NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com.

1.0 INTRODUCTION
Warpath covers the campaign for control of Indian Territory during the Civil War. One player represents the Union, the other the Confederacy. Each controls the armed forces of his side, plus his Indian allies. Either player may control the Kiowa and Comanche. The game uses a variation of the Hand of Destiny Microgame system.

1.1 Inventory of Components
A complete game consists of
• These rules, divided into numbered sections (the number to the left of the decimal) and cases (the number to the right of the decimal) for ease of reference.
• one 22-inch by 34-inch map containing the playing area (spaces & routes; see 3.0), a Terrain Effects Chart (TEC; see 3.4), a turn record track (4.0), a recruit box for each player (see 6.0), a battle resolution table (see 8.0).
• one cardboard sheet die-cut into 228 playing pieces (counters; see 2.0).

1.2 Scale
Infantry and cavalry units represent battalions of about 400 men (some belonging to regiments; see 2.2). Artillery units represent a single battery of four to six cannon. Each turn represents approximately six months of real time, each impulse about one week.

2.0 COUNTERS
To separate the counters from the die-cut sheet, carefully cut along the die cut lines. Trimming the corners with scissors or a fingernail clipper will ease handling.

2.1 Counter Types
The various counter types are displayed below. The use of combat units is explained in 2.2 below and throughout the rest of the rules. The effects of the other counters is explained in the indicated rules.

2.2 Combat Units
All infantry, cavalry, and artillery units have three pieces of information on the front side—Unit ID, Battle Strength, and Army Color—and the date of entry on the reverse. See the illustration on page 2.
**2.3 Regiments**

Some infantry and cavalry units have the same unit ID. These are the battalions belonging to a single regiment. Most regiments have two battalions (like the 29th Texas Cavalry pictured on page 2). The Union Indian Home Guard regiments each have three battalions. Regimental battalions may operate independently, but do gain an advantage during movement when operating in the same space (see 7.2).

**2.4 Reverse Printing**

All combat units and leaders have their date of entry (see 6.1) printed on the reverse side. Supply wagons are printed with two wagons on the front, one on the back, indicating the amount of available supply (see 9.0). Fort markers are printed with the finished side on the front, the building side on the back (see 10.0). Campaign markers are printed identically front and back for convenience.

**3.0 MAP & TERRAIN**

Backfold the map along the crease to help it lie flat. The coordinates around the edge of the playing area (A-E on the north-south axis, 1-7 on the east-west axis) are there to help locate individual spaces.

**3.1 Spaces**

The spaces are the only part of the playing area where units may be placed. There are four kinds of spaces: Prairie, Cross Timbers, Forest, and Rough. Each has specific effects on movement, battle, and victory. Base and Indian Capital spaces also have special characteristics (see 9.7 & 10.4 regarding bases, and 4.4, 6.3 & 6.4 regarding capitals). The TEC on the map is a listing of the various movement and battles effects.

**3.2 Control**

Each area is considered controlled by one player or the other. At the beginning of the game, the Union player controls only the Union bases (dark blue) and Union spaces (light blue); the Confederate player controls all other spaces. A space remains in the control of a player until an enemy unit is alone in the space. A space may change ownership any number of times in a game. Control makers are may be used to indicate ownership of a space when it otherwise is unclear. They are provided for convenience and their use is optional.

**3.3 Routes**

Spaces are connected by routes. Units may move from space to space only along a route; if no route is present between two spaces, movement between those spaces is prohibited. Some routes traverse river crossings, which affect both movement and combat.

**4.0 SEQUENCE OF PLAY**

Once familiar with the rules and components, lay the map on a flat surface, sort the counters by type, and decide which player will command which side. Although not mandatory, it will be most convenient if the Union player sits at the north edge, the Confederate player at the south edge. Set up the counters on the map.
Game Turn Outline

1. First Player Determination Phase. Each player rolls one die; the player with the higher result goes first. Re-roll ties. If the Union player controls three or four Indian Capitals (4.4), add one to his result.

2. Campaign Phase. The players alternate drawing Campaign Markers (5.0) and conducting a Campaign Impulse (4.3) pursuant to the marker drawn. The first time an “End” marker is drawn, flip the Turn marker to its Half Over side. The second time an “End” marker is drawn, the campaign phase ends (see 5.4).

3. Administrative Phase. If Turn Eight is completed, the game ends and victory is determined per rule 4.4. Otherwise, do the following.

