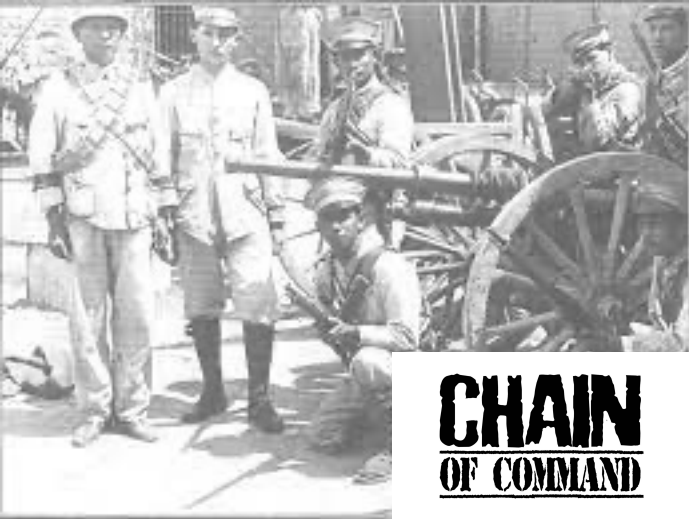




GOVERNMENT ARMY

Platoon Force Rating:

War Start: +2 **Command Dice:** 5

War middle: +1

War End: 0

PLATOON HEADQUARTERS
Major, Senior Leader, with Pistol/Sword
PLATOON HEADQUARTERS
Lieutenant, Senior Leader, with Pistol/Sword
Platoon Sergeant, Junior Leader, with Rifle

SECTIONS ONE TO FOUR (late war) 3 early
Corporal, Junior Leader, Rifle
RIFLE TEAM
Six Riflemen Regulars

LIST 1
Entrenchments for one Squad or 6 inches Medical Orderly Adjutant Barbed wire for one Squad or 6 inches Make a section Elite
LIST 2
Scouts (1 Free Patrol move)
MG plus 3 crew (Potato digger) I Section of 6 Police or Militia (dismounted irregulars) GREEN Pre-game Barrage Arm one section with dynamite (3 sticks)
LIST 3
Motorcar (can fit 6 figures) 1 Section of 6 Regulars (dismounted) 1 Section of 6 Rurales (mounted Irregulars) GREEN 1 Section of 8 Yaqui Indians (dismounted irregulars) GREEN mixed weapons MG plus 4 crew (Colt M1895 or Hotchkiss M1896) Light Machine gun + 2 Crew (Madsen M1908 or Hotchkiss M1909)
LIST 4
37mm Hotchkiss Cannon and 4 crew 1 Foreign Advisor (Junior Leader) armed with automatic pistol
2 Sections of 6 Regulars plus Junior Leader (dismounted)
LIST 5
75mm Mondragon-St Chamond Cannon plus 5 Crew with Horse team MG plus 4 crew (Colt M1895 or Hotchkiss M1896) 2 Sections of 6 Mounted Regulars plus Junior Leader
LIST 6
75mm Mondragon-St Chamond Cannon plus 5 Crew and Junior Leader with horse team Isotta-Fraschini armoured Car with MG and 3 Crew and Junior Leader Light Aircraft and 2 crew 1 Company of 4 sections of 6 regulars with Junior Leader

ARMY CHARACTERISTICS

PAPER THIN

Pre-1913 Armies lose 1 morale point automatically when the first team is wiped out.

HOLD!

Player may elect at any time to ignore first morale force point loss but must sacrifice 1d4 troops immediately. Roll 1d4 and that is the number of figures to be removed (executed by firing squad!) from play. Player may choose which figures to remove.

VENERABLE

Roll 1d6. On a roll of 4-6 the Senior Officer is considered both old in years and experience! The Senior leader losses one action point.

PRESS-GANG

Player may elect to enact the press-gang characteristics. They can choose at the start of the battle to swap one regular section for 2 sections of regulars but make them both GREEN.



