

2ND EDITION GAME RULES

Cactus Throne

THE MEXICAN WAR OF 1862-1867



Action scene from the Battle of Puebla (Batallia de Puebla) fought on May 5, 1862 (5 de mayo de 1862) by José Cusachs, 1903

READ THIS FIRST

We've organized the overall structure of the rules of this LPS Inc. simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play).

Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially.

The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario

(after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

Dissatisfied with the Mexican President's decision to halt all payments on foreign debts until the Mexican economy improved, a coalition of European powers that included the French Empire, Spain and Great Britain, agreed to send an expeditionary corps to capture the main port of Vera Cruz and hold it until debt payments were restored. The British and Spanish monarchs did not reckon with the ambitions of Napoleon III, nephew of Napoleon Bonaparte and Emperor of the French. The wily Napoleon III schemed to conquer Mexico and set up a puppet regime that would bleed Mexico of its treasures to finance a resurgent French Empire.

Napoleon III picked an obscure Austrian archduke named Maximilian to be his cat's-paw and supported the effort with thousands of French troops. Even though there was some local support in Mexico for the return to a monarchy, most of the country remained loyal to the elected president, Benito Juarez and the French spent huge amounts of treasure and blood to try to put down the Republican forces. From 1862 through 1866, Napoleon III and his puppet Maximilian attempted to forge a Mexican Empire, but after the United States won its Civil War, the threat of an invasion from the north and growing concerns about the ascendancy of the Prussian military in Europe forced Napoleon to withdraw his army from Mexico. The remaining troops loyal to Maximilian were not enough to stop the growing Republican army, and Maximilian was captured and executed in 1867.

Can you, as the French/Imperial Mexican player succeed where Napoleon III failed and pacify a hostile land? You have some of the finest units in the French army, including the famed Foreign Legion, volunteers from Austria, Belgium and Egypt, and a growing army of loyal Mexicans at your disposal. Or, as the Republican player, can you outwit the powerful French army and restore Mexico to its rightful ruler, Benito Juarez? The challenge is yours and the map of Mexico is spread before you.

2.0 GAME COMPONENTS

Cactus Throne includes the following components:

One 22" x 32" game-map

320 die-cut counters on two sheets

This rules booklet (with 2nd edition text changes printed in blue)

Not supplied with this game but also required for play is at least one six-sided die (1D6). Having two six-sided dice will be useful.

If any of these parts are missing or damaged, write to:

Against the Odds Magazine

425 Steeplechase Ln.

Pottstown, PA 19464-2056 USA

Attn: Cactus Throne

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a

simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Cactus Throne* discussion folders at www.consimworld.com.

2.1 Unit Identification

See the graphic to the right for a key to the information on these counters.

2.2 Unit Size

Unit sizes are designated as follows:

X - Brigade

III - Regiment

II - Battalion (1/3 of a Regiment or Brigade)

I - Company/Squadron (1/3 of a Battalion)

2.3 Markers

Various marker are used to record the control of map provinces (Imperial/Republican), RP totals (Imperial and Republican, x1 and x10), Siege Combat (Siege 1/2), Armies (4 per side) and the current Game Turn.

3.0 GAME TERMS, ABBREVIATIONS, AND IMPORTANT CONCEPTS

If you have never played a wargame before, don't worry. This game is not difficult to play. Familiarize yourself with the map, counters, and charts, then read the rules. Each counter represents a military unit, leader, or territorial control marker. The map is divided into the actual territories of Mexico, each showing its regional capital. The key to victory in this game is control of territories, which allows you to increase the size of your army and replace destroyed units. The following terms are explained to help you understand how the game is played.

Combat Factor (CF): The left-most number printed on the lower half of a combat unit. This represent a combat unit's ability to engage in combat.

Die Roll (DR): At least one one six-sided die (1D6) is required for game play. The die is used to resolve combats, make Proficiency Rating Checks (PRCs) determine Random Events and Replacement Points (RPs), and resolve Raid movement attempts in provinces occupied by enemy units.

Imperial Player: This player controls the European Interventionist Forces along with Conservative and later Imperial Mexican forces.

Mexican Units: Both sides fielded units from the local populace in the war. These are as follows:

Imperial: Cazadores, Conservative, Contra units.

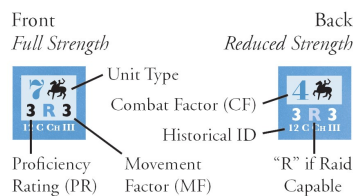
Republican: National Guard, Militia, Guerrilla units.

Movement Factor (MF): The right-most number printed on the lower half of a combat unit. An R notation indicates the unit is capable of Raid movement and combat (see Section 5.4 and Case 7.2.1). MFs represent the speed a unit can move through areas printed on the map. **It costs 1 MF to enter any province regardless of terrain.**

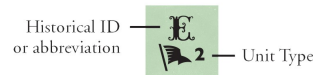
Player Turns: Each turn represents three months of time. Turn 1 represents the first quarter of 1862 and the last turn is the second quarter of 1867. Each turn the Imperial player going first and the Republican player going last.