- Replace all drawn markers – except placed devastation markers – into the marker pool.
- Roll to remove devastation markers per rule 9.4.
- Restore the Kiowa and Comanche to their bases.
- Flip the Turn marker to show its face side, move it to the next box on the Turn Record Track, and proceed with the First Player Determination Phase of the next game turn.

4.1 Set Up

Union Player. Place all Union and Union Indian markers with “1861” on the back in the Union Recruiting Box. Set aside all other units (see 6.0).

Confederate Player. Place all Confederate and Confederate Indian markers with “1861” on the back in the Union Recruiting Box. Set aside all other units (see 6.0).

Markers. Place all campaign markers in the marker pool (5.1). Place the three Kiowa counters on the Kiowa base and the three Comanche counters on the Comanche base. Place the Turn marker, face up, in the “1” box of the Turn Record Track on the map. Set aside the wagon, fort, and control markers.

4.2 Turn Sequence

The game lasts up to eight game turns. Each game turn has three phases. Action may be conducted only in the appropriate phase. See the Game Turn Outline box on the next page for details.

4.3 Campaign Impulse

Each campaign marker is either an action marker or an event marker. An action marker (5.3) enables the player to recruit one unit (6.0) or move one unit (7.0). If movement results in a battle, resolve the battle (8.0). An event marker requires or allows the player to conduct an event (5.4). Once the action or event is resolved, set aside the marker.

4.4 How to Win

At the beginning of the game, the Confederate player controls the five Indian Nation capitals:

- Tahlequah (Cherokee, at D7)
- Timoshingo (Chickasaw, at B4)
- Doaksville (Chocotaw, at A8)
- Council Grounds (Creek, at D6)
- Seminole Town (Seminole, at C4)

During play, the Union player is trying to gain control of the capitals, the Confederate player is trying to prevent that.

Sudden Death Victory. The game ends and the Union player wins if at the end of any game turn the Union player controls all five Indian capitals. The game ends immediately with a Confederate victory the moment a Confederate or Confederate Indian unit controls either Union Base.

End of Turn Eight. If neither player wins a sudden death victory, the game ends at the end of Turn Eight. The Union player wins by controlling all five Indian capitals. The Confederate player wins by controlling any one capital, plus two of the three Confederate forts (Smith, Marshall, Belknap). Any other result is a draw.

Action Marker Uses

Recruit. The player may take one unit from the recruit pool and place it on a base or other allowed space (see 6.0).

Move. The player may move one unit (7.0). If the movement results in a battle (8.0), resolve the battle before conducting another action.

Build. The player may initiate or complete the construction of a fort (see 10.0).

Event Markers

Devastation. A devastation marker may be placed on any Indian Territory space (not Union or Confederate space) other than a rough space or a space already devastated (see 9.2).

Indian Recruiting. The drawing player rolls one die and halves the result, rounding fraction up. That number of the player’s available Indian units may be recruited.

Comanche or Kiowa. The drawing player may move the indicated raider counters and may initiate battle with them.

Fortune of War. The drawing player may move any one of the other player’s units. The unit may not be in a fort or base. All normal movement rules applies. The movement may initiate a battle.

Quantrill. If drawn by the Union player, replace it in the pool and draw again. If drawn by the Confederate player, place it in the playing area per 11.4.
5.0 CAMPAIGN MARKERS

The campaign markers control the action in the game. Actions may be undertaken only as directed by the markers, and only by the player drawing the marker currently in play.

5.1 The Marker Pool

The marker pool is the collection of all the campaign markers. Place them in a cup or other wide-mouthed opaque container at the start of the game. To draw a marker, a player reaches into the pool without looking and draws one marker. Conduct any action or event as directed by the marker (the Campaign Impulse), then set the marker aside. At the end of each game turn, replace all the markers in the pool. Each marker may be drawn once per game turn.

5.2 Marker Types

There are two basic kinds of markers: action markers and event markers. Some markers have two different entries divided by a horizontal bar. Each such entry indicates whether the entry takes effect during winter or summer turns, or affects the Union or Confederate player. Only one entry occurs per draw.

5.3 Action Markers

An action marker has a number from one to four. This is the number of actions that player may undertake during that impulse. Each action may do one of the things listed in the Action Markers Uses box on this page. No counter may be acted on by more than one action per impulse, but may be acted on in as many impulses as desired in a single game turn.