CHAIN OF COMMAND

REVOLUTIONARY ARMY

Platoon Force Rating:

War Start: -1 **Command Dice:** 5

War middle: 0

War End: +1

PLATOON HEADQUARTERS
Major, Senior Leader, with Rifle/Sword Mounted
PLATOON HEADQUARTERS
Lieutenant, Senior Leader, with Rifle/Sword
Platoon Sergeant, Junior Leader, with Rifle

SECTIONS ONE TO FOUR
Corporal, Junior Leader, Rifle Mounted
MOUNTED RIFLES
Six Riflemen Regulars Mounted

LIST 1
Entrenchments for one Squad or 6 inches Medical Orderly Adjutant Scouts (1 Free Patrol move)
LIST 2
Peon Mob 6 Peons armed with hand weapons GREEN
MG plus 3 crew (Potato digger) I Section of 6 mounted irregulars GREEN 1 Section of 8 Indians (dismounted irregulars) GREEN mixed weapons Pre-game Barrage Dynamite boys (3 figures with dynamite can be added to any dismounted section)
LIST 3
1 Section of 6 Soldares women (dismounted) 1 Section of Foreign Volunteers 1 Section of 6 mounted regulars MG plus 4 crew (Colt M1895 or Hotchkiss M1896) Light Machine gun + 2 Crew (Madsen M1908 or Hotchkiss M1909)
LIST 4
37mm Hotchkiss Cannon and 4 crew
2 Sections of 6 Regulars plus Junior Leader (dismounted)
LIST 5
75mm Mondragon-St Chamond Cannon plus 5 Crew MG plus 4 crew (Colt M1895 or Hotchkiss M1896) 2 Section of 6 Seasoned Regulars ELITE with Junior Officer (If in a Villista army must be the Dorades - who suffer no penalty from firing when mounted).
LIST 6
75mm Mondragon-St Chamond Cannon plus 5 Crew and Junior Leader 1 Isotta-Fraschini armoured Car with MG and 3 Crew and Junior Leader Light Aircraft and 2 crew 1 Company of 4 sections of 6 mounted rifles plus Junior officer

ARMY CHARACTERISTICS

DYNAMITE BOYS

Armed with dynamite sticks - these figures are removed once they have thrown their dynamite - if killed the dynamite is lost.

ADVANCE!

Any Villista army is not permitted to deploy entrenchments. All Villista cavalry on first deployment will automatically advance to the nearest enemy on a 4-6 on 1d6.

LITTLE DISCIPLINE

Any Zapatista army will start with only 4 command dice.

TOOTHLESS

All Zapatista GREEN army units have a max range of 24 inches

ARTILLERY

Any Villista army may choose to add its FIRST piece of artillery as if it was from list 2. This piece will always be horse drawn and so be mobile.

Example Forces

Government Early Period

+2 To Force Morale

Senior Leader Mounted (Pistol/Sword)

Senior Leader Foot (Pistol/Sword)

Junior Leader Foot (Rifle)

3 Sections of 6 Infantry (Rifles) (1 section is Green)

2 Sections of 6 Cavalry (Rifles) (1 section is Green)

Plus one selection from List 2

Plus one selection from List 3

ARMY CHARACTERISTICS

PAPER THIN

Pre-1913 Armies lose 1 morale point automatically when the first team is wiped out.

VENERABLE

Roll 1d6. On a roll of 4-6 the Senior Officer is considered both old in years and experience! The Senior leader losses one action point.

Also see optional characteristics

Revolutionary Early Period

-1 To Force Morale

Senior Leader Mounted (Rifle/Sword)

Senior Leader Foot (Rifle/Sword)

Junior Leader Foot (Rifle)

4 Sections of 6 Cavalry (Rifles) (1 section is Green)

2 Sections of 6 Cavalry (Rifles) (1 section is Green)

One selection from list 3

Can choose two of the following:

One selection from List 2

One selection from List 4

ARMY CHARACTERISTICS

DYNAMITE BOYS

Armed with dynamite sticks - these figures are removed once they have thrown their dynamite - if killed the dynamite is lost.

Also see characteristics for Villa and Zapatista forces

Example Forces

Government Mid Period

+1 To Force Morale

Senior Leader Mounted (Pistol/Sword)

Senior Leader Foot (Pistol/Sword)

Junior Leader Foot (Rifle)

4 Sections of 6 Infantry (Rifles) (1 section is Green)

2 Sections of 6 Cavalry (Rifles) (1 section is Green)

Plus one selection from List 2

Plus one selection from List 3

Plus one section from either List 4 or 5

ARMY CHARACTERISTICS

VENERABLE

Roll 1d6. On a roll of 4-6 the Senior Officer is considered both old in years and experience! The Senior leader losses one action point.

