

Guerra a Muerte

Addenda as of Dec. 28, 2017

The Rules:

1.1.2 Ports (clarification): The islands of Puerto Rico, Haiti, Santo Domingo and Jamaica are also considered ports.

1.3.2 American Royalist Abbreviations (correction): CH refers to Chile (northern or southern) and not Chilotes.

2.1 Royalist Set Up (correction): Disregard the CH set up reference. Units that set up in Chiloe are designated CL (the correct entry is further down on the page in the same column). The reference to the fortified port of Calloa should instead read El Callao.

3.1 Turn Sequence, Reorganization and Reinforcement Phase (correction): The reference to Section 3.7 should be to 4.7.

3.3 Activations (correction): Change second sentence to read: "... the number of Operations Points (OP) available..." (missing "the").

Rule 4.0 Resource Points (correction): The first sentence of the first paragraph should read: "Players collect Resource Points (RP) at the beginning of *each game turn*, depending on areas under their control, and arrival of RPs from Spain."

Rule 4.0 Resource Points (clarification) Unused RPs are saved until the next turn.

4.2.1 (correction) Delete the word "Complete" at the beginning of the first sentence in the third paragraph.

4.2.5 (addition) Chilean RPs are collected from Northern and Southern Chile, as well as Chiloe.

4.6 Recruiting Units (addition): Chilean and Peruvian units recruited can be placed in an area that they receive their RPs from.

5.0 Movement, Example of Play (correction): The example of play's areas should be from Durango to Guad-alajara (areas not separated by mountains).

5.3 Movement Attrition (addition): End of full paragraph, add "(See Charts and Tables)."

6.1 Ranged Battle Procedure (correction): The last modifier on the list at the bottom of page 7: "-? Operations rating of any one Leader in the attacking force" should read "defending" (instead of attacking).
Note: The modifiers list on the PAC is worded correctly.

6.6 Blockade, Example of Play (correction): The example of play (first paragraph) has Morillo's OP rating added

to the Table Result, after the DR. This is incorrect. According to Section 3.3 a leader's OP rating is a modifier that is added to the DR, then read the Table Result.

7.6 Amphibious Operations (correction): Change the second sentence to read: "The naval unit(s) must begin movement adjacent to or in the same port as the one where the units to be amphibiously moved are located."

7.6 Naval Transport (summary): Embarking costs 1 OP. Naval transport costs 1 OP for every four (or fraction thereof) naval areas entered. Disembarking costs 1 OP (and may be done into areas without a port). Forces may continue operating as long as they have enough OPs to do so

Example: A Spanish force with 1 Frigate and 1 infantry unit moves from Northern Chile to Lima. Embarking costs 1 OP. Moving from naval area IX to naval area VII equals to two naval areas, so the cost is another 1 OP (1 OP x every 4 naval areas; fractions of 4 naval areas cost 1 OP, so moving 6 naval areas would cost 2 OPs). Disembarking at Lima costs another 1 OP. Total cost: 3 OPs. If the Spanish infantry unit has any OPs remaining, it can continue operating.

8.1 Leader Casualties and Retreat (correction): The leader loss DR ranges should read "On a die roll of 1-2 the leader is killed/captured, on a die roll of 3-6 (not 4-6) the leader survives..." A leader that is alone in an area which has an enemy force enter and attack is treated as if all friendly forces were eliminated and a Leader Loss roll is made. Place a leader that survives combat but has no surviving units with the nearest friendly unit/stack. If more than one choice, owning player decides which one. Place the displaced leader adjacent to the unit/stack to indicate the leader cannot participate in any as yet unresolved combats that turn. (Afterwards, the leader unit stacks normally.) **Note:** If there are no friendly units left in play, and the leader cannot relocate to a Patriot Haven per Section 10.3, the leader is out of the game (*he goes into exile and writes his book...*).

8.2 Royalist Leader Boves (addition): The Patriot player can roll for Uprising (Module 9.0) in a partial controlled area with Boves in it.

9.0 Uprisings (clarification): These can only occur in opposing player's fully controlled areas (Exception Case 8.2).

9.1 Pro Royalist Areas (addition): The Patriot player cannot roll for uprisings in Cuba, Puerto Rico, Haiti and Jamaica.

10.1 Guerillas (clarification). Units in Guerilla mode may not intercept per Section 3.5.

11.1 Victory Conditions: Should be modified as follows:
11.1.1. Patriot wins if the Royalist controls 1 or 2 areas in the continent. (Not counting Cuba, P. Rico or Sto. Domingo.)

11.1.2. Stalemate if the Royalist control 3-6 areas in the continent worth at least 14 RPs. (Not counting Cuba, P. Rico or Sto. Domingo.)

11.1.3. Royalist victory if the Royalist controls 7 or more areas in the continent worth any number of RPs. (Not counting Cuba, P. Rico or Sto. Domingo.)

The Charts:

Attrition Table (corrections):

The RP expenditure lists incorrectly a +2 DRM on the Attrition Table. This should be a -2 DRM.

The first DR Modifier listed beneath the Attrition Table (5.3) should read "Add red HL (Hostility Level) of area where unit/ force ends its movement." The rules text is correct.

Ranged Combat, Die Roll Modifiers (correction): The Tactical (not Operations) Ratings of leaders are added (attacking) or subtracted (defending) if part of the force involved in combat.

Counter Guerrilla Table (correction): The DR result of 1 should read the Counter Guerrilla force incurs a 1 step loss with a second DR of 1-4.

Variants and Ideas:

7.4 Returning to Port (variant rule): Naval units that are part of a Force that is besieging an enemy port do NOT have to return to port during the End of Turn Phase. *Play hint: This can be a way to keep out newly arriving reinforcements!*