Proficiency Rating (PR): This represents the fighting spirit/elan of combat units as well as the leadership abilities of leader units. Leaders are rated from 0 (the worst) to 5 (the best).

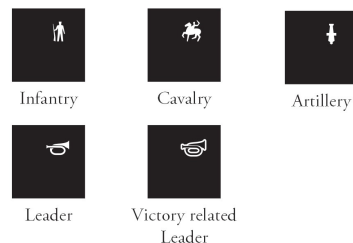
Sample Combat Unit



Sample Army Formation



Unit Type Symbols



Game Markers



Republican Unit Abbreviations

Aca – *Acatlan*
 Agua – *Agascaliente*
 Atl – *Atlixco*
 CdO – *Cazadores de Oaxaca*
 Chia – *Chiautla*
 Chin – *Los Chinacos*

Cor – *Cordoba*
 Cos – *Coscomatepec*
 Cot – *Cotaxla*
 Cra – *Los Craviotos*
 Cris – *Los Cristeros*
 Gal – *Los Galeanos*
 HVdA – *Los Hombres Vestidos de Azul*
 Hua – *Huachinango*
 HV – *Heavy*
 Jal – *Jalisco*
 LB – *Los Bellos*
 LdP – *Libres de Puebla*
 Mat – *Matamoros*
 Mor – *Morelos*
 Oax – *Oaxaca*
 PG – *Perote Guerrillas*
 Pla – *Plateados*
 Res – *Resguardo*
 Rur – *Rurales*
 Sina – *Sinaloa*
 SP – *Supremos Poderes*
 Tep – *Tepeht*
 Tepe – *Tepeaca*
 Tet – *Tetela*
 Tex – *Texmelucan*
 Tez – *Teziutlan*
 Tla – *Tlatlauquitepec*
 VC – *Vera Cruz*
 Xoc – *Xochiapulco*
 Zac – *Zacatlan*

Imperial Unit Abbreviations

Arty – *Artillery*
 Aust – *Austrian*
 Bty – *Battery*
 Cav – *Cavalry*
 Caza – *Cazadores*
 Caza Cab – *Cazadores de Caballero (Spanish)*
 Ch – *Chasseurs (Cavalry)*
 Cs – *Chasseurs (Infantry)*
 Emp Car – *Empress Carlotta*
 Emp Drg – *Empress Dragoons*
 FL – *Foreign Legion*
 Gd – *Guard*
 Hsr – *Hussar (Austrian)*
 Imp – *Imperial*
 KoB – *King of Belgium*
 LT – *Light*
 M – *Medium*
 Mar – *Marine*
 Mtn – *Mountain*
 P. Gd – *Palatine Guard*
 Sqdn – *Squadron*
 Uhl – *Uhlán (Austrian)*

Note: The President of Mexico, Benito Juarez, has his PR value in parentheses. If any other Republican leader is in the same province then his PR rating, not Juarez's, is used for all intents and purposes.

Proficiency Rating Check (PRC): A unit passes a PRC with a DR less than or equal to its PR. The DR is reduced by the PR of any one leader's PR that is stacked with the unit. PRCs are used when units conduct movement into more than one area (see Section 5.1), for Attrition (see Section 5.5), for Combat, and some Random Events (see Module 11.0).

Provinces: The map is divided into 29 provinces. Control of provinces determines victory at the end of the game. Provinces also provides RPs for either introducing new units into play or reconstituting reduced or destroyed units.

Replacement Points (RPs): These are used to depict the overall ability of each side to mobilize (and abstractly supply) new units and replacements throughout the campaign. Note that RPs are nationality specific.

Example: French RPs cannot be used to replace Austrian or Belgian units. When/if these units are eliminated they are permanently out of the game as there are no RPs for them.

Republican Player: This player controls the forces of the elected government of Mexico.

Terrain: The terrain on the map affects the movement of units from province to province and can give defensive bonuses in combat. The Terrain Effects Chart has a summary of these effects.

Units: Each non-control counter is an actual combat or leader unit. There are three important numbers on each combat or leader unit: Combat Factor (CF), Movement Factor (MF), and Proficiency Rating (PR). Units also have ID numbers for historical flavor.

Units are also colored coded as follows:

Mexican units:

Green - Imperial Mexican, Cazadores, Conservatives and Republican Regulars

Purple - Contras, Guerrillas and Militia

Orange - National Guard

Non-Mexican units:

Blue - French, French Foreign Legion, Belgian, Austrian, and USA

Red - British, Egyptian, and Algerian

Gold - Spanish

Gray - CSA

4.0 SEQUENCE OF PLAY

Players perform the following operations on each turn of the game.

A. Reinforcement/Replacement Phase

Beginning with Turn 2, the players roll 1D6 each (2 dice total) and add the results to determine if any Random Events occur this turn. Both players check the reinforcement schedule to determine if they may add or have to withdraw any units. Each then totals the RPs he has available and places his new units.

B. Movement Phase

The Imperial player moves whatever eligible units he wishes, including transport of Imperial troops from one port to another. The Republican player then does the same.