5.4 Event Markers

When an event marker is drawn, conduct the event as detailed below. The event constitutes the player’s impulse.

6.0 RECRUITING

Recruiting is the process of building or rebuilding units and bringing them back into play. Supply wagons arrive the same way (see 9.5).

6.1 Unit Availability

The availability of combat units and leaders depends on the date printed on their reverse sides. Those printed with “1861” are available at the beginning of the game. Those printed with “1862” become available as a result of combat is placed back in the pool without looking and draws one marker. Conduct any action or event as directed by the marker (the Campaign Impulse), then set the marker aside. At the end of each game turn, replace all the markers in the pool. Each marker may be drawn once per game turn.

6.2 Recruit Boxes

When a unit becomes available, place it in the owning player’s recruit box. During the campaign phase of a game turn, a unit may be moved out of the recruit box onto the playing area by utilizing one action. Each unit and leader costs one action to recruit regardless of its battle strength or any other consideration. Any unit or leader eliminated as a result of combat is placed back in the owning player’s recruit box and is available for recruiting through any subsequent action. A unit may be eliminated and replaced any number of times per game, even more than once during a single game turn.

6.3 Union Recruit Placement

All Union recruits may be placed in a Union base: Fort Atkinson, Fort Scott, and possibly Fort Smith (see 6.5). An Indian Home Guard unit may be placed on a Union-controlled Indian Capital, but only one unit per capital per impulse.

6.4 Confederate Recruit Placement

All Confederate recruits may be placed in a Confederate base—Fort Belknap, Marshall, Fort Smith—unless the Union player has gained control of the base. A Confederate Indian unit may be placed on the capital of its nation (that is, Cherokee units at Tablequah, Choctaw units at Doaksville, and so on). The Osage Battalion may be placed on any available capital.

6.5 Fort Smith

Fort Smith is a Confederate base at the beginning of the game. If it is captured by the Union player, it may be used as a Union base. Once captured by the Union, it may not be used as Confederate base if it is recaptured by the Confederates. Its recapture by the Confederates does not count as capturing a Union base for purposes of sudden death victory (4.5).

7.0 MOVEMENT

During a campaign impulse, the active player may move one unit by expending one action from an action campaign marker. Each unit can be acted on by only one action per impulse. Multiple units in a single space may be treated as a single unit if they belong to the same regiment (7.2), or if a leader is present (7.3).

7.1 Unit Placement & Stacking

Once in play, a unit must be in a space. If a unit is out of a space, treat it as having been eliminated and place it in the owning player’s recruit box. Stacking is having more than one unit in a single space. A player may have any number of units in the same space. Units may move freely through a space containing other friendly units.

RULES CONTINUE ON PAGE 13 >>
7.2 Regiments
If the battalions of a single regiment are in the same space, they may be moved together as though they were a single unit.

7.3 Leaders & Forces
At the beginning of any impulse, all units in a single space may be treated as a single unit (a force) if a leader is present in the space. Neither the leader nor any unit can have been recruited or moved already in the same impulse. The entire force, including the leader, must move together. Units may not be picked up or dropped off during the move. Not all units in a space with a leader need be included in the force; the owning player is free to arrange units and forces in any way desired providing no unit leader acts more than once per impulse. Forces can be rearranged freely each impulse.

7.4 Movement
A unit or force moves from space to space along a route. Cavalry, leaders, and Wild Indians may move up to four spaces in a single action. Infantry, artillery, engineers, and supply wagons may move up to two spaces in a single action. A force uses the movement rate of the slowest counter in the stack. Movement may be slowed by terrain (7.5) and is stopped by enemy units (7.6). Once a counter has moved, it may not move again in that impulse. Once the player’s hand has been removed from a unit, its move may not be undone.

7.5 Terrain Effects on Movement
Rough spaces and devastated spaces (see 9.2) count as two spaces for movement purposes. If a moving unit does not have two spaces of movement left, it may not enter the rough or devastated space.

7.6 Movement & Enemy Units
If a moving unit moves into a space containing one or more enemy units, the movement stops and a battle commences (see 8.0).

7.7 Fog of War
A player may not examine a stack of enemy units in a space until the commencement of the battle procedure.

8.0 BATTLE
A battle occurs whenever a moving unit or force enters a space occupied by an enemy unit or force. The moving player is deemed the "attacker" for the resulting battle. A single unit or force may be involved in any number of battles in the course of an impulse or turn, but only once per action other than pursuit combat.

