

SW1 Unattended Orders: Fetterman's Destiny

21st December 1866

Ignoring the orders of Colonel Carrington, Captain Fetterman leads a relief party of 81 men to an ambush organized by the warriors of Chief Hump. At that time it will be the worst defeat ever suffer by the US Army on the Great Plains and a great victory for the Native Americans.

S1.1 SET UP

Use the attached map.

S1.11 Historical Set Up

Us Army:

Fetterman Officer
Grummond Officer
18 Inf
2 Cav (cavalry mounted)
18 Inf Ten Eyck (reinforcement)

Natives:

Hump Chief
Oglala Cavalry
Minniconjou Cavalry
Oglala Spears
Arapaho Spears
Cheyenne Spears
Decoy (x3)

S1.12 How to start. Unit setup:

The US Army units enter from the road on the south side of the map, marked by an arrow. The American Natives set up the three Decoy units in the hexes marked by the US flag. The others units are hidden and kept out of the map.

The game Initiative from the 1st turn will be US Army. The US Army player will be the first to act putting his turn-flag in the appropriate map box. He/she will be the first Active player, while his/her opponent will be the Inactive player.

The flag in the box will record who is the Active/Inactive player during the Turn Sequence.

S1.2 Special Rules

S1.21 Native decoys

The Native Decoy units do not move until an US unit arrives at a distance of two hexes; then the Decoy unit is revealed and if there is the Ambush depicted, the other Native units can be deployed in any hex three hexes far from any US Army unit, depending on which Decoy is revealed.

If the Ambush takes place at the first Decoy revealed, the Native player can deploy only 3 units (plus Chief) at its choice; at the second Decoy, deploys 4 units (plus Chief) and at the third Decoy, all the 5 units and the Chief.

If nothing is depicted, nothing happens, apart for the opportunity for the Native player to deploy an unit at least six hexes away from the revealed Decoy; this unit will be counted on the number of units available for the real Ambush (if the Native player deploys one unit, if the Ambush takes place at the second Decoy, the number of units to deploy will be 3 not 4, number decreased by one unit already deployed).

S1.22 US-Native Fire Range

US Army units fire like Italians and have a combat range of only 3 hexes and get always a -1 DRM while performing Rifle Fire or Rifle Opportunity Fire. American Native can only perform Melè as they cannot perform any type of Fire.

S1.23 Cavalry Unit dismounted and Stampede Unit

The US Cavalry unit can dismount and move like Infantry during its Movement at 1 PM cost. The Cavalry unit is replaced by the relative Infantry unit and the Stampede unit is deployed on map. The Stampede unit must be moved from the hex where the Cavalry dismounted. During the next Native Movement, roll a d6 per each Native unit; with a result of 3-4-5 or 6, the Native unit uses all its MP trying to reach the Stampede unit, without performing any Melè. In case of result of 1 or 2, the Native unit moves


normally. Being stacked with the Chief gives a -1 DRM on such die roll. At the next Native Movement, the Stampede is retired and the Native units move normally.

S1.24 US Reinforcements

At turn 13.00 Colonel Carrington dispatches Captain Ten Eyck with some reinforcements, which enter from the hex marked with an arrow.

S1.3 Terrain Effects Chart (TEC)


Scenario Specific Terrains


Bozeman Trail: costs 1 MP for the US Army units; 1 MP for the American Natives; eliminates the *Slope cost*, **doesn't** negate HEIGHT DRM. 


Clear terrain: costs 1 MP 

Hills: costs 1 MP 

Slope cost: add 1 MP to the hex MP cost each time an unit moves *upwards*, from a lighter

brown terrain to a darker one. 

Creeks: add 1 MP to the Terrain cost; if the Melè is performed in the Creek hex, DRM +1 for the Inactive player. 

Objectives: Terrain cost. 

S1.4 Victory conditions

The US Army player must reach each Objective hexes and survive with at least one unit (Officers do count) at the end of turn 14.20, when a snow blizzard started and blocked all the fighting.

The American Native player must eliminate all the Us Army units before the end of turn 14.20.