C. Raid Phase

The Imperial player may then use any Cavalry or Contra-Guerilla units that did not move during the Movement Phase to attempt to penetrate deep into the Republican's rear provinces to wrest control of them. Once the

Imperial player has moved his raiding forces, the Republican player may raid with any cavalry, militia or guerilla units that did not move during the Movement Phase. The only leaders that may move during the raid phase are cavalry leaders and Col. Dupin.

D. Combat Phase

All combat is resolved, including regular combat, raids, and sieges.

E. End Turn Phase

If this is not the last turn of the game, players determine if the game has been won. If neither side has won, the game continues with both sides determining the provinces they control and then advancing the turn record marker to the next space on the game record track.

4.1 The Reinforcement/Replacement Phase

The Imperial player looks at the Order of Appearance to see if new units (reinforcements) arrive or are added to the Force Pool. He also checks to see if any units are to be withdrawn. All French, Belgian and Austrian reinforcements arrive at Vera Cruz (or any other Imperial controlled port if Vera Cruz is Republican controlled).

4.1.1 Imperial Replacements: Beginning with Turn 2, the Imperial player totals up the number of provinces under Imperial control and adds 1D6 to the total. If Mexico City is not under Imperial control, halve the total, dropping any fraction. This represents the number of non-French RPs the Imperial player has available to mobilize/replace Imperial Mexican units. He may spend or accumulate these RPs as he sees fit at the cost of one RP per CF. Units may be brought in at full strength or reduced sides. Unless otherwise noted, these units will arrive in Mexico City. If Mexico City is not under Imperial control, place the units in any other city or port controlled by the Imperial player.

Beginning with Turn 2, the Imperial player also receives French RPs each turn equal to 1D6 plus 10 until the French decide to withdraw (see Module 11.0 Random Events). French RPs can only be used to replace French and French Foreign Legion units. These may be placed at Vera Cruz (or any other Imperial controlled port if Vera Cruz is Republican controlled). Austrian, Belgian, Spanish, British, Egyptian, Algerian and Naval units may never be replaced nor generate RPs if eliminated (see Case 7.3.6).

4.1.2 Republican Replacements: The Republican player totals his RPs the same way as the Imperial Player, but his units have different costs:

- Regular infantry, cavalry, or artillery units cost 2 RPs per CF. Beginning with Turn 15, the Republican player pays reduced RP costs for Regular Infantry units (see Section 12.2).
- National guard and militia/guerilla units cost 1 RP per CF.

Republican units other than artillery and the Supremos Poderes unit can deploy at any provincial city. Artillery units are placed with either the Diaz or Juarez counters, but cannot be placed with a leader who is under siege (See Section 6.5). The Supremos Poderes counter may only be placed with the Juarez counter, unless Juarez is killed or captured. If Juarez is killed or captured, the unit may be placed with Diaz. If both of these leaders are captured or killed, then the Supremos Poderes unit may not be deployed or replaced.

Leaders cannot be replaced, but can return via a Random Event or a Prisoner Exchange (see Section 8.1). Additionally, the Republican player gets a number of RPs equal to 1D6 in any Reinforcement/Replacement Phase following the execution of a captured Republican leader.

4.1.3 Restrictions: Units lost earlier in the same turn due to a Random Event (Vomito Negro! for example) cannot be replaced until the next turn.

4.2 Siege Attrition

Each unit that is under Siege 1 or Siege 2 performs a Siege Attrition check (see Section 7.5).

5.0 THE MOVEMENT PHASE

Both players can move their combat units about the map during the Movement Phase.

5.1 Regular Movement

The phasing player may move all, some, or none of his units not under siege that have movement capability, with the caveat that if a player moves all his units, none will be left to raid. Units are normally moved individually, but can move as a stack if an eligible leader is present and they begin the Movement Phase in the same province (see Section 5.2).

Exception: Spanish units can only be moved as a stack if the leader Prim is present and remains with the stack the entire time.

Units must stop when entering an enemy occupied province (unless this is a case of Bypass Movement, Section 5.3).

Units that are part of a stack and are “dropped off” may not move further in the turn. A unit, stack, or Army (see Section 6.2) may move as many provinces as its MFs allow.

Exception: A unit/stack/Army must stop moving upon entering any province that contains two or more of the following terrain types: jungle, rough, swamp, or desert. The unit/stack/Army may continue moving if it passes a PRC. Subtract 1 from the DR if a cavalry regiment is part of the unit/stack/Army. A cavalry squadron is 1/3 of a full regiment. Subtract an additional 1 if there is more than 1 leader in the unit/stack/Army.

5.1.1 The Baja Peninsula: Units move to and from the Baja Peninsula by expending all of their MFs to do so. It may not be combined with any other movement. Raid movement to or from the Baja Peninsula is not permitted.

Note: Remember to roll for Attrition when moving to or from the Baja Peninsula (See Section 5.5).

5.2 Sea Movement

French naval units may transport an unlimited number of Imperial units (any Imperial units, not just French) from one port to another in the Gulf of Mexico. The units to be transported must begin in a province with a friendly and un-besieged port. Transported units cannot leave the province they have been transported to until the following turn. The transported units may participate in combat.

