

# THEY DIED WITH THEIR BOOTS ON, Volume 2

## Mad Anthony & Pershing



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### 1.0 INTRODUCTION

*They Died With Their Boots On, Volume 2* ("Boots 2" for short) is a wargame that simulates two US Army campaigns, one from the 18<sup>th</sup> century and the other from the early 20<sup>th</sup>.

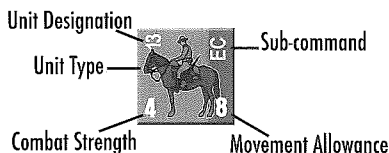
### 2.0 COMPONENTS

**2.1** A hexagonal grid has been superimposed over the terrain features on the maps to regularize the movement and positioning of the playing pieces. The hexagons are called "hexes" in the rules.

#### 2.2 Playing Pieces

The pieces are referred to as "units" for military forces, and "markers" for informational pieces.

#### 2.3 How to Read the Units



#### 2.4 Unit Types

In general, the unit types in the game correspond with the icons shown on their counters. That is, for example, an icon of a standing soldier or warrior is "infantry," men on horses are "cavalry"; wagons are "supply wagons," etc.

#### 2.5 Unit Designations, Nationalities & Sides

Units may be identified by a title, a number, or a two part designation. See the scenario set up sections for details.

### 3.0 SET UP

**3.1** Set up according to the following general rules. Play proceeds according to the sequence given in section 4.0 for

the number of game turns specified in the scenario rules.

#### 3.2 Pools

Players will need two large-mouth opaque containers, such as coffee mugs. Throughout the course of a game, players will draw markers at random from those pools. Place all command markers (the flag counters) in one container; that is the "Command Pool." Place all the heroism markers in the second container; that is the "Heroism Pool." (Heroism markers are the gray-on-white markers with "Ambush," "Delusion of Grandeur," "Do or Die," etc., printed on them.)

**3.3** The scenario rules designate the order in which players set up their forces. Units may be assigned specific set up hexes, or the players may be instructed to choose set up hexes. After all units in the initial deployment have been set up, the remaining units are placed aside and brought into play according to the reinforcement schedules.

#### 3.4 First Player

The scenario rules indicate which player is the "first player." He's the player who draws first from the heroism and command pools each game turn. The other player is the "second player." Note that the player who sets up first is not necessarily the "first player."

### 4.0 SEQUENCE OF PLAY

**4.1** *Boots 2* is played in sequential "game turns," each of which is composed of interactive "phases" and "sub-phases." During each operations phase, the players alternate picking command markers; each such pick thereby indicating which sub-command will be "activated" for movement and combat

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at that time. The player controlling a selected sub-command then receives reinforcements for it, if any are available that game turn, and then moves and conducts combat with the units of that sub-command. The player who is currently conducting an operations phase is called the “phasing player”; the other player is the “non-phasing player.”

## 4.2 Sequence of Play

Each game turn consists of the following sequence, which players must go through in the order specified.

**I. Heroism Marker Phase.** The first player draws the number of heroism markers from that pool equal to the number indicated in the scenario rules. The second player then does the same.

## II. Operations Phases

**A. First Operations Phase.** The first player draws a sub-command marker from the command pool. That sub-command named on the drawn chit is thereby “activated.” In general, the player who controls that sub-command—no matter who actually drew the counter—then executes the following steps with those units. (Exceptions: see 21.12 & 22.13.)

**1. Reinforcement Sub-Phase.** The phasing player determines if he receives any new units of the activated sub-command and places them as indicated by the scenario and reinforcement rules.

**2. Movement Sub-Phase.** The phasing player moves all, some, or none of the units of his activated sub-command, as he chases.

**3. Combat Sub-Phase.** The phasing player uses units of his activated sub-command to attack enemy units.

**B. Second Operations Phase.** The second player draws a new chit as in “A” above, and the player owning that activated sub-command works through steps one through three, again, as described above.

**C., D., etc. Subsequent Operations Phases.** Continue alternating between the first and second players drawing chits to activate sub-commands until all command markers have been picked from the pool, or until both players have passed consecutively. For example, if there are five sub-command markers in the command pool, there could be up to five operations phases in a single game turn. Also note certain heroism markers may end an operations phase before all its sub-phases have been completed.

## III. Game Turn Inter-Phase

**A. Return Phase.** Return all command markers to that pool.

**B. Attrition Phase.** The first player checks all of his unsupplied units for attrition, then the second player does the same with his own units. In general, units in *Mad Anthony* must check for attrition at this time in the turn sequence during even numbered game turns. In general, units in *Pershing* must check for attrition at this time in the turn sequence during all game turns. Exceptions to both those general rules are noted in the scenario rules.

**C. Game Turn Advance.** Move the game turn marker to the next box on the Game Turn Record Track printed on the mapsheet. If this is the last turn of the scenario, the game comes to an end and victory is determined.

**4.3** After a command marker is picked, it’s placed aside. It’s returned to the command pool only during the return phase of that game turn (that is, after all operations phases have been completed for that turn).

**4.4** Even if no units of a sub-command are on the map, its marker is still put into the command pool unless otherwise noted in the scenario rules. If it’s picked, nothing will actually happen during

that particular operations phase unless there are reinforcements for that sub-command due that turn.

## 4.5 Passing

Players may pass on the option of picking a command marker. If both players pass consecutively, the operations phases for that turn come to an end and play moves to the Game Turn Inter-Phase (III in the outline above).

## 4.6 Multiple Markers

In certain scenarios a player may have more than one marker at a time in the pool for a given sub-command. In such cases, that/those sub-command(s) may conduct more than one operations phase per game turn. They do so whenever each of their individual sub-command markers are pulled during a given game turn.

## 5.0 SUB-COMMANDS & ACTIVATIONS

**5.1** The armies in *Boots 2* are divided into “sub-commands,” each of which operates as a semi-autonomous force within its overall army. Sub-commands are defined by abbreviations and colored stripes on the unit-counters. A particular sub-command is said to be “activated” for an operations phase when its marker is picked during step II of the game sequence outline given above in rule 4.2.

**5.2** If a player picks the marker of a sub-command that’s part of his army, he must at that time execute the reinforcement, movement and combat sub-phases for that sub-command. In general, if a player picks the marker of a sub-command that’s part of the opposing player’s army, the player who drew that marker gives it to his opponent, and the player receiving the marker must then execute the reinforcement, movement and combat sub-phases for that sub-command.

**5.3** In general, a sub-command may be activated (and thereby be reinforced, move and fight) only during an operations phase in which its own marker has been picked. Generally no more than one sub-command may be activated per operations phase, and at the completion of that operations phase that sub-command is no longer activated.

**5.4** In some scenarios a player may activate designated sub-commands, or sometimes even individual units within sub-commands, more than once during the same operations phase. That’s also true when playing the “Mad Dash” heroism marker. So, despite the general rule against it, certain sub-commands or individual units may conduct more than one operations phase per turn.

**5.5** You may never carry out any action for units that are part of the enemy army, even if you were the player who actually picked its sub-command marker. In such cases, you must generally hand the picked enemy sub-command marker to your opponent, who then must use it to conduct an operations phase of his own. Note that means players may potentially conduct more than one operations phase before the opposing player is allowed to react with an operations phase of his own.

## 5.6 Stacking

Units from different sub-commands may generally not stack together. They may move through each other, and even retreat and advance after combat through each other, but they may never end any phase or sub-phase stacked together. If they do end a phase or sub-phase stacked together, the owning player must eliminate units such that only units from one sub-command remain in the hex. Units eliminated for stacking violations count as victory points (VP) if the scenario rules call for VP from unit eliminations.

## 5.7 Fort Garrison Exception in MA

Units from different sub-commands of the same side may always stack together in hexes containing a fort garrison unit.

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## 5.8 Attacking

Units from different sub-commands may not participate in the same attacks. In other words, only units from a single sub-command may attack during a given operations phase.

## 5.9 Defending

Units always defend normally, regardless of which sub-command, friendly or enemy, happens to be activated at the moment. Units from different sub-commands may be called on to defend together. That may occur if, for example, an enemy force attacked a fortress hex in which there were defending units from different sub-commands. In such cases there is no penalty for multi-sub-command defenses.

## 6.0 HEROISM

**6.1** Heroism markers represent the wide swings of fortune common in campaigns of the pre-radio era of warfare.

### 6.2 Picking Heroism Markers

When called on to pick a heroism marker, the player must pick at random the designated number of markers from that pool. Picking "at random" means without looking to see which particular markers he's drawing until after they've been drawn.

During initial deployment, players pick heroism markers according to the scenario rules. If a heroism marker picked during initial deployment reads "This must be played immediately," it is instead returned to the pool without being played and a replacement is picked for it. To avoid double-picks; redraw new markers before replacing the markers that need to be returned.

During each turn's heroism marker phase, a player picks the number of heroism markers from that pool equal to the number listed in the scenario instructions. Certain combat results also require a player to pick one or more heroism markers from the pool. Those picks are made as part of each battle's combat resolution process. Scenario rules may also designate additional times for heroism markers to be picked.

### 6.3 Marker Disposition

Each heroism marker will have designated in its explanation when it may or must be played. Generally, a player may hold heroism markers until he wants to play them. A player may potentially play more than one heroism marker as part of one particular game action. For example, more than one marker may be played to affect the outcome of a single combat.

**6.4** Heroism markers are generally returned to that pool each time after they've been played. Exception: particular marker instructions will sometimes state a marker not be returned to the pool, but is instead to be removed from the game after having been played once or, alternatively, kept out until the start of a new turn, etc.

**6.5** A player may never have in his possession more than six heroism markers at any one time. A player may discard a heroism marker at any time without playing it unless it is a marker the particular instructions for which require it be played.

