units unless prone.
- Target also blocked if higher than both and firer lower than intervening.

### Ammo

- Holders and Personnel in same hex as Train no 'Low on Ammo'.
- Pinned or routed no re-supply.
- Re-supply begin 'Rally Phase' US same or adjacent to Train or Indian in camp not looted or burned.
- Howitzers re-supply once.
- Howitzers low on ammo, natural '1' then '1'.
- -1 AP or optional -5 small arms, -2 high explosive and -1 canister per melee CP loss.

### STACKING

- Maximum 25SP.
- Train 6.
- Howitzer full 4, reduced 2 and abandoned 0.
- Camp 2 warriors and 2 holders.
- 'o' holders maximum 4 or equal to units.

### ZONES OF CONTROL

- Holders and routed partial.
- Exit enemy ZOC +1MP and take opportunity or retreat fire.

### DISRUPTED

- By taking CP or retreating.
- Recover 2MP.

### RETREAT

1. Not adjacent to attacking enemy.
  2. Not in enemy ZOC.
  3. Into enemy ZOC.
- Into hex with only leaders and/or holders eliminates them.
  - Enter ZOC take retreat fire.
  - Crews who manhandled howitzers may not retreat before melee.

### MOVE

1. Routed.
  2. Free mired howitzers.
  3. Non-pinned.
- End move if pinned or routed.
  - Exit ZOC take opportunity fire.
  - All but howitzers change mode 1MP.
  - Mount during move each MP by holders - 1/4 mounted remaining MP.
  - Grass fires and burning camps prohibited terrain.

### US Howitzers

- All but leaders and holders may manhandle.
- Change mode not disrupted, not pinned, full 2MP and reduced 3MP.
- Limbered prohibited 1 to 3 or vice versa levels or marsh and woods 2.5MP per hex.
- Manhandled prohibited 1 to 3 or vice versa levels, marsh or non-ford river hexside.
- Change field of fire is move but no roll.
- Limbered mired in non-ford river hexside.
- Manhandled mired in ford or creek.

### MELEE

1. Howitzers fire.
  2. Retreat before melee except pinned with possible retreat fire.
  3. Pursue.
  4. Melee and attacker advance.
- No attack with HQ, pinned, routed, prone, holders, crew or personnel.
  - CP in same hex leader loss roll.
  - Effects of terrain max 1 hex, 1 hexside and 1 level.
  - Indians 20+ SP loss no melee unless within 5 hexes of unburned camp or warrior with attached leader.
  - If in Indian Rally Phase, warrior and abandoned Train in same hex, eliminated.

### US Howitzers

- May pivot before fire.
- No canister left then shell on '1' column.
- No low ammo modifier in melee.

### PINNED

- No move.
- Leader command radius same hex only.
- Holders lose mounts.
- US mounted dismount instead.
- Indian mounted retreat 2 hex gap and disrupted instead.
- Auto-rally if not adjacent to enemy combat unit.
- Rally before routed.

## **ROUTED**

- No fire.
- In melee must attempt to retreat before melee but not into enemy ZOC.
- US units may voluntarily rout after fired upon, melee or in Rally Phase.
- Initial rout 2/3 hex gap.
- Subsequent rout 4/8 hexes.

## **US**

- To HQ or closest non-routed unit, woods, fort or Train and ends:

1. Adjacent to or with HQ, non-routed unit or Train.
2. In woods or fort.
3. No LOS to Indians.
4. No Indians within 15 hexes.
5. Rally.

- Crews abandon Howitzers and Personnel abandon Train if routed.

## **Indians**

- Away from enemy who caused rout.
- End 3 hex gap from all enemy units.
- Voluntary to nearest edge.

## **LEADERS**

- Attached on top of unit.
- Unit pinned, retreats or routed remain or attach to other unit in hex.
- Re-attach within hex in Rally Phase or when combat results applied.
- Leader loss check from fire CP in same hex or from howitzer or melee CP on unit attached to.
- Auto-killed if alone or unit attached to eliminated in melee.
- Replacements for killed, mortal or severe.
- HQ remain in command radius of Carson.
- If severe, mortal or killed move to unit, Train or HQ.

## **Mortal Wounds**

- 1/2 rd move and no leadership.
- +D6 turns for US to move to HQ or Train and Indian to move to camp and rally with no modifiers or killed.
- Attach to Train full MP, to HQ or unit 1/2MP.
- Severe as mortal but no rally to avoid killed required.

## **US BREASTWORKS**

- D6 US units build.
- Maximum 6 but 3 per Train.
- Train and builder must not be pinned or routed.
- Train within 2 hexes.
- Train may issue ammo but not to builders.
- Prone behind breastwork.
- Howitzers no benefit.
- Recover breastwork above in reverse.

## **US CAVALRY CHARGES**

- +1/2 ru SP with 1SP always +1SP after Low Ammo.
- Start good order, gain +1MP but minimum move 1 hex.
- Clear terrain only but not across creeks and maximum 1 level change.
- Must pursue.
- Auto-disrupted after melee.

## **US REPLACEMENTS**

- Crews replace infantry.
- Personnel replace infantry or cavalry within 2 hexes and vice versa.

## **INDIAN CAMPS**

- Camps and herd alerted by Indian entering camp or US within 5 hexes.
- D6 warriors and D6 holders may move after alert, subsequent 2D6 of each.
- To loot all MP, no Indian and not mounted, disrupted, pinned, routed or burned.
- To burn 3MP and not disrupted, pinned or routed then exit hex, burns until next US Movement Phase.

## **INDIAN PONY HERDS**

- Scouts capture 1 herd each.
- Always move as dismounted.
- Herd VP exit west and if from turn 23 no Indian VP for scouts.
- Scouts fire, melee, pinned or routed herds scatter.
- Herds also scatter by :
  1. Failed capture.
  2. Two in hex with one captured.
  3. US enter and remain in Herd's hex.
- Scatter D6 direction and 2D6 distance.
- After scatter check if gathered by Holders.

## **LOST HORSES AND PONIES**

- Holders lose horses if pinned, involved in melee or routed but HQ, scout and pony holders eliminated.
- Indian roll for each horse abandoned or lost for 1 VP.

## **GRASS FIRES**

- 5 each, duration 2D6 with maximum 8 turns.
- To light dismounted and 3MP then exit hex.

## **VICTORY POINTS**

- Indians +1 VP for each US unit which voluntarily exits the map prior to Turn 23.
- US -1 VP for each Ammo Point or optional 10 Ammo Boxes used.

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