Note: Rotate all units that perform regular or sea movement 90 or 180 degrees to indicate their movement is finished for the turn and that they may not to conduct raids. Turn these units back at the end of the Raid Phase. See also Section 7.6.

Sea Movement is not allowed in the Pacific. Confederate units may never be transported by Sea Movement. Should US forces enter play (see Module 11.0) the US fleet can only transport US units via sea movement in the Gulf of Mexico.

5.3 Bypass Movement

If all enemy units in a province are besieged, or if enough friendly units are committed to combat in a province so as to achieve 7:1 or better combat odds, then all other friendly units that enter or move through that province do so as if it were unoccupied by enemy units.

An Army may drop off constituent units to enable Bypass Movement, but only if it retains enough units to remain an Army (See Section 6.1).

5.4 Raid Movement

Following regular movement, the phasing player may conduct raids with any eligible units and leaders that did not move or conduct sea transport. Eligible raiding units include:

- Cavalry units
- Cavalry leaders
- Horse artillery units
- Contra-guerrilla units
- Republican militia and guerrilla units

- Republican National Guard units, but only if they are stacked with a leader that can lead raids.

All units capable of conducting Raid movement have an “R” indicator between their CFs and MFs. A raiding unit/stack/Army can attempt to pass through enemy-controlled provinces. Once the Imperial player is finished conducting his raids, then the Republican player conducts his raids in much the same fashion, using any eligible units and leaders that did not move in the regular Republican Movement Phase.

Raiding units ignore terrain restrictions during the raid movement sub-phase. The raiding unit must, when exiting an enemy controlled province containing un-besieged enemy combat units that cannot be bypassed, or that are stacked with at least one leader, roll 1D6. Modify the DR as follows (use all that apply):

- -1 Contra-Guerrilla units are raiding
- -2 Raid led by Col. Dupin
- -1 Raid by Republican regular and/or National Guard cavalry
- -2 Raid by Republican militia/guerrilla units

If moving with a leader, use the leader’s PR, and the DR applies to the entire stack. If not moving with a leader, each raiding unit performs a separate raid DR check against its printed MF. If the DR is less than or equal to the unit’s MF, or leader’s PR, the unit/stack may continue to the next province. If the DR exceeds the raiding unit/stack’s MF or leader’s PR, the raiding unit/stack must remain in the province it tried to exit and may not attempt further Raiding that turn.

5.5 Movement Attrition and Siege Attrition

A PRC for Attrition is made any time a unit or stack:

- Moves to or from the Baja Peninsula.
- Enters a province with jungle and/or desert terrain, (and swamps if the Vomito Negro! Random Event is in effect).
- Is under Siege (see Section 7.5).

Each occasion will cause a PRC for Attrition (i.e., a stack that enters a province with desert terrain and another with swamp terrain during a turn when Vomito Negro is in effect will roll twice). Modify the Attrition DR as follows (use all that apply):

- -1 for entering a province with desert terrain (does not apply for Siege Attrition DR).
- -1 for entering a province with jungle terrain (does not apply for Siege Attrition DR).
- -1 for entering a province with swamp terrain, but only if the Vomito Negro! Random Event is in effect.
- +1 for Mexican units (does not apply for Siege Attrition DR). See Module 3.0 for definition of Mexican units.

A modified DR of 2 means one step is lost. A modified DR of 1 or less means two steps lost. The owning player decides what unit/units are lost. Guerilla/Militia and Contra-guerrilla forces do not suffer Attrition.

Note: The actual Vomito Negro! Random Event if in effect, is applied on TOP of any Movement Attrition above, but independently with none of the DR modifiers above.

5.6 Military Intelligence

Players are free to inspect one another’s stacks of units. Spies were everywhere!

6.0 ARMIES

Each side can form up to 4 Armies (also called Divisions and Corps) from stacks of units.



6.1 Army Formation

In order to form an Army, the following units must be stacked together:

- 1 leader
- 1 artillery unit
- At least 2 other full strength cavalry or infantry regiments (treat battalions and squadrons as 1/3 of a regiment. A company or troop is 1/3 of a battalion/squadron).

An Army is formed during the Reinforcement/Replacement Phase; therefore, at that time all constituent units must be present in the same province. An Army can be disbanded during the End Turn Phase or as a result of combat (should the required number and type of units no longer exist due to unit elimination). There is no cost to form or disband an army. Any units dropped from an Army during movement may not move further on their own during the Movement Phase.

An Army cannot be formed by units and leaders that are under siege.

Exception: See *Queretaro Setup Instructions*.

USA units and the leader Santa Anna cannot be part of an Army for either side. Also, Confederate units can be part of an Imperial Army, but a Confederate leader cannot be the Army's only leader (see Sections 10.2 and 10.3).

6.2.1 Republican Armies: The Republican player receives Army counters as reinforcements during the course of the game. He may only create an Army if an unused Army counter is available.

6.2.2 Imperial Armies: The Imperial player has 4 Army level counters available during the game. Note, however, that as the game progresses 2 of these will be withdrawn from play.

6.2 Army Movement

An Army moves with 2 MFs, regardless of the MFs of the individual units in the Army. Individual units may be dropped off during movement, provided the minimum number and type of units to form an Army remain in the Army (see Section 6.1).