8.1 Battle Procedure
A battle is resolved using the sequence described in the Battle Procedure box on page 5. The battle is considered part of a single action, so it must be resolved before another action commences.

8.2 Firing
When a unit fires, the owning player rolls a number of dice equal to the unit’s battle strength. A unit’s battle strength may be increased by one if the owning player expends supply for that battle round (see 9.6).

Artillery in Prairies: Add one (+1) to the die roll for any artillery unit firing in a Prairie space.

Wild Indians: When the Comanche or Kiowa are involved in a battle and face

Battle Procedure
1) Deploy both sides in a convenient space.

2) Terrain Battle Round. If the attacker has crossed a river to enter the defender’s space, or if the defender occupies a rough or forest space, the defender may select any one unit to fire at any one attacking unit.

3) Long-Range Artillery Fire. If one player has artillery, his artillery units may fire once each. If both have artillery, conduct a regular battle round (4) with only artillery units firing. Long-range fire may inflict a total of one panic per unit; no unit may be eliminated by long-range fire alone. In subsequent rounds of combat, artillery fires like any other unit.

4) Regular Battle Round(s). All units of both sides take part. Battle rounds continue until one side has no units till eligible to fire.

A) Determine Tactical Superiority. Each player rolls one die. If one or more leaders is present with that force, add the value of one leader to the die roll. The player with the higher total gets Tactical Superiority. Re-roll ties.

B) Battle Round. The player with Tactical Superiority selects one of his units to fire. Losses are applied immediately. The other player then selects one of his units to fire. Players continue alternating until all eligible units have fired. If one side has fewer units than the other, the side with more units continues firing until all of its units have fired. Eligible units may break off instead of firing.

C) End of a Round. After all eligible units have fired, if one player has no units still capable of firing, the battle ends and the winner is determined. If both players have units capable of firing, conduct another battle round.

5) Determine the Winner. If neither player has units eligible to fire, the defender is the winner and the attacker must retreat. If only one side has no units eligible to fire, that side is the loser and must retreat. The other side is the winner and remains in the space; eligible winning units may conduct a pursuit. After any pursuit is over, flip any panicked winning unit back to its front side.
8.3 Battle Results
Cross index the result of each die roll on the appropriate column of the Battle Results Table on the map. There are three battle results:

**Elimination**: One enemy unit must be eliminated; remove it from the battle and place it in the owning player’s recruit box.

**Panic**: One enemy must be flipped to show its reverse side. It may not fire for the remainder of the battle. A unit already flipped is eliminated by a second panic result. All panicked units are returned to their front sides at the end of the battle.

**No Effect**: nothing happens.

Results are applied immediately after each unit fires. Except during terrain or artillery rounds, the owning player always chooses which units will be eliminated or panicked. A unit is eliminated or panicked regardless of its battle strength or unit type. A player must apply all eliminations before any panics, but, an already-panicked unit may panic again. Losses may be applied to units that already had fired in that round. Leaders do not panic and are not eliminated during normal battle rounds (but see 8.7).

8.4 Breaking Off
Cavalry, Comanche, and Kiowa units may break off during a round of battle. In place of firing, the owning player retreats the unit per 8.5.

8.5 Retreat
A retreating unit must be moved one space. Retreating attackers must return to the last space occupied during the movement causing the battle. Retreating defenders may be moved to any space other than the one from which the attack was launched; if the only available space is occupied by enemy units, all retreating units are eliminated. All retreating units of one side must retreat to the same space. Once the retreat is complete, flip all panicked units face up. Supply wagons never retreat; any belonging to the losing side are captured by the victor.

8.6 Pursuit
Any non-panicked cavalry on the winning side of a battle may (but need not) conduct a pursuit. If more than one unit is eligible, all pursuing units must move together. One leader may accompany the pursuit. The pursuing unit/force may move one space; if occupied by an enemy unit, conduct a battle. Add two to the pursing forces Tactical Superiority die roll(s). Only one pursuit may arise from a single action; if the pursuing force wins a battle after pursuit, there is no second pursuit. Pursuit may not be made into or out of Rough or Forest spaces, but may be made into a devastated space. Units defending a fort may not pursue.

