

## THE BATTLE OF ADOBE WALLS (Colonial)

By Godfrey Bailey

I decided to buy *The Battle of Adobe Walls* because I wanted to have a look at a *Legions Wargames* boardgame. There were no solitaire games available at the time (*Picket Duty* was still pre-order) and the scale (*companies and bands*), troop types (*light cavalry forces*) and grand tactical situation (*a raid in open terrain against an enemy who is faster than your forces*) appealed to me. The components and artwork looked first class too. All I needed was a set of solitaire rules.

### GAME 1 (Historical Scenario)

Indian Decisive Victory 3:1

Indians 71 VP

US 23 VP

The battle developed much as I imagined would likely happen, the US Column came to the worst possible ending, surrounded by yelling braves, low on ammo and shot or hacked down to a man! To be honest though, I was more preoccupied with learning how to play the game while simultaneously designing my *AW Solitaire Rules Card*, rather than with tactics.

### Refer to AW Solitaire Rules Card

On conclusion of my first game, I was happy with the way my solitaire rules functioned, but the actual game rules were a bit of a headache and it's a pity the *Table of Contents* on the first page of the rules don't have page numbers to refer to. To alleviate the problem of rules reference, I designed a *AW Quick Reference Card* which displays all the rules in an abbreviated form. I also designed 14 'Extra Ammo' markers (*found in the AW Quick Reference Card download*) to be used in conjunction with the *Ammo Supply Option 1* rules.

### Refer to Quick Reference Card

### GAME 2 (Alternate Scenario)

Draw 1:1

Indians 32 VP

Adobe Fort (5)

Carson Killed (10)

Abreau Wounded (2)

15 US Casualty Points (15)\*

*\*US Casualty rate of 31% (150 men from 480 men)*

US 42 VP

Adobe Fort (5)

34 Indian Casualty Points (55)\*

12 Ammo Points Used (-12)

6 Low Ammo at End (-6)

Satanta and Ten Bears were wounded (*no VP*)

*\*Indians Casualty rate of 45% (340 men from 760 men)*

For my second game, I decided to play the *Alternate Scenario* so as to have the support of Abreau's Supply Column. The battle was fought in three phases:

#### **0740-1040: US occupation of Adobe Fort and engagement along Bent Creek**

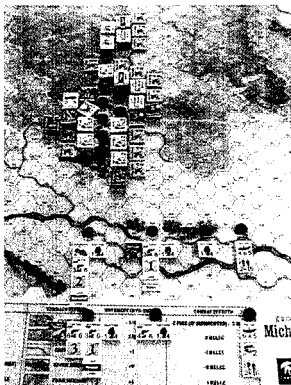
US manage to occupy the ruins with the support of a howitzer. In the meantime, Indians are held all along the east side of Bent Creek. Carson is killed early on, robbing the US of their best asset for the rest of the day!

#### **1100-1400: US withdrawal to unnamed creek (hexes 2002 to 2114)**

Getting the slow howitzers back to the creek is a big headache but Indian morale is broken (*twenty Indian Casualty Points*) during the painstakingly slow withdrawal.

#### **1420-1800: US build breastworks along unnamed creek**

US dig-in, Indians go prone and ineffective firing develops until nightfall puts a stop to hostilities. The Indians then melt away into the darkness...



Picture 1

### HOLDING BOXES

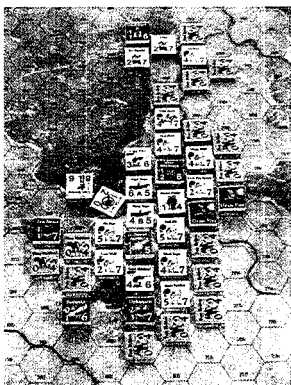
Due to my focusing on the solitaire rules I had not noticed a problem which was developing during play. I began to realize I was taking ages to play a turn and was spending way too much time moving stacks around to have a look at counters underneath. By **Phase 3** the situation had become impossible with the US encircled and I literally could not play any more without spreading stacks all over the table (*see picture 1*)...all very confusing!

**Picture 1:** Shows the chaotic situation on the map on Game Turn 22. Note the circular markers in the middle of the battle area (*top of picture*) and the corresponding circular markers denoting the spread stacks (*bottom of picture*).

This phenomenon came about due to a combination of three factors:

1. The game uses a multiple stack-based system to record information.
2. Counter size and hex size leave no room for a stack to be grasped without knocking over other stacks.
3. Counters are glossy and when stacked, will slip with the slightest nudge.

To solve this problem, I designed two **AW Holding Boxes Cards** to store all information pertaining to a unit and played with just the unit counters on the map. This worked well (*see pictures 2 and 3*) and the last turns of the battle went smoothly. Having the markers in the holding boxes also allowed the artwork to be appreciated more during play.