An Army may participate in a raid provided all of its constituent units are capable of raid movement (see Section 5.4).

6.3 Army Reaction Movement

An un-besieged Army may conduct a special type of movement called Reaction Movement. Whenever an enemy unit/stack/Army begins movement in or enters a province adjacent to the province occupied by the Army, that move is interrupted. The nonphasing player rolls 1D6 and modifies it as follows:

- Subtract the Army leader's PR (Note: Only use Juarez's PR if there are no other Republican leaders in the province).
- Add 1 if the enemy is moving into a province that is entirely rough, desert, swamp, or jungle terrain (i.e., there is NO clear terrain in the province).
- Add 1 if the enemy unit/force/stack/ has a USA or Confederate unit.

If the DR is 3 or less, the Army may be immediately moved 1 province in any allowable direction by the owning player, including the province the enemy unit/force/army just moved into. An Army may not react when an enemy unit/stack/Army enters the province in which it is located.

6.4 Armies in Combat

If all units of one side in a province are part of an Army, the owning player gets a 1 column shift in his favor on the Combat Results Table (see Section 7.2) for combat in that province.

Note: This odds-column shift will cancel out in combats between opposing armies.

If 2 or more Armies on the same side are involved in the same combat, the owning player rolls 1D6 for each Army beyond the first and compares it to any one leader's PR. If the DR is less than or equal to the PR of the designated leader, then the shift is 2 columns. If the DR is greater than the PR of the designated leader's then the shift is one column. Remember that Juarez's PR rating is parenthesized, indicating that any other Republican leader's PR rating must be used if present in the same province. There cannot be more than a 2-column shift, regardless of the number of Armies present in the area. If 3 or even 4 armies are involved in the same combat,

the owning player can try for each army, but once the second shift is obtained there will be no need to DR further.

7.0 THE COMBAT PHASE

Combat occurs in every province where opposing units are located. Combat is resolved province by province. Beginning with the Imperial player, the players alternate selecting the next combat to be resolved until all combats are complete. The side controlling a province where combat is about to take place may elect to retreat all of the units into a city in the province and undergo Siege Combat instead of regular combat. Each combat is conducted in a series of rounds.

Playtester Note: Use the Province Control Markers to indicate provinces where combats are to be resolved. Place each marker in the corresponding province with the side that controls that province face up. Once the combat is resolved, return the Province Control Marker to the Record Track, with the side that controls that province after the combat face up.

7.1 Terrain Effects on Combat

If more than one type of terrain is present in a province, only one type will affect a combat (See Section 7.2). See the Terrain Effects Chart (TEC).

7.2 Combat Procedure

At the beginning of each combat round, each player rolls 1D6 and adds the following:

- +N for one present leader's PR.
- +1 if a friendly Army is involved.
- -1 (first round only) if a friendly Army reacted into the province (see Section 6.3).
- -1 (second round only) if friendly units tried and failed to retreat (see Case 7.3.4).

Note: Re-roll any ties.

The player with the highest DR has the initiative for the combat round. The combat initiative player determines which side will attack and the terrain to be used if more than one terrain type is present in the province. The CFs on both sides are totaled and reduced to an odds ratio. Round the combat odds up or down to the closest odds ratio.

Example: Opposing combat strengths of 25 to 6 would be 4:1 odds (rounded down), while 64 to 13 would be 5:1 (rounded up).

Veteran players should note that the combat odds are not automatically rounded down in favor of the defender. Both players then select a "lead" unit whose PR will be used.

Note: Artillery and Naval units cannot be used as "lead" units since these do not have PR factors.

Subtract the lead defending unit's PR from the lead attacking unit's PR to obtain the base DR modifier for the combat round. To this number add the following:

- + PR of one attacking leader.
- - PR of one defending leader.
- +1 if this is a Raid Combat (see Case 7.2.1).
- -1 if any Republican Militia/Guerilla units are defending alone in a province in combat with only Contra-guerilla units and Col. Dupin is present.

If all units of one side involved in a combat are part of one or more Armies, but the units of the other side are not all part of one or more Armies, then shift one or two odds columns on the Combat Results Table (CRT) in favor of the player whose units are part of an Army (see Section 6.4).

Once the odds and the net DR modification are determined, the die is rolled by the attacking player. The net DR modification is applied to the DR, which is then cross referenced under the final odds column to obtain a result on the CRT.

7.2.1 Raid Combat: If all of the attacking units are capable of raid movement, the attacker can decide to either apply a +1 DR modifier or reduce the attacker step loss for that combat by 1 (but never below 0). The attacker must declare which option he selects before the combat DR is made. If he selects to reduce his losses, but does not suffer any, then there is no effect.

7.2.2 Combat Commitment (optional rule): The following Imperial units must pass a PRC of less than or equal to the unit's PR level to attack:

- Cazadores (infantry and cavalry)
- Conservative
- Contra
- Imperial Mexican

Add 1 to the DR if the unit is participating in a Raid combat. The DR may be modified by any one present Imperial leader's PR rating.