**6.6** Certain heroism markers call for other heroism markers to be returned to the pool without having been played. In that case the markers to be returned are drawn at random from your hand. A player may not be required to return to the pool more markers than he has; there is no carry over to later times in the game. Players should thoroughly study the heroism marker explanations prior to beginning play of their first game. The results of marker play have critical impacts on game outcomes. Also note heroism and command markers are two different things (two different pools), and have different rules.

## 6.7 Heroism Marker Explanations

Heroism Markers are placed back in the pool as soon as they're played unless otherwise stated in their particular explanations. Heroism markers only affect units on the map; they may not be played against reinforcements that are waiting off the map. All the heroism markers included in *Boots 2* are listed below in alphabetical order.

**Ambush.** You may play this at any time in an enemy movement sub-phase as that player is moving a unit or stack of units into one of your zones of control. That force must stop its movement (in your ZOC) and may move no farther that phase.

**Do or Die.** You may play this after any die roll you make. You re-roll the die and must implement the second outcome.

**Delusions of Grandeur.** You can play this any time your opponent picks heroism markers for any reason. After your opponent has completed picking markers, you pick the same number of heroism markers from the pool.

**Enemy Out of Ammunition.** You may play this during any combat. Shift the odds of that combat one column in your favor.

**Flank Success.** If you play this when attacking, you get a two column rightward shift (2R) for one flanking attack instead of the normal 1R. If you play this when defending, it negates the effect of any one flanking attack by an enemy force.

**From the Jaws of Victory.** You may play this during any heroism marker phase in which your opponent has 10 or more VP than you. Roll a die and pick at random that number of heroism markers from the pool (to the maximum limit for your hand).

**Into the Valley of the Shadow of Death.** You may play this if you pick an opponent's sub-command marker. The opponent doesn't activate that sub-command. Instead, you may move any one stack of units of that sub-command up to their movement allowance, into any legal hexes (including ZOC), using normal movement rules. Units may be not dropped off along the way. At the end of that move, if those units are adjacent to one or more hexes occupied by your units, that stack must attack using normal combat rules. (This is an exception to rule 5.5.)

**Inspired Subordinates.** You may do one of the following: 1) shift the combat percentage column of any one of combat one column in your favor; or 2) increase the movement of any one your units or stacks by one additional hex. For a stack to use the movement bonus, all the units in it must move together the entire move, and no units may be dropped off along the way.

**Last Stand.** You may play this during any enemy attack, after the attack has been declared against your units but before the resolution die is rolled. For that one combat: 1) negate the effects of any flanking stack; and 2) defending units ignore any retreat result; and 3) eliminated defending units give the enemy twice their normal VP.

**Mad Dash.** You may play this instead of picking a marker from the command pool at the start of an operations phase. You may activate any one friendly sub-command and it executes a normal operations phase. This may include a sub-command that has activated previously that turn; it likewise doesn't affect later activations of that sub-command.

**Morale.** You may play this at the start of any combat sub-phase if your current VP total is at least 10 more than your opponent's. It has the following effects: 1) if you're playing this in a friendly combat sub-phase, all your attacks receive a one column shift to the right; 2) if you're playing this in an enemy combat sub-phase, all your defenses receive a one column shift to the left. This applies for all attacks or defenses in the combat sub-phase, even if the VP total changes during that sub-phase.

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**Native Allies.** You may play this during any friendly reinforcement phase in which a "native allied" force has been activated. If the scenario rules state you have native ally units, you receive one of those units, picked at random or as otherwise designated. If you don't have native allies, you may play it against your opponent during a reinforcement sub-phase in which his designated (if any) native allies are activated, and he must then withdraw one of those units from the map.

**Natural Catastrophe.** You must play this the instant it's picked. Exception: if picked during set up, it's returned to the pool and a replacement is picked. Implement all of the following: First, both players immediately lose half of all their heroism markers (round up). Then roll a die: "1" = Earthquake: immediately remove all entrenchments from the map; for the remainder of this turn, units receive no shifts for defending. "2-4" = Storm: the operations phase immediately comes to an end. "5-6" = Epidemic: roll a die for each unit on the map. On a "1," it is removed from play. *Mad Anthony:* If this is a 1791 turn, after implementing the rolled outcome, remove this marker from play until the beginning of 1794, at which time it's returned to the pool. If this is a 1794 turn, after implementing the rolled outcome, remove this marker permanently from play. *Pershing Rides:* After implementing the rolled outcome, remove the marker permanently from play.

**Parlay.** You may place this on any one stack of enemy units at the start of their movement. During that move, that stack must move together (if they move at all), not dropping off or picking up any units. During that sub-command's combat sub-phase, the stack may not attack (ignoring all enemy ZOCs).

**Rally.** You may play this during any friendly reinforcement phase. You may take any one friendly unit of the activated sub-command from the dead pile and place it in the same hex as a unit of that same sub-command, or any normal reinforcement hex for that sub-command. The returned unit no longer counts as having ever been eliminated for victory purposes unless eliminated again subsequently; restore any VP originally lost for it.

**Sole Survivor.** You may play this after any combat in which all your units in any one hex were eliminated (even if just one unit). Keep this marker off to the side, and at the end of the game it's worth one VP. The played marker no longer counts against your hand limit.

**Someone Blundered.** You may play this at any time an enemy sub-command marker has been picked. That sub-command marker is not activated this turn; it is set aside and returned to the pool in the return phase. This marker may not be used against a Mad Dash.

**Special.** See the scenario rules.

**Spies.** You may play this at any time. You may examine all enemy units in any one hex you choose.

**Staff Work.** You may play this when your opponent has played a heroism marker in order to negate the effect of that play. Return that negated marker to the pool without it being played. Exception: this may not negate a Natural Catastrophe.

**War Correspondents.** You play this after any combat in which you are to pick heroism markers. The effect is to double the number of heroism markers you would normally get.

**Wild Charge.** You may play this during any one attack you make. Shift the percentage column one to the right. If you get a pursuit outcome, you may advance each unit one additional hex. Additionally, you must advance all involved units that can advance at least one hex and, if any units end adjacent to an enemy unit, they must engage in pursuit combat.

## 7.0 MOVEMENT

**7.1** During each movement sub-phase, the phasing player may move as many or as few of the units of his activated sub-command as he chooses. Eligible units may be moved in any direction or combination of directions to the limits of their movement factors. Units with printed movement factors of zero (0) never move once placed onto the map, except to go into the dead pile.

**7.2** Each unit has a movement factor printed on it. Units are moved tracing a path of contiguous hexes through the hex grid, until all movement points are expended or the player decides to cease moving the unit, whichever comes first. As each unit enters a hex it pays one or more movement points from its movement allowance. Consult the Terrain Effects Chart in section 23.0 for further details.

### 7.3 Restrictions

A player's units may be moved only during a movement sub-phase in which one or more of his sub-commands has been activated. Once a unit has been moved and the player's hand removed from it, it may not be moved again. A unit may expend all, some, or none of its movement points in any one movement sub-phase of its sub-command, but unused movement points may not be accumulated from turn to turn or phase to phase or sub-phase to sub-phase, nor may they be in any way transferred from one unit to another.

### 7.4 Minimum Movement

All units are generally guaranteed the ability to always move at least one hex per movement sub-phase of their sub-command; however, units may never enter an enemy occupied hex or enter prohibited hexes.

### 7.5 Zones of Control (ZOC)

Enemy zones of control don't affect movement; see the zone of control rules section, 9.0.

**7.6** Retreat and pursuit, which occur as part of combat results, aren't considered part of regular movement and as such they don't use movement points.

### 7.7 Terrain

To enter any given hex, a unit must expend the number of movement points designated by the Terrain Effects Chart (TEC) for the kind of terrain in it. When the TEC calls for a movement point expenditure to cross a hexside, that cost is in addition to the terrain cost for entering the hex.

### 7.8 Multiple Terrain

If there is more than one type of terrain in a hex, use the highest single movement cost from among all the terrain involved. Exceptions: 1) if there is a road, or trail, or bridge, use the road, trail or bridge movement rate regardless of any other terrain in that hex, as described below in 7.9; and 2) for riverine and bateaux movement, always use the riverine/bateaux movement rate regardless of any other terrain present in those hexes.

### 7.9 Trails & Railroads

A unit that moves from one trail or railroad hex directly into an adjacent trail or railroad hex through a hexside traversed by that trail or railroad expends a half movement point (0.5) per hex entered. For more on special railroad movement allowed in *Pershing*, see 22.23.

### 7.10 Rivers & Lakes

Units pay the movement cost of other terrain in a hex when entering a river or lake hex and when moving along a contiguous path of river or lake hexes. They pay the additional movement cost shown on the TEC only when leaving a river or lake hex for



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a non-river or non-lake hex, or to enter a non-contiguous river or lake hex. That cost is in addition to the cost of entering the next hex. Unlike many other wargames, in *Boots 2* rivers run through hexes, not along hexsides.

## 7.11 Bridge, Ferry & Ford Movement

A bridge or ferry negates the effects of rivers on movement for units leaving the river hex. There must actually be a bridge or ferry symbol for this bonus to be operative; a road or trail that crosses a river without a bridge or ferry symbol present on the map doesn't count as a bridge, and exit movement points must be paid in such cases.