Also see optional characteristics

Revolutionary Mid Period

+0 To Force Morale

Senior Leader Mounted (Rifle/Sword)

Senior Leader Foot (Rifle/Sword)

Junior Leader Foot (Rifle)

4 Sections of 6 Cavalry (Rifles)

2 Sections of 6 Cavalry (Rifles)

One selection from List 2

Can choose two of the following:

One selection from List 3

One selection from List 4

One selection from List 5

ARMY CHARACTERISTICS

DYNAMITE BOYS

Armed with dynamite sticks - these figures are removed once they have thrown their dynamite - if killed the dynamite is lost.

Also see characteristics for Villa and Zapatista forces

WEAPON7	FIREPOWER	CLOSE	EFFECTIVE	NOTES
Rifles	1	0-18	Over 18	
Pistols/Revolvers	1	0-9		
Automatic Pistol	2	0-9		Re-roll any 1’s
Potato Digger MG	8	0-18	Over 18	Lose 3 Firepower when crew reduce to 1 (Jams* if roll 3+ ones)
Colt/Hotchkiss MG	6	0-18	Over 18	Lose 2 Firepower when crew reduce to 1
Dynamite Gun	10		20-30	If roll double 1’s Gun out of action
Dynamite	3 in Open 4 Enclosed	4-10		Roll for hits as if target in open If throw two 1’s fails to explode. If throw three 1’s explodes before throwing!
37mm Hotchkiss	4 AP 6 HE	Min 9 inches		4 crew (min of 2 needed to move)
75mm Mondragon	6 AP 8 HE	Min 9 inches		5 crew (min of 2 needed to move)
Isotta-Fraschini armoured Car or US	TRIPOD MG 8	0-24	Over 24	WHEELED (4 Crew) Lose 3 Firepower when crew down to 1. Reduces cover down by 1 level
Mixed weapons	1 per 2 figures Rounded up	0-12	12-24	Fight as normal hand to hand
Light Machine Gun	4	0-18	Over 24	
Light Aircraft (2 crew)				Has 3 ‘makeshift’ bombs - act like light mortars (which must be thrown under the plane no more than 3 inches to each side of it)
				*Need to roll 5-6 to unjam a MG



- **Special Rules for Light Aircraft**

Crew of 2 with 4 'bombs'

Aircraft activate on command dice roles of 4's.

When activated the plane enters the battlefield on the 'home' table edge of the player deploying it. It immediately travels 3d6 inches forwards. On subsequent turns if it is not activated by any command dice rolls of 4 - it flies 8 inches forwards (should it go off table then it needs another command dice roll of 4 to enter back on the table from the edge it departed on).

If it can be activated with a command roll of 4, it can travel up to 3d6 - banking with a 45 degree angle. It can also attempt to drop one of its bombs. The crew need a successful spotting attempt. If spotted the bomb acts like a 60mm mortar shell - using 3d6 firepower (with the target counting one less degree of cover).

The bomb cannot be targeted more than 3 inches from either side of the plane. Throw 1d6 on a roll of 1-2 it lands a further 4 inches to the left, 3-4 it hits the intended target, on a 5-6 it lands a further 4 inches to the right.

When fired at it counts as if in effective range. It is removed from play when it loses both crew (to death or injury) - roll 1d6 - on a 5 or a 6 it crashes 3d6 straight forwards. If it crashes it explodes on a 5-6 on 1d6 causing a 5d6 firepower explosion in a 6 inch radius.



CHAIN OF COMMAND POINTS

As well as the normal chain of command die events (**Interrupt, End Turn, Move a Friendly Jump Off Point, Ambush and Avoid a Force Morale Test**) here are some more 'in period' events for you to choose from:

Red Persuasion - Arm one section (with a leader attached) with dynamite (3 sticks - act like grenades)

Tequila - (Ignore first 2 points of shock but -1 to firing for rest of game) for one Section

Ammo shortage - you may play this on one section of the enemy. For the remainder of the game that section fires with only half the figures present (rounded up). If the section is 're-supplied' then it ignores Ammo shortage.

Re-supplied - you may remove any ammo shortage status from a friendly section

Peons! - (only available to the Revolutionary player). You may deploy 6 peons immediately 7 inches away from any enemy unit of your choice (providing this unit is within 6 inches of a building) and may make an immediate charge move.

Stubborn Mules - You may deploy this against your opponent. The next time they try to deploy a unit from a jump off point they must roll 1d6. On a roll of 4-6 they fail to deploy any new troops/leaders/units this turn. Bucking mules have disrupted the deployment zone and the troops are trying to bring the animals under control!