Units that fail the pre-combat PRC may not attack, but suffer the effects of any CRT retreat result. If the PRC results in all units in the area being unable to attack, then all must retreat. A PRC is not performed when these units defend in combat.

7.3 Combat Results

The attacking player rolls one die, modifying the results per the above, and consults the Combat Results Table (CRT). The CRT results are expressed in two numbers divided by a slash. The number to the left is the attacker result and the number on the right is the defender results. Numbered results are in terms of steps lost. The steps are lost in the following hierarchy:

1. The lead unit must suffer first step of the required losses.
2. Other losses must first be taken with nonraiding units, then raiding units (owning player's choice).

7.3.1 Step Loss: Units with more than one printed side are considered two-step units. They may satisfy one step of losses by flipping to their reduced strength side. The lead unit for a side must be the first to take a step loss.

7.3.2 Leader Loss: Leaders alone in a province with enemy units after all losses have been taken must roll 1D6 to determine his fate:

- 1-3 - The leader is removed and is then available at the start of the next Movement Phase in an appropriate replacement province.
- 4-5 - The leader is captured (and may be exchanged);
- 6 - The leader captured but then executed.

Captured alive leaders may be traded for other captured leaders or RPs during the End Phase, or through Random Event.

7.3.3 Retreats: An "R" result for either side means the affected side retreats from the province and the battle is over. If the side forced to retreat controlled the province, it may retreat into the provincial capital and be besieged. Otherwise, units retreat into the nearest friendly or uncontrolled territory where no combat is taking place. If this is impossible, then the units retreat to the nearest friendly territory where combat is taking place and are not considered part of the battle. However, if their side loses the combat, then the units must keep retreating. If units cannot retreat, they are considered to have **suffered an M result** (see Case 7.3.6) and any leaders make a leader loss DR check (see Case 7.3.2).

A stack or Army may break up and retreat into different provinces as long as the above provisions are met.

Units that were transported to an area may retreat to the fleet, provided the fleet is not being used to support an attack in another area (the unit(s) can be landed in the next turn at any friendly, un-besieged Gulf port).

7.3.4 Voluntary Retreat: A force may decide to voluntarily retreat from combat if it makes a PRC less than or equal to its lead unit's PR. An Army

is treated as having a PR of 3 for this purpose. Modify the retreat DR as follows:

- -N of any one leader's PR.
- -1 if the terrain used in the combat was Rough or Jungle.
- -1 if the player had the initiative for the just-concluded combat round.

If the DR is less than or equal to the PR the force/army may retreat. If the DR is greater the combat must continue to another round.

7.3.5 Elimination: An "E" result means that all defending units are eliminated and any leaders must make casualty rolls. All of the affected units are placed in owning player's Force Pool.

7.3.6 Mexican Desertion: A "M" result is treated as an "E" result above but also any eliminated Mexican units on the losing side may desert to the other player, or the loser's artillery units may be captured (see Module 3.0 for definitions of Mexican units on both sides). Roll another 1D6.

1-3 – This result means all the units on the losing side were indeed, simply eliminated. As with the E result above, place them in the owning player's Force Pool.

4-6 – This result means for any Mexican infantry and cavalry units only, eliminate them as above but half (total then divide, rounding up) of each unit's CF can be used as RPs for the winning side in the next Reinforcement/Replacement Phase (this happened quite frequently).

On a M result for an artillery unit, a second DR of 4 or 5 also results in it being permanently removed from the game. A DR of 6 for an artillery unit results in it being permanently removed from the game, but also awards a free artillery unit of any type for the opposing player (the guns were captured).

Note: Eliminated artillery units will never figure in the calculation of RPs.

Note: If there are no longer enough units that survive elimination in an Army to comprise an Army remove the Army level counter and place the survivors on the map. Army level units may be re-used by the owning player.

7.4 Combat Continuation

If neither side is eliminated, nor obtains a retreat result, either player (attacking player first) may then elect to voluntarily retreat (see Case 7.3.4). If neither side retreats then a subsequent round is fought. This can go on until one side or the other has either been totally eliminated or has retreated.

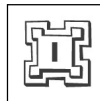
7.5 Siege Combat

A player may elect before regular combat to have his unit(s) retreat into a friendly city in the province to become besieged. In this case the units must make a PRC less than or equal to the lead unit's PR to flee into the city. If a leader is present modify the DR by the leader's PR. Alternatively, if a player retreats following regular combat into a provincial capital, then the opposing player may besiege the city if he has at least a 3:1 advantage in Combat Factors. Heavy type artillery counts as double factors for the besieging player. Fleets can support a siege in any port city and are considered Heavy type artillery.

Note: A siege against a port is not possible if a fleet friendly to the unit in the port is in the sea province. The fleet will have to be eliminated/driven-off for a siege to be imposed.

If a siege is possible, then the attacking units are stacked with the besieged unit(s) and a Siege 1 marker placed atop them. In the next Reinforcement/Replacement Phase, the besieged unit(s) must make an Attrition roll with a -1 DR modifier, even if they are otherwise exempt from Attrition rolls (see Section 5.5).