## 7.12 Bateaux, River & Lake Movement

This rule pertains only to *Mad Anthony*. All units may move along river hexes, as well as lake hexes and hexsides, at an enhanced rate, representing the use of small boats (bateaux). To do so, a unit must begin its movement in a hex in which it is able to trace a supply path to a supply source for its side. When using bateaux movement, it costs only half a movement point (0.5) for a unit to move from one eligible hex to another such hex, regardless of other terrain in those hexes. An eligible unit may use bateaux movement in combination with non-bateaux movement in the same movement sub-phase. It may also move out of supply and continue using bateaux movement for the remainder of that sub-phase as long as the in-supply requirement was met at the start of that move. Units may never end their movement in an all-lake hex. Units in river or lake hexes defend normally, using the defensive benefit of the river or lake regardless of the direction of attack.

## 8.0 STACKING

**8.1** Having more than one friendly unit in a hex at the same time is called "stacking." The maximum number of units a player may have in a hex is set by the TEC. Each type of terrain has its own stacking limit.

**8.2** Stacking limitations apply for all units of both sides at the end of each reinforcement, movement and combat sub-phase, regardless of which sub-command is activated. Friendly units may move through hexes occupied by other friendly units, even if they belong to different friendly sub-commands, at no extra cost. There is no limit on the number of friendly units that may pass through a single hex or cross a single hexside in one sub-phase, phase or turn. If, however, at the end of any friendly or enemy reinforcement, movement or combat sub-phase, one or more hexes is over-stacked, the excess units must be eliminated by the owning player.

**8.3** A friendly unit or stack may never enter a hex containing an enemy unit or stack.

## 8.4 Free-Stacking Units

Entrenchment and bateaux markers have no stacking values. Such markers may be added to otherwise over-stacked hexes as long as the particular rules for their use are observed.

## 8.5 Stack Movement

Units are generally not moved as stacks in *Boots 2*. In general, move each unit of an activated sub-command one at a time, no matter if they begin a movement sub-phase stacked together in the same hex. Exceptions: see sections 11.0 and 12.0.

## 8.6 Stacking Order

In general, players are free to arrange their stacked units, from top to bottom, in any order they choose. The exception is, in any stack containing a fort garrison unit (see 22.5), that unit must always be kept as the top unit in that stack.

## 8.7 Inter-Sub-Command Stacking

In general, friendly units from different sub-commands may not stack together at the times described above in 8.2. The exception is hexes containing a fort garrison marker. Friendly units from any number of sub-commands may always stack together in such hexes.

## 9.0 ZONES OF CONTROL

**9.1** The six hexes immediately surrounding a unit's hex constitute that unit's "zone of control" (ZOC). Hexes into which a unit exerts a ZOC are called "controlled hexes." ZOC don't affect movement or pursuit. A friendly unit's presence in an enemy ZOC at the start of its sub-command's combat sub-phase requires that unit to attack. ZOC also affect retreats after combat.

**9.2** In general, all units exert a ZOC at all times, regardless of the phase, sub-phase or game turn. Enemy ZOC are generally not negated by other units, enemy or friendly. Exception: see 9.3 below.

## 9.3 Pershing Garrison Units & ZOC

In the *Pershing* game, units in hexes containing a 2-0 garrison unit don't exert ZOC (neither does the garrison unit itself), and ZOC don't extend into them from the outside. Units in such hexes are therefore not required to attack adjacent enemy units, nor are units adjacent to such hexes required to attack enemy units within such hexes. ZOC extend into and out of all other types of terrain and across all types of hexsides unless otherwise noted on the TEC. There are only two such units in the *Pershing* game, and there are none in *Mad Anthony*.

## 9.4 Multiple ZOC

Both friendly and enemy units may simultaneously exert ZOC into the same hexes. There is no additional effect if more than one unit, friendly or enemy, exerts ZOC into the same hex. If a given unit is in an enemy ZOC, that enemy unit is also in its ZOC, except as noted above in 9.2. The two units are equally and mutually affected.

## 9.5 ZOC & Movement

ZOC and enemy ZOC don't affect friendly or enemy movement in any way.

## 9.6 ZOC & Combat

During an activated sub-command's combat sub-phase, the phasing player must attack all enemy units exerting ZOC into hexes occupied by the units of his activated sub-command. All units belonging to an activated sub-command in an enemy ZOC at the start of that sub-command's combat sub-phase must attack one adjacent, ZOC-exerting enemy occupied hex.

## 10.0 COMBAT

**10.1** Attacking is mandatory for units of an activated sub-command found to be in enemy ZOC at the start of that activated sub-command's combat sub-phase. The phasing player is termed the "attacker"; the non-phasing player is the "defender," regardless of the overall strategic situation. There are two different Combat Results Tables (CRT) in *Boots 2*: Skirmish and Charge.

**10.2** For each individual combat, follow the sequence below.

- 1) Attack Declaration.** The phasing player declares which units of his side's activated sub-command will be attacking which defending enemy units (which may all belong to one or more than one enemy sub-command). Determine which CRT will be used.
- 2) Heroism Marker Resolution.** Each player secretly chooses which (if any) heroism markers he will use in this combat. All are then revealed simultaneously. Exception: see 6.7 "Do or Die."

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- 3) **Combat Strength Determination.** Total the combat strength of all involved attacking units. Total the defense strength of all involved defenders. Divide the attacker's strength by the defender's strength and multiply that result by 100 in order to get a percentage (see 10.13).
- 4) **Final Percentage Determination.** Consult the appropriate CRT under the appropriate percentage column heading. Apply all applicable shifts to the initial percentage column.
- 5) **Combat Resolution.** Roll a die and cross index that result beneath the final percentage column heading. Implement the combat result immediately. Execute any retreats. Execute any pursuits and pursuit combats.

## 10.3 Which Units May Attack

Only the units of the activated sub-command may attack during a given combat sub-phase. Units of other friendly non-activated sub-commands may not attack at that time.

## 10.4 Attack Declarations

The phasing player may resolve his combats in any order he chooses. He must declare which adjacent activated units will be attacking which defending enemy units at the beginning of each combat sub-phase in order to ensure all adjacent ZOC-exerting enemy units will be attacked.

**10.5** All activated units in enemy ZOC must attack. All ZOC-exerting enemy units adjacent to your activated units must be attacked. Within that overall limit, the phasing player may choose which attacking units will attack which defending units, as long as all activated friendly units adjacent to a ZOC-exerting enemy unit participate in an attack. A player may also, but doesn't have to, attack enemy units that don't have ZOC.

**10.6** A defended hex may be attacked from as many as six adjacent hexes, with all attacking units combined into one single attack.

**10.7** In general, no unit may attack more than once per combat sub-phase and no defending unit may be attacked more than once per combat sub-phase. See section 12.0 for exceptions.

## 10.8 Stack Attacks

Units in the same stack must be combined together for combat. That is, all attacking units in a hex must be involved in the same attack as one single, combined force. Units defending in the same hex must be attacked as a single combined total; they may not be attacked separately. Note, though, pursuit combat rules (section 12.0) modify these strictures.

## 10.9 Multi-Unit & Multi-Hex Attacks

If an attacking unit is in the ZOC of more than one enemy unit, it must attack all those enemy units that aren't engaged by some other attacking unit(s). Units in two or more hexes may combine their combat strengths and attack into a single hex if all those attacking units are adjacent to all the involved defending units. Attacks may involve any number of attacking or defending units. For an attack to be resolved as a single combat, however, all involved attacking units must be adjacent to all involved defending units.

## 10.10 Diversionary Attacks

When making a series of attacks, a player may allocate his attacking units, on a hex by hex basis, so some attacks are made at poor percentages while others are made at more advantageous percentages.

## 10.11 Combat Strength Unity

A single unit's attack and defense strengths are always unitary. A given unit's strength may not be divided among different combats, either for attack or defense.

## 10.12 Choice of CRT

The attacker generally chooses which CRT will be used in each combat; however, at least one involved attacking unit must be able to trace a line of supply (see section 14.0) in order for an attack to be resolved on the Charge CRT. The attacker may always choose the Skirmish CRT.

**10.13 Combat Percentage** is determined by dividing the attacker's strength by the defender's strength and then multiplying that result by 100. Then reference the corresponding column on the CRT when rolling the die. For example, if the attacker has 20 combat factors and the defender 13, you divide 20 by 13 and get 1.53. Then you multiple 1.53 by 100 in order to convert it to a percentage, which yields 153. So that combat would be resolved on the 150-199% column of whichever CRT is chosen.

## 10.14 CRT Percentage Column Shifts

Certain game functions will "shift" the combat odds. They include: 1) flanking attacks, see 10.16; 2) terrain, see 10.18; 3) artillery, see 10.17; 4) heroism markers, see 6.7; 5) sappers, see 17.3; and 6) pursuit combat, see section 12.0.

**10.15** A CRT percentage column shift to the right means the column is increased by the number of columns indicated (that is, in favor of the attacker). A shift to the left means the column is decreased by the number of columns indicated (that is, in favor of the defender). If both the attacker and defender have shifts, use the cumulative difference. Even if the starting percentage is less than 49% or greater than 500%, use the 49% and 500% columns as the "base line" for shifts.

## 10.16 Flanking Attacks

A flanking attack occurs if your units are attacking defending units from two opposite hexes, or there is one or more attacking units in or adjacent to all six hexsides of the defender's hex. A flanking attack shifts combat odds one column to the right. Count only units taking part in the attack, not other adjacent units that may be engaged against other enemy units. This applies only to attacks against single hexes; there may not be a flanking attack bonus when attacking a defending force located in two or more hexes. Units defending in hexes with fort garrisons, stockades or entrenchments negate a flanking attack bonus that would otherwise be available. The defender never gets any kind of "flanking defense" bonus, even if for some reason defending units surround the attacker (but also see 6.7 "Flank Success").