Picture 2

**Picture 2:** Shows the map on Game Turn 23 after the introduction of the holding boxes. Unit counters are now clearly visible and can be easily handled.

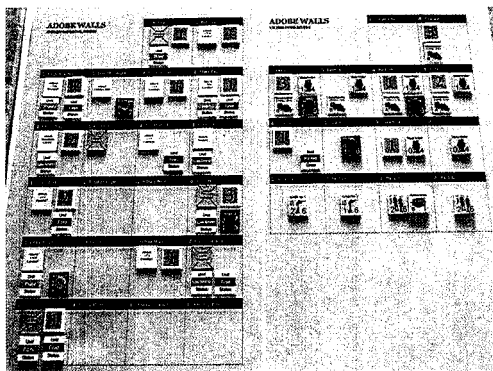
**Picture 3:** Is a view of the holding boxes showing just how much information is stored under each unit counter.

Refer to AW Unit Holding Boxes Cards

### CONCLUSION

I'm now happy with **The Battle of Adobe Walls**. The game plays smoothly if the Quick Reference and Holding Boxes cards are used. I'll be keeping an eye on the sequels **Battle of the Rosebud** and the classic **Battle of the Little Bighorn**.

Further information at: <http://www.legionwargames.com/>



Picture 3

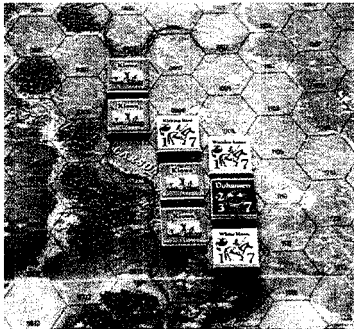
# ADOBE WALLS

## SOLITAIRE RULES CARD

If after consulting all the priority rules, there is still more than one possible game choice to be made, choose the option most advantageous to the Indians.

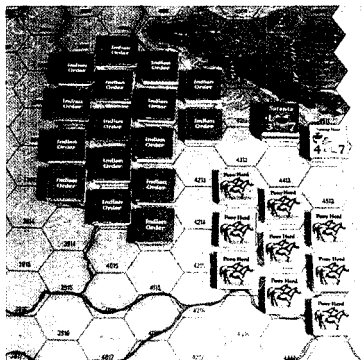
### KIOWA CAMP SET-UP

- Shuffle the twenty-two Indian Order chits (*face down*).
- The four Kiowa Warriors start the game mounted and one hex east of their camps.
- *Dohausen* starts the game attached to *Lone Wolf*.
- Place one random order chit (*face down*) under each Kiowa Warriors.



### KIOWA/COMANCHE CAMP SET-UP

- The two Kiowa Warriors start the game in their camp.
- *Satanta* starts the game attached to (D6): 1-3 *Sitting Bear* or 4-6 *Big Tree*.
- Place one random order chit (*face down*) under each Kiowa Warriors.
- Place the sixteen Comanche Warriors in a Cup.
- *Ten Bears* will be attached to the first 5 SP Comanche Warriors drawn from the Comanche Cup.
- Place one random order chit (*face down*) on each Comanche Camp.
- After rolling the alert dice, reveal orders up to the number rolled in hex order of west to east and south to north, drawing and placing a Comanche Warriors in each hex with a revealed order.
- If the first alert roll of the game, reveal the orders of the two Kiowa Warriors first.
- Also reveal order and place Comanche Warriors if a US unit moves adjacent to an un-revealed hex (*face-down order chit*).
- All Warriors with revealed orders will move to mount ponies before moving towards their targets.



### INDIAN ORDERS

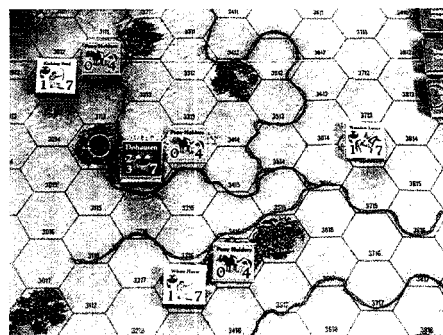
#### US Targets Chart

- Chit quantities before the dash are just orders and after, orders with the *Defend Camps* secondary order.
1. 4/1 x '1 CA' Cavalry.
  2. 4/1 x '1 NM' Cavalry.
  3. 2/1 x Attack Scouts.
  4. 1/1 x Howitzers.
  5. 1/0 x Column HQ.
  6. 3/1 x Infantry.
  7. 1/1 x Pack Train Personnel.