8.7 Leader Elimination
Other than helping determine tactical superiority, leaders do not take part in battle or suffer battle results. If all units in the leader’s force are eliminated in a battle, roll one die for the leader; on a roll of "5" or "6" the leader is eliminated; replace it in the recruit box. If the leader survives, it retreats (8.5).

Design Note. The leaders in this game do not represent individual commanders so much as a command infrastructure, the collection of commanders, staff officers, headquarters, supply apparatus, and so on needed to enable large-scale formations to operate.

9.0 SUPPLY
A unit (or force) is either in supply or not in supply. A supplied unit has extra advantages in movement and battle. Units never perish due to lack of supply.

9.1 Movement Supply
A unit in supply for movement moves normally. A unit without movement supply has its movement rate halved. A unit is in movement supply if it begins its move in a non-devastated space, a friendly base, or a fort. A unit stacked with a supply wagon (9.5) always has movement supply, but must move with the wagon. The wagon is not expended.

9.2 Devastation
Devastation is the destruction of crops and forage in a space to the extent that it no longer easily feeds the men and horses of units in it. Non-rough Indian territory spaces may be devastated by placing a devastation
marker drawn from the campaign marker pool (representing the depredations of guerrillas). Any non-rough, non-base area may be devastated if a player expends one action on a force in that area. Draw a Devastation marker from the campaign marker pool and place it on the newly devastated space. This does not count as a separate impulse. The number of devastation markers in the game is a design limit.

9.3 Devastating Home Country Spaces
After the devastation of any Union or Confederate space (possible only by Wild Indians or activated units/forces), the owning player of the devastated space loses the following marker draw. Only one marker draw is lost from devastation carried out in a single impulse, regardless of the number of spaces devastated.

9.4 Recovery from Devastation
During the administrative phase of each summer turn (turns 1, 3, 5, and 7), roll one die for each devastation marker on the map. On a roll of 1-3 the space has recovered; remove the marker and place it back in the campaign marker pool. On a roll of 4-6, the space remains devastated.

9.5 Supply Wagons
Each player may procure any number of supply wagons during any campaign impulse. Each supply wagon costs one action; place it on any friendly base. The wagon arrives with its two-wagon side up. Supply wagons provide movement supply (9.1) or may be used for battle supply (9.6) or to build a fort (10.1). When supply is expended during battle or to build a fort, flip the counter to its one-wagon side. When the second supply is expended, remove the marker. Each wagon marker may be used any number of times during a game; players are free to coin additional markers if needed. Wagons do not count as units for movement, but must be moved by an action; any number of wagons traveling together may be moved by a single action (alone, with one unit, or with a force). Wagons do not take part in battle (except to provide supply) and never retreat.

9.6 Battle Supply
Battle supply is provided by supply wagons (or friendly bases; see 9.7). One increment of supply from one wagon counter provides supply for one round of battle for any number of units. A separate round must be expended for Terrain and Artillery rounds. Expending supply is not mandatory; a player may expend supply in some, all, or no rounds of battle. If supply is expended, roll one additional die for each of the owning player’s firing units.

9.7 Base Supply
Units starting their movement in a friendly base always have movement supply. Units defending a friendly base have unlimited battle supply; consider supply to have been expended for each and every round of battle. This does not apply to units attacking to retake a friendly base, or to battle conducted by units moving from a base.

9.8 Fort Supply
Units starting their movement in a friendly fort space always have movement supply, even if the space is devastated.

10.0 FORTS
Fort markers represent both physical works and preparation and planning for the defense of a given point. A unit defending a fort has a considerable advantage in battle.

10.1 Construction
A player can build a fort in any controlled space. A unit and a supply wagon must be in the space and may not move during that impulse (before or after construction). Expend one action and one supply wagon to initiate construction. Place a fort marker, build side showing, atop the unit. In a subsequent impulse (in the same or a subsequent game turn), expend a second action and a second increment of supply to complete the fort. Flip the fort to its finished side. The fort remains in existence as long as at least one unit remains in the space. As soon as the space is unoccupied (during building or after completion), remove the fort.

10.2. Forts in Battle
Units attacking a fort do not panic; treat the panic result as elimination instead. Friendly units defending a fort markers are not affected by panic; ignore panic results unless the attackers have engineers (10.2). Units in forts may not pursue.

10.3 Forts & Supply
Forts always provide movement supply. They do not provide battle supply.

10.4 Bases
Union and Confederate bases are considered to be forts at all times, even if unmanned.

11.0 SPECIAL UNITS
11.1 Artillery
Artillery operates in all ways like other combat units with the addition of the long-range fire ability. Add one (+1) to the die roll of artillery firing in a Prairie space.