## 10.17 Artillery

A player receives shifts for each artillery unit involved in a battle, as follows. The attacker receives one shift to the right for each friendly artillery unit involved in an attack. The defender receives one shift to the left for each friendly artillery unit involved in a defense. The final number of artillery shifts may not exceed the number of friendly non-artillery units involved in that combat. The shifts are in addition to the combat factors of the artillery units themselves. *For example:* the attacker has two artillery and three infantry units involved in an attack; the defender has one infantry and three artillery units involved in that combat. The attacker would get two shifts for artillery; the defender would get one shift for artillery. Artillery includes all types of units with any kind of full cannon icon on them. Also remember, it's one shift per artillery unit, not per artillery combat factor. The "+" symbol next to an artillery unit's combat factor is to indicate the unit provides a one column shift to friendly forces on the CRT.

## 10.18 Terrain

Defending units benefit from the terrain in the hex they occupy and, in certain cases, along that hex's sides. The TEC gives the

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defensive shifts. Benefits for terrain are not cumulative. With one exception (see 10.19 below), a defending force can receive only the shift for one type of terrain. If a force potentially has more than one defensive terrain shift available to it, it uses the single best one for that defense.

## 10.19 Entrenchment, Stockades & Fort Garrison Exceptions

An entrenchment, stockade or fort garrison counter in a hex always generates an additional one column defensive shift on top of any other terrain shift received.

## 10.20 Hexsides

A force receives the benefit for defending behind a hexside only if all attacking units are attacking across the hexside. (This is not an issue in *Boots 2*.)

**10.21** Certain heroism markers will provide additional shifts. See the explanations in 6.7.

## 10.22 Combat Shifts Example

The attacker has one combat factor and the defender 10, which would normally give  $\leq 49\%$  odds. The attacker has three shifts to the right, and the defender one to the left, giving a final result of two shifts to the right. The final percentage column is therefore 100-159% because the starting column ( $\leq 49\%$ ) shifted two to the right is the 100-159% column. And yes, that effect is intentional, to allow small forces the chance to win improbable victories and large forces the chance to go down in pitiful disasters.

## 10.23 Combat Results Explanations

The results for both CRT are listed below in alphabetical order. When unit eliminations are called for, the choice of which involved unit(s) is/are to be eliminated is always up to the owning player.

### AC (Attacker Catastrophe)

- 1) All involved attacking units are eliminated.
- 2) The defender picks two heroism markers.
- 3) There is no pursuit.

### AD (Attacker Defeated)

- 1) Eliminate half the total involved attacking strength points (round up).
- 2) All surviving involved attacking units are retreated two hexes by the attacker.
- 3) There is no pursuit.
- 4) The defender picks one heroism marker.

### AS (Attacker Skirmished)

- 1) One involved attacking unit is eliminated.
- 2) No retreat, pursuit or heroism marker picks.

### AW (Attacker Withdraws)

- 1) All involved attacking units are retreated one hex by the attacker.
- 2) No pursuit or heroism marker picks.

### BB (Bloodbath)

- 1) All the involved units of the side with fewer printed combat factors are eliminated.
- 2) The other side must eliminate at least an equal number of combat factors.
- 3) No retreat or pursuit or heroism marker picks.

### DC (Defender Catastrophe)

- 1) All involved defending units are eliminated.
- 2) Attacking units may pursue (two hexes for infantry and engineers, three for cavalry), and then conduct pursuit combat.

- 3) The attacker picks two heroism markers.

### DD (Defender Defeated)

- 1) Eliminate half the total involved defending strength points (round up).
- 2) All involved surviving defending units are retreated two hexes by the defender.
- 3) Attacking units may pursue (one hex for infantry and engineers, two for cavalry); they may not conduct pursuit combat.
- 4) The attacker picks a heroism marker.

### DS (Defender Skirmished)

- 1) One involved defending unit is eliminated.
- 2) No retreat, pursuit, or heroism marker picks.

### DT (Defender Routed)

- 1) Eliminate half the total involved defending strength points.
- 2) Roll a die. The defender must retreat his surviving involved units that number of hexes, and the path of that retreat is determined by the attacker.
- 3) Involved attacking units may pursue (two hexes for infantry and engineers, three for cavalry), and then conduct pursuit combat.
- 4) The attacker picks two heroism markers.

### DW (Defender Withdraws)

- 1) All involved defending units are retreated one hex by the defending player.
- 2) Involved attacking units may pursue (one hex for infantry, engineers and cavalry); they may not conduct pursuit combat.
- 3) No heroism markers are picked.

**NE (No Effect):** Nothing happens.

## 11.0 RETREAT AFTER COMBAT

**11.1** When a combat result requires units be retreated, the player designated by the result must immediately move those units the indicated number of hexes away from their combat position. Retreat is not regular movement; its execution doesn't use up movement points. Further, it's carried out in terms of hexes, not movement points, and units must always retreat the number of hexes indicated, regardless of their printed movement allowances, and through a hex path that's as straight as possible within the strictures given below.

**11.2** Retreat is subject to the following strictures.

- 1) Units may never retreat into hexes containing enemy units, into otherwise prohibited terrain, or off the map. If there is no other alternative, they are eliminated in the last hex into which they were able to retreat.
- 2) Stacks may retreat into hexes containing enemy ZOC, but one unit in the retreating stack must then be eliminated by the owning player. The stack must then retreat an additional hex, or hexes, until it is no longer in an enemy ZOC. If a stack retreats into more than one enemy controlled hex, it loses one unit for each hex so entered. A retreating lone unit would simply be eliminated.
- 3) Stacks may retreat into and through hexes containing friendly units. Remember, though, units must obey all stacking and sub-command rules in the final hex of their retreat path. If they end their retreat in violation of any of those rules, the retreating stack loses one unit and is retreated again until it reaches a hex in which it meets the limit.
- 4) If both 2 and 3 above are violated in the same hex, the retreating

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stack loses two units.

- 5) A retreating stack must end its retreat the indicated number of hexes away from its combat position (more sometimes, see 2 and 3 above). If they can't, and can retreat only a portion of the number of hexes called for in their combat result, they are eliminated in the last hex into which they were able to retreat.
- 6) Within the strictures given above, stacks don't have to stay together when they retreat. They may be split up into separate sub-stacks or individual units, determined by the player moving the retreating units.
- 7) In no case may a unit be retreated into a hex that would cause it to be eliminated or over-stacked if another retreat path is available.

## 11.3 Fort Garrison Units, Stockades & Retreats

Units in hexes with a fortress garrison or stockade that receive retreat results while attacking or defending may—but don't have to—retreat (owning player's choice on a case by case basis). Also, if units from outside retreat into a hex containing a friendly fort garrison unit, they may cease their retreat in that hex and don't have to retreat the full distance. That applies only to fort garrisons and stockades, not entrenchments.

11.4 Under certain circumstances a unit may end its retreat adjacent to an enemy unit that doesn't have a ZOC. Such a situation doesn't allow the retreated units to be attacked again in the same combat sub-phase. That is, you can retreat next to an enemy occupied fort garrison without penalty because units inside it exert no ZOC.

## 12.0 PURSUIT & PURSUIT COMBAT

12.1 Pursuit is a special form of movement and combat that may occur after each battle if allowed by its combat result. "Pursuit" is what is usually termed "advance after combat" in other wargames, though with additional possibilities here.

12.2 If a combat result allows a player to conduct pursuit, he may, but is generally not required to, immediately move some, none, or all of his eligible involved units the number of hexes indicated. The first hex must be the hex the enemy units formerly occupied. The second and subsequent hexes, if allowed, may be in any directions.

12.3 Like retreat after combat, pursuit doesn't use movement points. It may, however, still be made only into hexes into which pursuing units could normally move. Pursuing units ignore enemy ZOC.

12.4 If a pursuit is more than one hex, some pursuing units may stop in the first hex, and others in the second or subsequent hexes. The combat results list how many hexes different types of units may pursue. Pursuit movement may not be increased by railroad, trail or bateaux movement.

## 12.5 Pursuit Combat

If a combat result allows pursuit combat, then, on completing pursuit movement, if the pursuing units are adjacent to enemy units, the player who owns the pursuing units has the following options.

- 1) He may declare there won't be any pursuit combat, in which case nothing further occurs with those pursuing units that sub-phase.
- 2) He may declare pursuit combat. Place an inverted "Burned" marker (flame icons) atop every stack of pursuing units the owning player wants to have attack again (but see 12.7 below). Those units must attack again in that combat sub-phase, according to the normal rules of combat, just as if they had not conducted their initial combat. They may attack by themselves, or in addition to other friendly units that have not yet attacked;

however, any attack that had been declared at the start of that combat sub-phase may not be rearranged. The only allowable difference is the combat resolution percentage of such combats may be improved for the attacker by the addition of the newly added pursuing units.

12.6 Pursuit combat doesn't necessarily have to be against the same, just-defeated, enemy force. A pursuit attack must, however, be resolved before any other, entirely new, battle's resolution is begun.

12.7 If there's more than one stack of units pursuing as a result of one original battle's combat result, only one of those stacks may have a pursuit combat marker placed atop them. If two or more different attacking forces from the same sub-command, attacking from different hexes, advance into the same hex, a single, unifying pursuit combat marker may be placed on top of them, and they may conduct pursuit combat together.

12.8 If units conducting pursuit combat receive another result allowing them to pursue, or pursue and conduct further pursuit combat, they may do so again. There's no limit on the number of times a force may conduct pursuit or pursuit combat during any one combat sub-phase.

12.9 Due to pursuit combat, defending units may in some cases be attacked more than once in a single combat sub-phase. This is an exception to the normal combat rule.

## 13.0 REINFORCEMENTS

13.1 Players may receive additional units over the course of a game; such units are called reinforcements. Reinforcements appear in the receiving sub-command's reinforcement sub-phase during the game turn indicated by the scenario reinforcement schedule.

