

1. If you chose to fire at the approaching horses and riders, you discover that you have caught a detachment of the enemy's cavalry off guard. Everyone in your unit must make a Marksmanship spin. Remember to subtract a round of ammunition from your supplies.

- If a soldier spins her Marksmanship number or lower, she has hit one of the enemy cavalymen.
- If a soldier spins a number higher than her Marksmanship number, she has missed.

If three or more soldiers from your unit hit their targets, the cavalry turns and gallops back the way they came. Raise the Morale of every soldier in your unit by 1 point. If fewer than three soldiers hit their targets, the cavalymen return fire. Everyone in the unit must make an Agility spin.

- If a soldier spins his Agility number or lower, he takes cover and receives no injury.
- If a soldier spins a number higher than his Agility number, he has been injured. He must spin again to see if his wound is minor or major.
- If a soldier spins a number from 1 to 4, he received a minor wound. He must spin on the Minor Injury Table to see what kind of wound he sustained and its consequences.
- If a soldier spins a 5 or 6, he received a major wound. He must spin on the Major Injury Table to see what kind of wound he sustained and its consequences. After returning fire, the cavalry gallops back to their own lines to report the encounter.

2. If you decided to hide in the woods and see who is coming, everyone in your unit must make an Agility spin. For this spin, however, each soldier must first subtract 1 point from her Agility number because a cavalryman on horseback can see farther than a man on foot.

- If every soldier in the unit spins their Agility number or lower, everyone has found a good hiding place. You soon find out that the approaching riders are a detachment of the enemy's cavalry. Proceed with the skirmish as

described in the #1 result above, beginning with everyone in the unit making a Marksmanship spin. Remember to subtract a round of ammunition for each shot made.

- If any of the soldiers spins a number higher than her Agility number, the cavalymen have spotted her and start firing at your unit. Everyone in the unit must make another Agility spin to take cover:
 - If a soldier spins his Agility number or lower, he successfully finds cover.
 - If a soldier spins a number higher than his Agility number, he has been injured. He must spin again to see what kind of wound he sustained.
 - ❖ If a soldier spins a number from 1 to 4, he received a minor wound. He should spin on the Minor Injury Table to see what kind of wound he sustained and its consequences.
 - ❖ If a soldier spins a 5 or 6, he received a major wound. He should spin on the Major Injury Table to see what kind of wound he sustained and its consequences.

3. If your unit decided to send a soldier to scout what is coming, choose who you will send. That soldier must then make an Agility spin. For this spin, however, the soldier must first subtract 1 point from his Agility number because a cavalryman on horseback can see farther than a man on foot.

- If the scout spins his Agility number or lower, he can report to the group that the enemy is coming and you can fire first as in the #1 result above. Repeat the same procedure as described.
- If the scout spins a number higher than his Agility number, the enemy has spotted him. He must now make a spin to see how many times he gets wounded by the enemy. (Obviously, a scout who is spotted by the cavalry is in deep trouble because he can be wounded up to six times!) After determining how many times he gets wounded, he must make a spin for each injury to see if it is minor or major.
- If the scout spins a number from 1 to 4, he received a minor wound. He must spin on the Minor Injury Table to see what kind of wound he sustained and its consequences.

- If the scout spins a 5 or 6, he received a major wound. He must spin on the Major Injury Table to see what kind of wound he sustained and its consequences.
- After shooting the scout, the cavalry rides back to their camp to report that they encountered the enemy.