During the next Combat Phase, the besieging player may decide whether to assault the defending force or maintain the siege. If an assault occurs, the attacker gets a +1 DR proficiency bonus for each Heavy type artillery



unit in the siege. Light artillery is considered halved when assaulting capitals. Units defending in a capital city are doubled, while units in Mexico City are doubled and also have a +2 DR proficiency bonus.

If the besieger gets an R result, then the attacking force is retreated from the province and the siege is broken. Otherwise, the attacking player may continue to assault until the besieged units are eliminated. Besieged units ignore retreat results.

The besieged player can attempt to bring in relieving forces during the Movement Phase, and the besieging player may do so as well. During the Movement Phase following the successful resolution of a siege, the province is treated as uncontrolled and the besieging player may move through it normally.

If the besieging player does not assault and the besieged player does not successfully break the siege, and the besieging player does not voluntarily lift the siege, through pursuit of a relieving force, or casualties or voluntary retreat, then the siege lasts another turn. Flip the Siege marker to Siege 2 to indicate this status. The besieged force must make future Attrition DR checks with a -2 DR modifier during all subsequent Reinforcement/Replacement Phases that the siege remains in effect (the -2 DR modifier for sieges is the maximum that can be incurred).

Units that are eliminated through siege combat may not be replaced (are not put in a side's Force Pool) and do not generate RPs (see Case 7.3.6).

7.5.1 Sallies: Besieged units may come out of the besieged city to join relieving forces in a sally, but are not doubled and do not get any proficiency bonuses. Neither are Heavy type artillery doubled nor light artillery halved in this instance, since the battle is now considered a field engagement. If the besieged player gets an "R" result, his surviving besieged units may retreat back into the city. The relieving force must retreat per the retreat rules.

7.5.2 Insufficient Siege Odds: If a force retreats into a city combat must end for the turn. If there is a 3:1 advantage a siege results. If not you've got the classic "Mexican Stand-off" where the province will be contested for that turn. The next turn the following situations can occur:

1) The side that retreated into the city stays put. If the other side doesn't bring up enough forces for a siege then a battle will have to be fought. If the player that is in the city wins the initiative then the City terrain can be used or not. If the city terrain is not used then the units are no longer considered in the city and if defeated would be retreated out of the area. If the other player wins and elects to attack then the city terrain will have to be used (as that is where the opponent is holed up). If the city falls then the units that retreated into the city would be eliminated from the game. There would be no limits to the number of rounds since the defender elected to stay put in the city. If the city doesn't fall the attacking player would have to retreat the surviving units out of the area.

2) The side that retreated into the city stays put. If the other side brings up enough additional forces to get a 3:1 advantage then a siege marker can be placed. The besieging player can also elect to assault, and there would be no limit to the number of combat rounds if an assault is launched (as per the rule). Any eliminated defending units would be out of the game if the siege is not broken and the city falls (through either a successful siege or assault). If the besieging force is defeated the surviving units would have to retreat out of the area.

3) The side that retreated elects to come out of the city to fight another battle. This would be resolved as any other battle.

Designer's Note: The designer recommends the proviso that in such a case the side that came out of the city would NOT be able to retreat back into the same city at the end of this combat. It is a breakout attempt after all, and would be too "gamey" otherwise.

7.6 Naval Unit Combat

Naval units may not leave the Gulf of Mexico. A naval unit may participate in any one combat (any and all rounds) that occurs in a coastal province along the Gulf of Mexico. The owning player decides before combat is resolved, but after all movement is concluded, what combat in a coastal area the naval unit will be participating in. Naval units can be used as part of a besieging force, provided at least one in-supply ground unit is part of the besieging force (i.e., a naval unit cannot lay siege on its own).

A naval unit's CF is not modified by terrain. Further if an enemy naval unit is part of the combat, the naval unit must be the first step loss suffered (be eliminated).

Naval units cannot be replaced.

8.0 END OF TURN PHASE

After all combat is resolved, then both players perform the following:

- Calculate how many provinces they control and check to see if the victory conditions have been achieved.
Note: Besieged provinces are uncontrolled.
- Use the Province Control Track to record what side controls a province. For contested provinces, place the control marker to the side, with the marker face showing of the player who last controlled the province.

Any provinces that do not have either a Republican control marker or an Imperial combat/leader unit are considered uncontrolled.

Exception: See the optional CSA controlled Sonora province, which counts towards the Imperial player's total, see Section 10.2)

8.1 Leader Exchange

Both sides may exchange captured leaders. A captured enemy leader can be exchanged for a friendly leader held by the opponent. Captured leaders can also be traded for RPs. The minimum number of RPs to "purchase" the leader from an opponent is equal to the leader's PR plus 1. Players may "charge" more if so desired, but if a deal is not struck roll 1D6 for the just-bargained-for leader. If the DR is even nothing further happens (he remains locked up in his cell). If the DR is odd the leader has been put up against the wall and shot (and permanently removed from play).

8.1.1 Executed Republican Leaders: Any Republican leaders that are executed generate a number of Republican RPs equal to the leader's PR and the roll of 1D6.

9.0 WINNING THE GAME

Both players attempt to win the game through achieving various events by the end of the last turn of the game.