13.2 During each of his activated sub-commands' reinforcement sub-phases, the owning player places reinforcement units in the hexes designated on the map for units of that sub-command scheduled to arrive that turn. Reinforcements operate normally starting with their sub-phase of arrival.

## 13.3 Restrictions

Reinforcements may not be placed in a hex occupied by an enemy unit. A reinforcing unit may enter a hex in an enemy ZOC unless otherwise indicated by the scenario rules. Reinforcements may not be placed over-stacked. If, and only if, all scheduled appearance hexes are occupied by enemy units, or would cause reinforcements to enter over-stacked, those reinforcing units are delayed. They are placed on the first subsequent reinforcement phase for their sub-command in which a legal hex is available. A player may not otherwise delay reinforcements.

13.4 Reinforcements are simply placed on the map—they do not march onto it from off the map. There are no movement point costs for reinforcement placement.

## 13.5 Special Reinforcements

Certain scenario rules will include reinforcements that appear only if particular conditions have been met, or on the play of certain heroism markers.

## 13.6 Withdrawals

Certain game actions will call for units to be withdrawn. The units in question are simply picked up and removed from the map.

## 13.7 Exiting the Map

Some special scenario rules will allow units to move off the map. Exiting is done as normal movement, with the unit moving off from a hex adjacent to the mapsheet edge. To exit, a unit must

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spend an entire movement sub-phase of its activated sub-command sitting adjacent to the map edge; it's then exited at the very end of that sub-phase. Once a unit exits, it may never re-enter the map. A unit may not exit the map via retreat or pursuit.

## 13.8 Reinforcement Pools

A scenario may designate units begin in a "reinforcement pool." That is any opaque large-mouth container into which such units are placed, and from which they are drawn at random (without first looking) by the receiving player. Units are otherwise deliberately and specifically placed according to each scenario's reinforcement schedule.

## 14.0 SUPPLY

**14.1** Units "trace supply" to supply sources. Supply is needed in order to be able to use the Charge CRT. Additionally, unsupplied units must make an attrition check in the attrition phase of each game turn specified in those scenario rules (step III. B. in the turn sequence outline). In *Boots 2*, the "supply units" category includes units with icons of supply wagons and supply trucks (and also see 17.5).

### 14.2 Units In Supply

Units in the same hex as a printed supply symbol for their side or a friendly supply unit are in supply. Units able to trace a line of supply to a friendly supply unit or friendly supply symbol hex are also in supply. Supply units are always themselves in supply while in play on the map. Scenario instructions may also explain that certain other units are always automatically in supply. The maximum length of supply lines varies by scenario. Units in reinforcement pools, as well as those that have exited the map or that have been withdrawn, are also always in supply.

### 14.3 Tracing Supply Lines

Supply lines may not be traced into, out of, or through a hex if there is an enemy ZOC in that hex, unless the hex is also occupied by a friendly unit or stack. That is, friendly units negate enemy ZOC for purposes of tracing supply lines. When counting supply line lengths, count from the unit or hex providing the supply to the unit or stacking receiving the supply. Don't count the hex containing the supply source; do count the hex containing the unit or stack receiving the supply.

**14.4 Combat Supply** is checked at the start of the resolution process of each individual attack for all involved attacking units in that combat. If all involved attacking units are out of supply, the attacking player may choose only the Skirmish CRT for that attack. Defenders aren't directly affected by supply considerations, but 'surrounded' defenders may be subject to the flanking attack penalty (see 10.16).

### 14.5 Attrition

During each designated game turn's attrition phase, both players check all units on the map that are susceptible to attrition. Roll a die for each eligible unit found to be out of supply at that time. In *Pershing*, make this check every game turn. In *Mad Anthony*, make this check only during game turns designated for it on that game's Turn Record Track printed on the mapsheet. A unit checked for attrition is eliminated on a roll of six. No die roll modifiers are ever involved in such checks. Each individual unit in an unsupplied stack should have a separate die roll made for it. There are no attrition results other than elimination or survival.

### 14.6 Inter-Sub-Command Supply

Units may trace supply to any friendly supply source of their side, even if it belongs to a different sub-command.

## 14.7 Supply Replacement

In every game turn, both players may return to play one eliminated supply unit per sub-command in each reinforcement sub-phase of that sub-command. Such returnees are placed as if a regular reinforcement of their sub-command. Also note the mere act of providing supply to friendly units doesn't cause the elimination of supply units in either game of *Boots 2*.

## 14.8 Maximum Supply Line Lengths

In *Mad Anthony*, the maximum supply line length is three hexes. In *Pershing*, the maximum supply line length is five hexes. Those maximum lengths remain unchanged no matter from what type of supply source (supply unit or hex) a supply line is being traced. Always count supply paths in terms of plain hexes, no matter what kinds of terrains are involved.

## 14.9 Blocking Terrains & Water Barriers

In *Pershing*, supply lines may not be traced across all-lake hexsides (seasonal lakes OK), while supply units themselves may never enter rough hexes. Similarly, in *Mad Anthony*, supply lines may not be traced into or through all-lake hexes or hexsides. There's no rough terrain prohibition, though, for supply units.

**14.10** Both players may deliberately move their units into hexes in which they will, or might, become unsupplied.

## 15.0 FOG OF WAR

**15.1** In general, players may examine enemy stacks only during the combat resolution process. Once an attack has been declared, it may not be called off.

### 15.2 Scouting

Certain units of an activated sub-command may conduct "scouting." Scouting occurs at the end of each movement sub-phase, after all movement is completed for the activated sub-command. The player who owns the activated sub-command may then examine all enemy stacks within two hexes of an activated and scouting-qualified unit. He must, in turn, indicate (and show, if they're stacked or flipped over) the opposing player the units conducting the scouting. In *Mad Anthony*, only the 2-8 "Tecumseh" Indian unit may scout. In *Pershing*, only the "GHQ Aero" unit and the 1-9 "Mc" and "Patton" motorcycle units may scout.

## 16.0 SCREENING

**16.1** Normally the attacker chooses which CRT will be used; however, under certain circumstances, the defender may choose which CRT will be used. If the defending player wants to, and has a defending force qualified to do so, he may declare "screening" during the attack declaration sub-phase, and may thereby declare which CRT will be used for such battles.

### 16.2 Screening Eligibility

A defending force that consists only of cavalry (icons of men on horseback) and/or motorcycle units, and that's attacked by a force containing no cavalry or motorcycle units, is thereby eligible to screen.

**16.3** Screening isn't mandatory; it's an option available to defenders, declared (or not) on a battle by battle basis, within the strictures given above at the discretion of the defending player.

## 17.0 ENTRENCHMENTS & STOCKADES

**17.1** A player may build entrenchments to enhance the defense of friendly units within them. In *Mad Anthony*, only British units may attempt entrenchment. In *Pershing*, all infantry and engineer units of both sides may attempt entrenchment.

**17.2** To entrench, one or more activated and supplied infantry or

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engineer units—engineers are units with icons of men wielding pick axes or with a crossed shovel and pickaxe icon next to them—must remain in place for one complete movement sub-phase of its sub-command. At the end of that sub-phase, the owning player rolls a die. On a result of one, two or three, place an entrenchment marker in the hex; on a four, five or six, the entrenchment attempt has failed. Make only one die roll per hex no matter how many infantry units are actually present. If one or more engineer units are present in a hex undergoing an entrenchment attempt, that attempt succeeds on a die roll of one through five.

**17.3** All friendly units of all types in an entrenched hex receive those benefits regardless of which units built it. An entrenchment marker, once placed on the map, remains in place until there are no longer any friendly units in that hex at the end of a phase or sub-phase (that is, if all occupying units move off, or are removed as a result of combat). It costs no movement for a unit to enter an already built entrenchment, or to un-entrench. Entrenchment markers may be recycled in and out of play any number of times during a game.

**17.4** In general, the combat effect of an entrenchment marker is to generate a one column leftward CRT percentage column shift for all units defending in that hex. Entrenchments may not be built in hexes containing a fort garrison unit in *Pershing*, nor may they be built in hexes containing a stockade in *Mad Anthony*.

## 17.5 Stockades in Mad Anthony

In the *Mad Anthony* game, stockades (log-fort icons) may be built in the same manner as entrenchments. The unique characteristics of stockades are as follows. They may be built only by US Army infantry or engineer units. Indian units of either side may never build stockades. Stockades are supply sources for their side as long as at least one friendly unit occupies them. Stockade markers remain on the map between the two campaign turns if occupied by a friendly unit at the end of 1791. Note that, as given in the scenario instructions, some stockades start play already on the map.

The number of Stockade markers in the counter-mix is an absolute limit. If a given stockade marker is eliminated during play, it may not be recycled back onto the map in any way. US Army units in *Mad Anthony* never build entrenchments; they build only stockades. The combat effect of a stockade marker is to generate a one column leftward CRT percentage column shift for the units defending in that hex. Units in stockades still exert ZOC.

## 18.0 ENGINEERS

**18.1** Engineer units (see the explanation above in 17.2) have special capabilities for movement, building entrenchments, and conducting attacks against hexes with fort garrisons, stockades or entrenchments. Each engineer unit may potentially perform one of the following actions in each of its sub-command's operations phases throughout the game.

### 18.2 Build Pontoon Bridges

If an activated engineer unit remains in place on a river hex for an entire movement sub-phase of its sub-command, during that sub-phase all units of the engineer's sub-command exiting that hex do so as if a bridge were located there (meaning there is no extra river-exiting cost). The bridge remains in place throughout that movement sub-phase, and may be constructed and used again during subsequent operations phases. If the player wants to use it again in a future turn, the engineer unit must be in the hex during the start of that movement sub-phase and follow the same procedure. A single engineer may bridge only a single river hex at a time. A pontoon bridge is considered to be in place only for the

friendly movement sub-phase of the sub-command to which the constructing engineer unit belongs.

