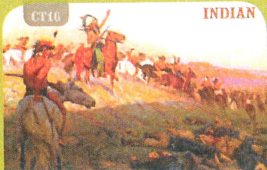




CT10 INDIAN



**SITTING BULL**


**Recruit:** One eliminated warband (exception to scenario rule).

**Move:** All Indian units

Akacitas	3
Warbands	3
Camps	2

*Remove from Play!*

CT17 INDIAN



**GALL**

**Recruit:** One Indian unit (any type)

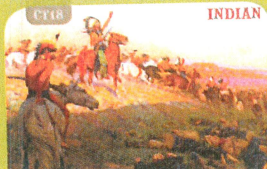
**Move:** All Indian units

Akacitas	4
Warbands	4
Camps	1

**Battle:** If the Oglala unit attacks this turn, add +1 to the Indian tactical leadership die roll for that battle.

*Remove from play on a die roll of 1-3.*

CT18 INDIAN



**CRAZY HORSE**

**Recruit:** One Indian unit (any type)


**Move:** All Indian units

Akacitas	4
Warbands	4
Camps	1

**Battle:** If the Hunkpapa unit attacks this turn, add +1 to the Indian tactical leadership die roll for that battle.

*Remove from play on a die roll of 1-3.*

CT13 INDIAN

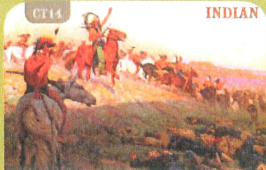


**DOG SOLDIERS**

**Recruit:** Akacitas

**Move:** Akacitas 5

CT14 INDIAN




**TRIBAL RAIDING**

**Move:** Roll one die. The result is the number of Indian units you may move.

Akacitas	4
Warbands	3
Camps	2

CT15 INDIAN

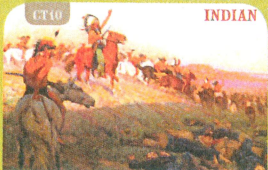


**TRIBAL RAIDING**

**Move:** Roll one die. The result is the number of Indian units you may move.

Akacitas	5
Warbands	4
Camps	1

CT10 INDIAN



**DISSENSION IN THE COUNCILS**


**Immediately:**

- 1) The Indian player must roll one die for each Indian unit on the map. On a "1" place the unit in the Recruit Box. On other results there is no effect. Then
- 2) Reshuffle all Indian cards.

**Move:** None

*Remove from Play!*

CT11 INDIAN




**INDIANS LEAVE RESERVATION**

**Recruit:** Two agency units.

**Move:** Roll one die. The result is the number of Indian units you may move.

Akacitas	2
Warbands	2
Camps	2

CT12 INDIAN



**HEAD FOR THE PRAIRIES**


**Move:** Roll one die. The result is the number of Indian units you may move.

Akacitas	4
Warbands	4
Camps	4

Indian units may not enter spaces containing US Army units this turn.



CT03 US ARMY




**CROOK FORGES AHEAD**

**Recruit:** One Crook column unit.

**Move:** All Crook column units

Cavalry	5
Infantry	4
Supply	3
Irregulars	5

CT02 US ARMY




**CROOK COLUMN ADVANCES**

**Recruit:** One Crook column unit.

**Move:** All Crook column units

Cavalry	4
Infantry	3
Supply	2
Irregulars	4

CT01 US ARMY



**NELSON MILES TO THE RESCUE**

**Recruit:** Two US Army units (any contingents).


**Move:** Any one contingent.

Cavalry	5	Infantry	4
Gatlings	3	Supply	3
Riverboat	6	Irregulars	5

**Battle:** Add +1 to the US Army tactical leadership die roll for one battle.

*Special: this is played only if there are three or more US Army units in the deadpile. Otherwise, reshuffle into the deck and pick a substitute.*

CT06 US ARMY




**GIBBON COLUMN ADVANCES**

**Recruit:** One Gibbon column unit.

**Move:** All Gibbon column units

Cavalry	4
Infantry	3
Gatlings	2
Supply	2

CT05 US ARMY



**GIBBON COLUMN ADVANCES**

**Recruit:** One Gibbon column unit.

**Move:** All Gibbon column units

Cavalry	4
Infantry	3
Gatlings	2
Supply	2

CT04 US ARMY



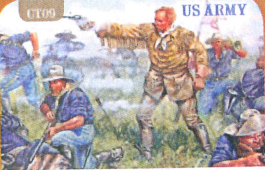
**SHERIDAN TAKES COMMAND**

**Recruit:** One unit, any command.

**Move:** All US army units

Cavalry	3	Infantry	2
Gatlings	2	Supply	2
Riverboat	5	Irregulars	4

CT09 US ARMY




**GARY OWEN**

**Recruit:** One Terry column unit.

**Move:** All Terry column units.

Cavalry	5
Infantry	3
Gatlings	2
Supply	2
Riverboat	5

CT08 US ARMY



**TERRY COLUMN ADVANCES**

**Recruit:** One Terry column unit.

**Move:** All Terry column units

Cavalry	4
Infantry	3
Gatlings	2
Supply	2
Riverboat	6

CT07 US ARMY



**TERRY COLUMN ADVANCES**

**Recruit:** One Terry column unit.

**Move:** All Terry column units

Cavalry	4
Infantry	3
Gatlings	2
Supply	2
Riverboat	6