- If all targets are eliminated, attack the next higher numbered targets. If none higher, attack the next lower numbered targets.
- In the Historical Scenario, the Infantry and Pack Train Personnel chits denote Column HQ as the target from the start of the game.
- If the Infantry or Pack Train Personnel are the targets but have yet to enter the map, move Warriors towards hex 0111.
- If any Cavalry or Infantry are within five hexes of a camp, they will now become the new targets for all Warriors with the *Defend Camps* secondary order. These Warriors will revert to their primary targets once there are no Cavalry or Infantry within five hexes of a camp.

#### Indian Defence of 'Adobe Fort Ruins' Hex

- *Dohausen* and the four Kiowa Warriors that start in the Kiowa Camp have special starting orders:
1. *Dohausen* and *Lone Wolf* move to hex 3215.
  2. *Kicking Bird* move to hex 3013.
  3. *Wooden Lance* move to the Kiowa/Comanche Camp and alert it, then move to hex 3114.
  4. *White Horse* move to hex 3317.
- Warriors will deploy prone on arrival at objective hex.
  - If occupied by US units, Warriors will attack them to regain hex.
  - The order chits of these four Warriors are revealed and the new orders come into effect when there are no US units within five hexes of the *Adobe Fort Ruins* hex or this hex has been occupied by US units (*not Scouts*).



## INDIAN MOVEMENT

- Warriors move in hex order of west to east and south to north.
- A maximum of one Warriors counter may occupy a hex at the end of any phase (*Warriors do not stack*).

### Indian US ZOC Entry Priority Chart

1. Closest un-occupied hex (*calculate in hexes*) or occupied by abandoned Howitzers or abandoned Pack Trains only.
2. Hex with the least number of US ZOC.
3. Hex (*including hexsides*) with terrain most advantageous to Indians.
4. Lowest numbered hex.

- Warriors will move by the shortest distance in MP, to the priority ZOC of the closest US unit belonging to the Warriors' targets.
- Warriors will not enter a ZOC of a non-target US unit unless this hex is the only path to their target.

### Indian US ZOC Entry Mode Chart

1. Mounted if moving adjacent to 0 SP Horse Holders or into a ZOC of Limbered Howitzers only.
2. Prone if moving into a ZOC of a unit with 3 SP or more of Dismounted Cavalry, Dismounted Scouts or Infantry.
3. Dismounted if attacking all other targets.

- If not enough MP are available to enter a priority ZOC in the appropriate mode, Warriors will stop (*in mounted mode*) outside the ZOC.
- Warriors which are Low on Ammo will move to the nearest camp with ammo.
- If an Indian Leader is attached to Warriors of 2 SP or less, re-attach him to the nearest Warriors of 3 SP or more.
- Pony Holders must attempt to remain in a ZOC of Dismounted Warriors but out of ZOCs of US units.

When moving in US ZOCs, always attempt to have at least two Warriors in a hex (*one moves in, one moves out*) so that one screens the other from Opportunity or Retreat Fire. If prone, and no screening unit is available, 'Low Crawl' out of the US ZOC.

## US LEADERS

Must always end a phase attached to a unit (*not 0 SP Horse Holders*).

## US SUPPLY

A solitaire game works best if the US use 'Ammo Supply Option 1' if playing the Historical Scenario and the 'Basic Ammo Rules' if playing the Alternate Scenario.

## INDIAN FIRE COMBAT

- Warriors fire in hex order of west to east and south to north.
- Warriors will fire on the highest SP target.
- If no targets are available to fire at, refer to the Indian Fire Priority Chart and fire on that US unit instead.

### Indian Fire Priority Chart

1. Gun Crew
2. Mounted Cavalry or Scouts
3. Dismounted Cavalry or Scouts
4. Infantry
5. Pack Train Personnel
6. Column HQ
7. 1 SP Horse Holders
8. 0 SP Horse Holders

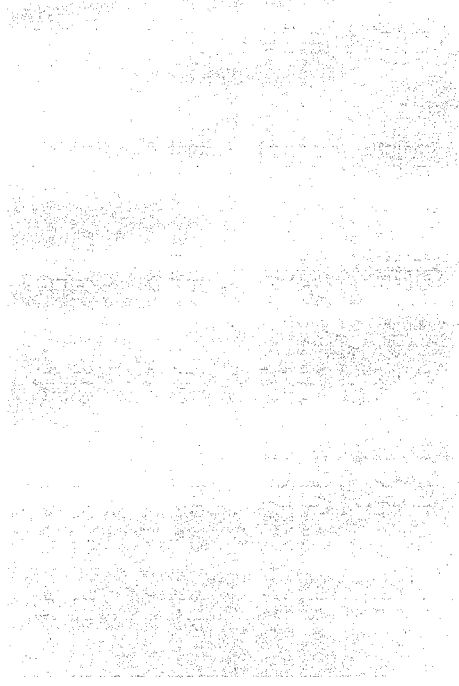
## INDIAN MELEE COMBAT

- Warriors melee in hex order of west to east and south to north.
- Warriors will melee the hex with the least number of target SP.
- If no targets are available, melee the hex with the least number of US SP instead.
- Warriors will melee US units in a hex with maximum possible SP.
- Calculate odds and modifiers then refer to the 'Melee Combat Table'. If the number of 'c' in the possible Indian result range is equal to or greater than the number of 'c' in the possible US result range, the Indians will attack or defend. If not, they will not attack and will attempt to 'Retreat before Melee' if defending.
- Indians will always 'Pursue' and 'Advance After Melee' using the Warriors counter with the highest SP from those involved.