### 18.3 Entrenchments

Engineers may build, or assist infantry in building, entrenchments or stockades, as described above in 17.2.

### 18.4 Sappers

If an attacking force contains one or more engineer units the defender is in a hex containing a fort garrison unit, stockade or entrenchment, and the Charge CRT is being used, shift the odds one percentage column to the right. That's a maximum of one such shift per combat, no matter how many engineer units are involved.

## 19.0 RIVERINE UNITS

**19.1** Certain scenarios have riverine units (riverboats and gunboats). There are no riverine units in either game in *Boots 2*.

## 20.0 VICTORY CONDITIONS

**20.1** Each scenario will have its own victory conditions. Usually victory is determined through the accumulation by one or both players of "victory points" (VP). Players accumulate VP for certain actions during the course of the game, and/or for occupying certain hexes at the end of play. Players should keep track of VP on a piece of scrap paper during play.

**20.2** At the end of the game, the player who has more VP than the other subtracts his opponent's total from the his own to determine the extent of the victory (if any).

Difference in VP Totals	Type of Victory
0-9	Draw
10-19	Marginal
20-29	Glorious
30+	Epic

**20.3** In the table above, a marginal victory is the least-best kind of victory, while an epic victory is the best kind.

**20.4** VP should generally be recorded as soon as they are gained. The exception is points designated as being gained at the end of a turn or at the end of the game. VP earned for "occupation" of a hex means the player must have a unit or stack actually in the hex at the times specified (markers don't count). Enemy units must be eliminated in combat or due to stacking violations in order to gain points for them. VP aren't earned for enemy units eliminated due to attrition or other game actions unless specified in the scenario rules.

## 21.0 GAME I: MAD ANTHONY

### 21.1 Players & Sides

There are two players: the US player and the Indian player. The Indian player controls both Indian and British forces. Also note the US side has one friendly ("frnd") Indian unit in its force mix. All rules stated to simply apply to "Indians" apply equally to all those units on both sides. Also note that "Dragoons" are considered "cavalry" for all rules purposes.

### 21.2 Scales

Each game turn represents an amount of time between one week and four weeks, depending on the intensity of the maneuver and combat conducted in each turn. Each hex represents approximately 10 miles (16 kilometers) from side to opposite side. Units are army battalions and regiments, artillery batteries and Indian war bands, as well as assorted miscellaneous tactical formations.



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## 21.3 Game Length

The game has two “campaign years,” 1791 and 1794. If a player wins an epic victory at the end of 1791, the game comes to an end. If not, players must fight a second campaign in 1794. Each campaign year consists of eight turns, so a game can last a maximum of 16 turns.

## 21.4 Set Up Order

The US player completes his side’s set up before the Indian player begins the Indian side’s set up.

## 21.5 US Initial On-Map Forces

- 1) Stockades: one in Fort Washington (1432) and one in Fort Finney (1026).
- 2) St. Clair Command (St) on or adjacent to Fort Washington (1432): 1US, 2US, Bedinger (Be), Butler (Bu), Clarke (Cl), Gaither (Ga), Patterson (Pa) infantry; Faulkner (Fa) light infantry; Truman (Tr) Dragoons; artillery; supply unit.
- 3) Scott Command (Sc) any town on the Ohio River: 1 & 2 Kentucky (Ky) Dragoons and a supply unit. Note that the 3KY/Sc and 4KY/Sc Dragoon units come into play only in 1794. Also note the Friendly (Frnd) Indian unit is not part of this command’s initial set up; see 21.7 below for details on its entry.
- 4) Any US towns: six militia units, no more than one per town. The Fort Washington (FW) and Fort Finney (FF) militia units must start in those hexes.
- 5) Heroism markers: none.

## 21.6 US Reinforcements

If neither player has won an epic victory at the end of 1791, the US player takes the following actions.

- 1) Remove permanently from the map all units in St. Clair’s command.
- 2) Place all other surviving US 1791 units in any US controlled towns or stockades or in any hexes on or south of the Ohio River not presently occupied by enemy units. In re-placing US units, normal stacking restrictions apply.
- 3) Place all of Wilkinson’s (Wlk) and Hamtramck’s (Hm) commands on or adjacent to any US controlled towns or stockades: 1 & 2 Right Wing (RW), 1 & 2 Left Wing (LW) infantry; RW & LW light infantry; RW, LW, 3KY, 4KY Dragoons; RW & LW Engineers; RW & LW artillery; RW & LW supply units.
- 4) Permanently remove the St. Clair command marker from the pool.
- 5) Add the Wayne, Hamtramck & Wilkinson command markers to the pool.
- 6) Place any heroism markers then held by the US player back into that pool. Then randomly pick two new heroism markers.

## 21.6 US Set Up & Entry Codes

US units are marked on their reverse sides to facilitate more rapid set up. “Start” units, with one exception (see 21.7), units begin on the map at the start of play in 1791. “1794” units are deployed at the start of the second campaign year.

## 21.7 US Friendly Indians

The US has a friendly Indian unit that may become part of the Scott sub-command during either campaign year. If the US player expends the “Native Allies” marker during a friendly reinforcement phase, he receives that unit on or adjacent to any Scott sub-command unit. If the Indian player plays the “Native Allies” marker, he may remove the US Indian unit from the map if it’s in play. It should then be set aside and could be received again (and again, etc.) if the US player again expended the same marker.

## 21.8 US Sub-Commands

In 1791 there are three US sub-commands: St. Clair (St), Scott (Sc), Militia (M). In 1794 there are five US sub-commands: Wayne, Hamtramck (Hm), Wilkinson (Wlk), Scott (Sc) and Militia (M). The Wayne sub-command has no units of its own; instead, it controls all US units. If either player picks the Wayne marker, the US player activates all his units for the same operations phase.

## 21.9 Indian Initial Forces

- 1) On any Indian villages, within stacking restrictions: Tecumseh (Tecumsh), Delaware (Delwre), Wyandot (see following note), Shawnee, Ottawa, Miami, Seneca, Pottawatomie (Potowat), Chippewa (Chipwa), Mohawk & Kickapoo (Kickpo). Note that in the game “Tecumseh” is the name of an Indian war band, not a commander. Tecumseh was at this time the head of a band of Indian scouts, not a major war chief. Also note there are two Tecumseh counters in the counter-mix. That is an error. The second Tecumseh counter should actually have been printed as the “Wyandot” counter. We’ll have a properly done replacement counter for you in issue 245.
- 2) Fort Miami (3236): Stockade marker and Campbell (CB) British infantry unit.
- 3) Fort Detroit (3737): Stockade marker and Detroit Brigade (DB) British infantry unit.
- 4) Adjacent to any Indian village: Caldwell (CA) British infantry unit.
- 5) Heroism markers: two picked at random.

## 21.10 Indian Reinforcements & Replacements

If neither player has won an epic victory at the end of 1791, the Indian player takes the following actions. Note that the US player completes all the steps outlined in 21.6 before the Indian player performs any of these steps.

- 1) The Indian player receives the Mohawk units as reinforcements. He places those units, along with all Indian units that survived the 1791 campaign year, on any unburned Indian villages that aren’t occupied by any US at that time.
- 2) The Indian player receives a number of replacement Indian units equal to the number of unburned villages on the map. That is, from his dead pile of Indian (not British) units eliminated during 1791, he picks at random the number of units equal to the number of unburned and non-US-occupied villages then on the map. The replacement units are placed on any of those villages of his choice, within stacking restrictions. If the number of eligible villages exceeds the number of eliminated units, there are no additional Indian replacements. For example, if the Indian player had four replacement-eligible villages and two eliminated units, he would receive both those units as reinforcements.
- 3) The Indian player receives no replacement British units. Any surviving British units at the end of 1791 remain where they are if in a town or stockade hex. If in any other hex(es), the Indian player picks them up and places them on any British or Indian controlled town or stockade hex(es) within normal stacking limits. If no eligible hexes exist, the British units are removed from play.
- 4) Place any heroism markers held by the Indian player back in the pool, then randomly pick two new ones.

## 21.11 Indian Set Up & Entry Codes

All Indian units start on the map except the Creeks and Mohawk units.

# THEY DIED WITH THEIR BOOTS ON, Volume 2

## 21.12 Indian Sub-Commands

If the Indian player picks either the Little Turtle or Blue Jacket command markers, he may move all Indian (non-British) units. If the US player picks either of those markers, he doesn't give it to the Indian player. It remains out of the pool until the end of that game turn. If the Indian player picks the British command marker, he activates all British units. If the US player picks that marker, he doesn't give it to the Indian player. It remains out of the pool until the end of that game turn.

## 21.13 Command Pool

Place the following markers in the command pool at the start of play: St. Clair, Scott, Militia, Blue Jacket, Little Turtle, British. At the start of 1793-94, remove the St. Clair marker from the pool and add the Wayne, Hamtramck and Wilkinson markers.

## 21.14 Heroism Pool

Place all Heroism markers in the heroism pool with the exception of the "War Correspondents" marker, which isn't used in this game. The numbers in the game turn boxes printed on the map indicate the number of automatic heroism marker picks. US to the left; Indian to the right.

## 21.15 US Victory Points

- 1) Received immediately for each Indian unit eliminated in combat: +1 for each combat factor.
- 2) Received at the end of 1791 for each burned Indian village: +2.
- 3) Received at the end of 1794 for each burned Indian village burned: +1. Villages that earned VP at the end of 1791 are counted again at the end of 1794.
- 4) Received at the end of 1791 for occupying (not burning) Fort Miami or Detroit: +3, each.
- 5) Received at the end of 1794 for occupying (not burning) Fort Miami or Detroit: +2, each. Again, these locales may earn VP at the ends of both campaign years.