11.2 Engineers
Engineers operate like other units in all ways except that:

- A force moving with an engineer unit counts rough spaces as one space for movement. Engineers do not limit the battle effects of the terrain.
- A unit stacked with an engineer can complete a fort in one impulse by expending one action and two increments of supply, place the fort face up.
- If a unit attacking a fort is stacked with an engineer, the units defending the fort treat panic results as elimination results.

11.3 Wild Indians
The Kiowa and Comanche counters each represent raiding parties from these High Plains tribes. A player drawing a Kiowa or Comanche campaign marker may move each of the counters from the specified tribe. Each counter moves individually and need not stay together. They may move into any space except a base space other than their own. They may coexist in a space, but if units of different tribes are in the same space they are attacked separately (the moving player attacks each in turn as two separate battles, even though only one action was expended). The counters may be used to attack any units except other Wild Indians. Wild Indians may devastate any spaces.

11.4 Quantrill
Place the Confederate Quantrill unit in the campaign marker pool in Turn Two (Winter 1862). If the Union player draws the unit, return it to the pool and draw again (continue until a non-Quantrill marker is chosen). If drawn by the Confederate player, the unit may be placed on any unoccupied space on the playing area. The unit operates normally with the following exceptions:

- It may not enter a Union base unless it is accompanied by a Confederate leader.
It may move through Union-occupied spaces, but may not end its move in one. When moving through a Union-occupied space, it may attack any one Union supply wagon; one increment of supply is eliminated for each Elimination result obtained. No Union fire is allowed at the Quantrill counter during supply combat.

• If eliminated, the counter is placed back in the campaign marker pool.

12.0 GAME NOTES
12.1 Designer’s Notes
The most daunting part of this design was telescoping the action into a relatively few turns; simply put, not a lot happened there during the war. I also had to account for the fact that not only were the involved “armies” quite small, but both fluctuated wildly during the war. In a sense, the campaign should have been a Confederate walkover up to about mid-1862, and a Union walkover thereafter, but neither occurred.

The Hand of Destiny system offered an simple and clean way to present a wide open situation with lots of variables on both sides. I did have to modify the system to replace campaign cards with markers, and to allow for multiple impulses as this campaign covered more time and distance than the mini games for which the system was designed.

and to prevent too easy a victory for your opponent. The combat system is highly variable, but numbers do matter, supply matters, and unit quality matters. Keep in mind that losses run heavy, so even a lost battle in one impulse may weaken an enemy force for a follow-up battle. On the other hand, it’s also important to know when to cut and run. Finally, use the Wild Indians to kill your enemies and ravage their land (and presumably hear the lamentations of their women).

Union Player: The burden of the offensive is on you. In compensation, you get generally more and stronger units, and more actions. You must take time initially to build up; ideally, you will have two strong forces, both accompanied by supply and artillery. Sooner or later, preferably sooner, head south. Take Fort Smith as soon as possible; this shortens your supply lines and lengthens the Confederate’s. When you take an Indian capital, fortify it immediately to keep your main body moving. You will have to leave behind a strong mobile column to escort forward a constant stream of supply wagons and replacements, and to counter Confederate strikes on your supply line. This force also acts as a mobile reinforcement for your bases and forts; there’s no excuse to lose a place once you’ve taken it, and losing one of your main bases will cost you the game.

Confederate Player: Your main strengths are space (you own most of it) and speed (most of your units are cavalry). You don’t have to hold on to everything and can—to a point - afford to give up ground to save units. That said, don’t give it up too quickly. If you can pin the Federals in the northeast corner of the territory through 1863 he probably won’t have time to take all five capitals. Fight for Tahlequah and Fort Smith. Once you’ve lost them, keep a force off to the west, ready to strike at supply convoys or retake a carelessly guarded fort. If you get a shot at one of the Union bases, take it. If you manage to draw Quantrill, use him for all he’s worth as a raider—he never should stand and fight unless the game is on the line.

12.2 Player Notes
Both Players: The two things that will strike you immediately about the game is that (1) it’s a bit frustrating when you draw the wrong markers and can’t get your major forces in motion and (2) it’s a bit scary when the other guy does. To over come both, you must deploy somewhat cautiously to take advantage of opportunities as they arise.