## GLOSSARY

- SP: Strength Point
- MP: Movement Point
- D6: One six-sided dice
- ZOC: Zone of Control
- Order Chits: A set of twenty-two counters which are used to order Warriors to attack specific targets.
- Targets: The US units Warriors have been ordered to attack.

<b>Attack 1 CA Cavalry!</b>	<b>Attack 1 CA Cavalry!</b>	<b>Attack 1 CA Cavalry!</b>	<b>Attack 1 CA Cavalry!</b>
<b>Attack 1 NM Cavalry!</b>	<b>Attack 1 NM Cavalry!</b>	<b>Attack 1 NM Cavalry!</b>	<b>Attack 1 NM Cavalry!</b>
<b>Attack Infantry!</b>	<b>Attack Infantry!</b>	<b>Attack Infantry!</b>	<b>Attack 1 CA Cavalry!</b> Defend Camps
<b>Attack Scouts!</b>	<b>Attack Scouts!</b>	<b>Attack 1 NM Cavalry!</b> Defend Camps	<b>Attack Infantry!</b> Defend Camps
<b>Attack Howitzer Crews!</b>	<b>Attack Scouts!</b> Defend Camps	<b>Attack Howitzer Crews!</b> Defend Camps	<b>Attack Pack Train Personnel!</b> Defend Camps
<b>Attack Pack Train Personnel!</b>	<b>Attack Column HQ!</b>		



# 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 voluntary 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**

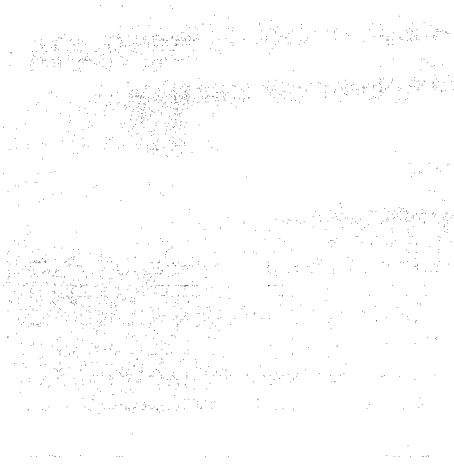
- Holders lose horses if pinned, involved in melee or routed but HQ, scout and pony holders eliminated.
- Indian roll for each horse abandoned or lost for 1 VP.

## **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.



<b>Ignore First Low Ammo Roll</b>	<b>Ignore First Low Ammo Roll</b>	<b>Ignore First Low Ammo Roll</b>	<b>Ignore First Low Ammo Roll</b>
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# ADOBE WALLS

INDIAN HOLDING BOXES CARD

		<b>5 He Bear</b>		<b>5 Bull Elk</b>	
<b>5 Eagle Feather</b>		<b>5 Iron Mountain</b>		<b>4 Wild Horse</b>	
				<b>4 Black Eagle</b>	
<b>4 Crazy Dog</b>		<b>4 Big Bow</b>		<b>4 White Wolf</b>	
				<b>4 Green Horn</b>	
<b>4 Iron Shirt</b>		<b>4 Leather Cape</b>		<b>4 Sitting Bear</b>	
				<b>4 Big Tree</b>	
<b>3 Broken Arm</b>		<b>3 Wolf Calf</b>		<b>3 White Man</b>	
				<b>2 Over The Buttes</b>	
<b>2 Lone Wolf</b>		<b>1 White Horse</b>		<b>1 Wooden Lance</b>	
				<b>1 Kicking Bird</b>	

**ADOBE WALLS**  
US HOLDING BOXES CARD

		<b>1 Column HQ</b>		<b>8 Bennett</b>	
<b>7 Deus</b>		<b>5 Berney</b>		<b>4 Sullivan</b>	
				<b>4 Fritz</b>	
<b>4 Merriam</b>		<b>3 Apache 1</b>		<b>2 Apache 2</b>	
				<b>2 Ute</b>	
<b>2 Section 1</b>		<b>2 Section 2</b>		<b>2 Pack A</b>	
				<b>2 Pack B</b>	