## 21.16 Indian Victory Points

- 1) Received immediately for each US unit eliminated in combat: +2 for each combat factor.
- 2) Received at the end of 1791 if no Indian villages have been burned: +5, total.
- 3) Received at the end of 1791 for each burned US town: +2, each.
- 4) Received at the end of 1794 for each burned US town: +2, each. The same burned locales earn VP at the end of both campaign years. Once burned it is burned for good; locales don't need to be burned again in 1794 if they've already been burned in 1791.

## 21.17 Transitional VP

When transitioning from 1791 to 1794, don't start over with a new VP count. Both players take their 1791 VP with them into 1794. Also note both players start 1791 with zero VP.

## 21.18 Open US-British Hostilities

The first time a British unit attacks a US unit defending a town or stockade, or a US unit attacks a British unit defending in a town or stockade, the defending player rolls two dice and receives that number of VP. The US Friendly Indian unit doesn't count for this purpose. This dice roll may occur a maximum of once per game, not once per player.

## 21.19 Stacking

British and Indian units may never end a movement or combat

sub-phase stacked together. Likewise, US units and the US-friendly Indian unit may never end a movement or combat sub-phase stacked together.

## 21.20 Burning

The Indian player may burn US towns or stockades. US units may burn only Indian villages. Burning is done during any friendly combat sub-phase. During any of your combat sub-phases, when you have one or more friendly units of the activated sub-command enter a hex that's eligible for burning, simply declare: "Burning!" and place a flame marker in the hex. Once burned, a locale remains burned for the remainder of the game. Burning is not voluntary; it is automatic in the circumstances described above. A burned village or town hex has its stacking value permanently reduced to two, and no defensive terrain combat shifts are any longer generated by it. Finally, a player may not place reinforcements or replacements in a burned hex at the start of 1794.

## 21.21 Supply

Indian units on both sides are always in supply. British units must check supply normally and may trace supply only to British occupied stockades. US units trace supply to any friendly supply units or to US occupied stockades. Additionally, units of the US Militia sub-command are in supply when in any unburned US towns or in any hexes on or south of the Ohio River.

## 21.22 Special Heroism Marker

In this game the "Special" heroism marker is used as a "Desertion" marker. The player deploying the marker indicates any one enemy unit and rolls a die. If that result is greater than the unit's printed combat factor, it's removed from the map. Units of the Hamtramck and Wilkinson commands may not be designated for desertion. A unit that deserts in 1791 is eligible, under normal strictures, for replacement in 1794.

# 22.0 GAME II: PERSHING

## 22.1 Players & Sides

There are two players, the US player and the Pancho Villa ("Villa") player. Mexican Government forces may be controlled by either player during the course of a game.

## 22.2 Game Scales

Each game turn represents one month. Each hex represents 10 miles (16 km) from side to opposite side. Units of maneuver are regiments and brigades, along with some irregular or specialized smaller formations.

## 22.3 Game Length

The game has 11 turns: March 1916 through January 1917.

## 22.4 Set Up Order

The US player completes his side's set up before the Villa player begins the Villa side's set up.

## 22.5 US Initial Forces on Map

Normal stacking limits apply.

- 1) Columbus (4107): The "Col" fort garrison unit.
- 2) Fort Bliss (4214): The "Bliss" fort garrison unit.
- 3) On and/or adjacent to Culberson Ranch (3900): all West Column (WC) units marked "Start" on their reverse sides.
- 4) On and/or adjacent to Columbus and/or Fort Bliss: all East Column (EC) units marked "Start" on their reverse sides.
- 5) Heroism markers: one marker picked at random.

## 22.6 US Reinforcements

Units with the name of a month printed on their backs are received

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as reinforcements on that turn. They are placed in Columbus or Fort Bliss, decided by the US player on a turn-by-turn and unit-by-unit basis. If for any reason both those hexes are enemy occupied, they are placed on or adjacent to any hex on the north map edge.

## 22.7 US Set Up & Entry Codes

"Start" units begin on the map at the start of play as noted. Units with the name of a month printed on their reverse sides are entered during the appropriate sub-command reinforcement phase of that month.

## 22.8 US Sub-Commands

There are six US sub-commands: GHQ, East Column (EC), West Column (WC), North Column (NC), Frontier Command (FC) and National Guard (NG). When either player picks the GHQ command marker, the US player can activate all US units in any one US sub-command command along with the units of the GHQ sub-command. Additionally, the US player may command Mexican Government units; see 22.13 below.

## 22.9 National Guard (NG) Sub-Command Limitations

Units of the NG sub-command may never move or attack into Mexico; nor do their zones of control extend across the border. Further, each NG unit counts as two units for stacking. That's because they are shown as brigades and not regiments like the regular US Army. Note, though, the *1 NM* and *2 Ma Regiments* (in the NC sub-command), while technically National Guard regiments, were officially part of the punitive expedition and are not bound by these rules.

## 22.10 Pancho Villa Initial Forces On Map

- 1) Almost Anywhere in Mexico: all three Dorados (Do) sub-command units. These units may not be placed in city or town hexes. They may be set up together or in individual hexes, etc., within normal stacking limits.
- 2) Heroism markers: two markers picked at random.

## 22.11 Pancho Villa Reinforcements

- 1) There are three Villa sub-commands: Dorados (Do), Division of the North (DN), and Bandito (B). Additionally, the Villa player may command Mexican Government units; see below 22.13.
- 2) If either player picks the Division of the North (DN) sub-command marker, the Villa player picks at random three units from that sub-command that haven't yet been entered into play and places them anywhere in Mexico within normal stacking limits and strictures. He then conducts a normal operations phase with those units and any other DN units already in play on the map.
- 3) If the either player picks the Bandito (B) sub-command marker, the Villa player picks at random one unit from that sub-command that hasn't yet been entered into play and places it anywhere in Mexico within normal stacking limits and strictures. He then conducts a normal operations phase with those units and any other B units already in play on the map.

## 22.12 Division of the North (DN) Strictures

Units of the DN sub-command may never move or attack into the US, and their zones of control don't extend across the border.

## 22.13 Mexican Government Initial Forces

- 1) There are four Mexican Government sub-commands: Trevino (T), Murgria (M), Rurales (R) and Chihuahua Militia (CM). When either player picks a Mexican Government sub-command command marker, he controls all of its forces for all purposes that turn.

- 2) As the last step of his set up, the Villa player picks at random six units of the Chihuahua Militia (CM) sub-command. He may generally place them on any Mexican cities and towns of his choice, one per hex. The Villa player indicates the city or town in which the next-to-be-drawn unit will be placed before picking each one. Juarez (4014) and Chihuahua (2115) must both have a CM unit placed in them.
- 3) The US player then picks at random, one at a time, the three units of the Rurales sub-command and generally places them, one at a time, on any Mexican cities or towns of his choice, one per hex. They may not be placed in hexes containing a CM unit.
- 4) **Heroism markers:** Mexican Government forces never pick or possess heroism markers.

## 22.14 Mexican Government Reinforcements

- 1) If either player picks the Trevino (T) or Murgria (M) sub-command markers, and that command hasn't yet entered play, roll a die. On a one or two, the sub-command deploys. The player who drew it deploys all units of that command on any hexes on the south map edge. Those hexes may not contain any units from any other sub-commands of either side. If the die roll is three through six, the sub-command doesn't deploy that game turn, but may be picked again (and go through this process again) on subsequent turns.
- 2) If either those sub-commands are already in play when their command marker is picked by either player, that Mexican Government sub-command is controlled that turn by the player who drew it (but see 22.15 below).

## 22.15 Mexican Government Forces Strictures

- 1) Mexican Government may never move or attack into the US, and their zones of control don't extend across border.
- 2) Each unit of the M and T sub-commands counts as two units for stacking.
- 3) Mexican Government units of all four sub-commands may never stack with US or Villa units at any time. They may move through hexes containing other sub-commands of the Mexican Government, but they may never end a sub-phase in the same hex with units of other Mexican Government sub-commands.
- 4) Neither player may use any Mexican Government forces under his command during a given turn to attack any other forces under his control.

## 22.16 Command Pool

Place the following markers in the command pool at the start of play: B, CM, DN, Do, EC, FC, GHQ, M, NC, NG, R, T and WC.

## 22.17 Heroism Pool

Place all heroism markers in the heroism pool. Both players pick one marker from the pool each turn.

## 22.18 US Victory Points

- 1) Received immediately for each Dorados (Do) unit eliminated in combat: +3 per combat factor. If all three Do units are eliminated, award the US player an additional nine VP. The Dorados were Villa's elite force, containing his cadres. The elimination of all three Dorados units would probably mean Villa himself has been killed or captured.
- 2) Received immediately for every other Villa unit eliminated: +1 per combat factor.
- 3) Each time an attack is made by forces from a Mexican Government sub-command against US forces: roll a die and award that many VP to the US player.

# THEY DIED WITH THEIR BOOTS ON, Volume 2

## 22.19 Villa Victory Points

- 1) Received immediately for each US unit eliminated in combat: +2 per combat factor.
- 2) Received immediately for each US town or city raided: +2 if for each raided locale that's not a US supply source; +5 for each raided locale that is a US supply source.
- 3) Received at the end of game for each Mexican city occupied by one or more Villa units: +5.
- 4) Received at the end of game for each Mexican town occupied by one or more Villa units: +2.
- 5) Each time an attack is made by forces from a Mexican Government sub-command against Villa forces: roll a die and award that many VP to the Villa player. Also see 22.21.

## 22.20 Raiding

Villa units may "raid" US cities and towns by entering them. Raiding is declared at the end of any Villa movement or combat sub-phase. The Villa player must declare a "Raid!" and then places a "Raided" marker in the hex. Once raided, a given town or city remains raided for the remainder of the game and can't be raided again for VP. (Such locales could still be moved or attacked into by otherwise eligible forces of either side.) Defensive combat benefits, supply sourcing, etc., remain unchanged in raided locales, but see 22.19/2. Also, if both US supply source hexes (Columbus in 4107 and Fort Bliss in 4214) are raided over the course of a game, when the second of those raids takes place, play stops and the Villa player is declared to have won an "epic sudden death victory."

## 22.21 Open Hostilities Victory Points

The first time a US unit attacks a Mexican Government unit, or a Mexican Government unit attacks a US unit, the defending player rolls two dice and receives that number of victory points. The advent of open hostilities doesn't change any of the other rules. For example, the US National Guard may still not cross the border, rules concerning control of the Mexican Government forces sub-commands remain the same, etc.

## 22.22 US Aero Unit

At the start of play, place the US Aero unit in the command pool. If the US player picks that unit marker, he may do one of the following: 1) examine any one Villa or Mexican Government stack on the map; or 2) activate any one US sub-command. If the Villa player picks the Aero unit, it is simply set aside for the remainder of that turn. (It still counts as the Villa player's pick.) The Aero unit is always returned to the pool during the return phase, and is available on following turns, no matter which player drew it during a given game turn.

**22.23 Railroads** all across the map are treated in all respects as roads by mobile units of all sub-commands (see the TEC). Additionally, US and Mexican Government units may potentially make use of special "railroad movement." To be able to do so, an eligible unit must start its sub-command's movement sub-phase in supply on a rail hex within its own country. It may then move an unlimited number of hexes via contiguous rail hexes, but only within its own country. That makes up the unit's entire movement for the turn. Units may not enter enemy occupied hexes using special railroad movement, but enemy zones of control have no effect on that kind of movement. All mobile units of all sub-commands may use rail hexes in any country as if they were roads. Units with printed movement factors of zero (0) and Villa units may never use special railroad movement.

## 22.24 Entrenching

Mexican Government infantry units successfully entrench

on a die roll of one through five. Villa infantry units successfully entrench on a die roll of one. All other units entrench normally.

## 22.25 Exiting the Map

No unit once in play on the map may exit it except to go into the dead pile.

## 22.26 Supply

All US units must trace supply normally. All Villa units are always in supply, as are all CM and R units. Murgria (M) and Trevino (T) units must trace supply normally.

US units may use the printed supply symbol hexes inside the US as supply sources if they are occupied by at least one friendly unit. Mexican Government units may use the printed supply symbol hexes inside Mexico (Jimenez in 1121 and Chihuahua in 2115) as supply sources if they are occupied by at least one Mexican Government unit. Mexican government units may always trace supply through other Mexican Government units, regardless of their state of control or sub-command affiliations.

## 22.27 Special Heroism Marker

Depending on who picks the marker, the outcomes are as follows.

**US Morale Spike:** if the US player picks it, he indicates any one Mexican city or town occupied by one or more US units. He may then place in that town any one previously eliminated US unit belonging to the sub-command then in occupation of the place. The Villa player forfeits the VP he gained earlier for eliminating that replaced unit.

**Anti-US Uprising:** if the Villa player picks it, he indicates any one Mexican city or town occupied by one or more US units. Those units are immediately moved one hex by the US player. The Villa player may then place any one available Villa reinforcement unit, which hasn't yet been entered into play, in that hex as an immediate reinforcement.

## 22.28 The Second Mexican-American War Optional Scenario

By mutual agreement, players may decide to explore alternative history by having a full-scale war between Mexico and the United States. To do so, make the following changes to the scenario rules.

- 1) Lift all restrictions on US National Guard, Division of the North and Mexican Government sub-commands concerning moving and attacking across the border: all units are now free to move anywhere on the map.
- 2) All Mexican Government sub-commands are always controlled by the Villa player when drawn by that player. If a Mexican Government force sub-command marker is picked by the US player, that sub-command's units may simply not move or attack during that turn. (Such picks still count as using up a US player pick.)
- 3) German Intervention. The German Mexico Abteilung (MA) sub-command is added to the command pool and is controlled by the Villa player whenever it's drawn by either player. The MA unit is always in supply.
- 4) Victory Points: In addition to normal victory conditions and victory point awards, at the end of the game the US player receives +5 VP for each Mexican city occupied by one or more US units and +2 VP for each Mexican town occupied by one or more US units.

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## 23.0 CHARTS & TABLES

### 23.1 Terrain Effects Chart (TEC)

Terrain	Movement Cost	Combat Effect	Stacking
Clear	1	No Effect	4
Forest (MA)	2	1 Left	3
Rough (MA)	2	1 Left	3
Rough (P)	2	1 Left	Arty & Supply Not Allowed; 2 for Others
Desert or Seasonal Lake (P)	2	No Entrench; Otherwise NE	2
US or Mexican City (P)	1	2 Left	6
Town	1	1 Left*	4; 2 If Burned
Indian Village (MA)	1	1 Left, Indians Only; Others NE	4; 2 If Burned
Trail (MA)	0.5	No Effect	OTiH
Railroad (P)	0.5; see 7.9 & 22.23	No Effect	OTiH
River Hex	+2; but also see 7.12 in MA	1 Left	OTiH
Partial Lake Hex (MA)†	OTiH, but also see 7.12	OTiH	OTiH
All-Lake Hex/Hexside (MA) †	See 7.12	Not Allowed	Not Allowed
All-Lake Hexside (P) †	Not Allowed	Not Allowed	OTiH

#### Notes

OTiH = Determined by the Other Terrain in that Hex.

\*No shift for all-Indian force defending in this kind of hex in MA.

†ZOC don't extend into, out of, or across these kinds of hexes or hexsides.

### 23.2 Skirmish Combat Results Table (SCRT)

⇐ Percentage Columns ⇒

Die Roll	49%	50-99%	100-149%	150-199%	200-299%	300-399%	400-499%	500%
1	AC	AD	AS	AS	AS	AW	AW	NE
2	AD	AS	AS	AW	AW	NE	NE	DW
3	AS	AW	AW	NE	NE	DW	DW	DS
4	AW	NE	NE	DW	DW	DS	DS	DD
5	NE	DW	DW	DS	DS	DS	DD	DD
6	DS	DS	DS	DS	DD	DD	DD	DC

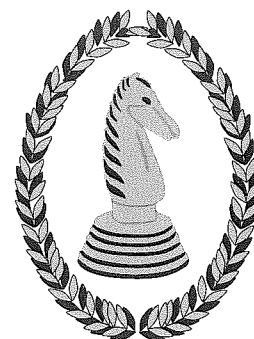
### 23.3 Charge Combat Results Table (CCRT)

⇐ Percentage Columns ⇒

Die Roll	49%	50-99%	100-149%	150-199%	200-299%	300-399%	400-499%	500%
1	AC	AC	AC	AD	AD	BB	BB	BB
2	AC	AC	AD	AD	BB	DD	DD	DD
3	AC	AD	AD	BB	BB	DD	DT	DT
4	AD	BB	BB	BB	DD	DT	DT	DC
5	AD	BB	DD	DD	DT	DT	DC	DC
6	BB	DD	DD	DT	DC	DC	DC	DC



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# They Died With Their Boots On 2: Mad Anthony

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1+	3	St	3	St	3	1Ky	4	2	4	2	4	3	4	2	4	2	4	2	6	Sc	1	8	8

1	Oh1	3	M	3	M	1Ky	3	M	2	FW	3	M	3	M	5	1RW	5	Wk	5	5	3	Wk	6
1	3	1	Oh2	3	M	1	2Ky	3	M	2	FF	3	M	5	2Lw	5	Hm	5	5	5	3	1+	4

1	Lw	4	Hm	1	Lw	6	Wayne	5	CB	5	Br	5	DB	5	Br	5	CA	1	Br	6	Blue Jacket	1	6
1	4	1	Lw	6	Hm	5	Br	5	DB	5	Br	5	CA	1	Br	6	Blue Jacket	1	6	Blue Jacket	1	6	Cherokee

1	Chipwa	6	1	6	5	Delwre	2	6	2	6	2	6	1	6	3	1	6	1	6	1	6	3	6
2	8	2	8	2	8	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Entrenched	Shawnee

Ambush	Delusions of Grandeur	Do or Die	Enemy out of ammo	Flank Success	From the jaws of Victory	Inspired subordinates	Into de Valley of the Shadow	Last stand	Mad dash
Morale	Natural Catastrophe	Parley	Rally	Sole Survivor	Someone Blundered	Special	Spies	Staff Work	

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

Someone Blundered	Someone Blundered	Special	Spies	Staff Work	War Correspondents	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge
Someone Blundered	Someone Blundered	Special	Spies	Staff Work	War Correspondents	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge	Wild Charge

# They Died With Their Boots On 2: Pershing

GHQ	GHQ	GHQ	GHQ	Aero	Mc	Patton	GHQ	GHQ	National Guard	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

Ambush	Delusions of Grandeur	Do or Die	Enemy out of ammo	Flank Success	From the jaws of Victory	Inspired subordinates	Inspired subordinates	Into de Valley of the Shadow	Last stand
Morale	Natural Catastrophe	Parley	Rally	Sole Survivor	Someone Blundered	Someone Blundered	Someone Blundered	Someone Blundered	Someone Blundered