9.1 Victory Conditions

The Imperial player wins at any time he controls Mexico City, with a series of connected Imperial controlled provinces to a Gulf port, and has killed or captured Juarez and Diaz.

The Republican player wins anytime he controls Mexico City and has killed or captured Maximilian. The Republican Player can also win the game if by the end of Turn 10 Mexico City is still under Republican control and is also occupied by Juarez.

Otherwise, the game is decided at the end of Turn 22. At that time, the player who controls Mexico City and the most provinces wins. All other results are a draw.

10.0 SPECIAL RULES

The following rules allow players to explore certain “what ifs” regarding the war, to introduced additional simulation detail, or to provide a measure of play balance between opponents of disparate abilities.

10.1 Leader Escape Clause

The owning player rolls 1D6 for each captured leader held by the other side every Reinforcement/Replacement Phase. Leaders escape on a DR of 6. Diaz escapes on a DR of 5 or 6.

10.2 Dixie Victorious

This rule comes into effect as a result of a Confederate victory at the Battle of Gettysburg (Random Events of 1863, DR 10).

Every Reinforcement/Replacement Phase beginning with Turn 12, the Imperial player rolls 1D6. On a DR of 1, the South wins and the Republicans do not get the change in RP costs as in the standard rules. Starting with Turn 14, the Imperial DR is modified so that a 6 means the North wins and the standard rules apply. Additionally, if the South wins, the Imperial player must immediately roll 1D6 again to see if the South asks for Sonora province in return for their support of Maximilian. If the DR is a 6, the South successfully negotiates the handover of Sonora with Napoleon III over the likely objections of his marshals. Place CSA leaders Magruder, two 10-2 infantry brigades and one 7-3 cavalry brigade in Sonora if it is Imperial occupied or uncontrolled. Magruder may never lead an Imperial Army, although he and the Confederate units may be part of an Imperial Army. If Sonora is Republican controlled, the units enter from the CSA border during the Movement Phase. CSA units may cooperate with Imperial troops, but once control is established, all Imperial troops must leave and the Sonora control marker is placed. It still counts as an Imperial province for victory conditions.



Note: This event will preclude Section 10.3 from being put into play.

10.3 Shelby is Most Welcome

General Joe Shelby entered Mexico with his entire brigade, around 1000 men after the South surrendered. Historically, the French would not allow him to have an independent command for fear he would cause an influx of North Americans and dominate the country. With this rule, place the Shelby leader counter and an 8-3 CSA brigade in any province bordering the American border on the Turn 14 Reinforcement/Replacement Phase. If all border provinces are Republican controlled, the unit may not enter and is considered to have been repulsed. In the standard game, the extra RPs the Imperial player receives are the historical result. Shelby may never lead an Imperial Army, although he and the Confederate units may be part of an Imperial Army.

Historical Note: Almost 200 died getting through Republican territory, only to be told they could not stay in their brigade. About half of Shelby's men agreed to join established units and the rest attempted to go home on their own, many dying in the process. Shelby and other ex-Confederate generals established a colony, and attempted to become gentleman farmers until forced to flee following the collapse of Maximilian's government. Shelby returned to become a political power during Reconstruction and testified at the trial of Jesse James.

10.4 Never Sound Retreat

Napoleon III historically withdrew his troops over the combination of the victorious United States threatening to invade Mexico and the growing Prussian threat following the Austro-Prussian War. In the unlikely event that he changed his mind and decided to defy the United States, use the following rule. Ignore the mandatory French withdrawal. Instead, roll 1D6, adding one for every Imperial controlled province on the USA border. On a DR of 4, 5 or 6, the USA declares war on France and Imperial Mexico. Place four 100-2 infantry divisions and one 100-3 cavalry division in the USA along with the leader Sheridan. Place two 100-factor USA flotillas at Brownsville. During the Movement Phase, these units may enter any province as Republican units. The flotillas may engage in combat with the French Navy using the Combat Results Table. Any step loss or **E or M result** means a flotilla is sunk. Flotillas cannot be rebuilt. The Republican player also gets 50 USA RPs per turn.

10.4.1 Naval Battles: Combat between opposing naval units is resolved as with ground units with the following provisions:

- Highest initiative DR is the attacker (no choice here).
- There are no DRM or modifications for CF due to terrain.
- Retreats are not permitted (this is to the death!).

10.5 For the Sake of Mexico

Santa Anna (of The Alamo fame), aged and disabled, nevertheless attempted to get in on the action during the French Invasion. He offered his services to either side and was politely turned down. Both sides knew that given the chance, he would attempt to take control himself. Historically, Santa Anna wasted his fortune attempting to get a command.

With this option, the Imperial Player rolls 1D6 every turn. With a DR of 1, Santa Anna has joined the war. Roll another 1D6. On an odd DR, Santa Anna joins the Imperial camp. On an even DR, he joins the Republican camp. In either case, Santa Anna is treated as a leader with the special ability that **any E result in his favor becomes a M result instead**, due to his charisma.

On every following Reinforcement/Replacement Phase, the owning player rolls 1D6. If a 6 is rolled, Santa Anna starts his own revolution. Any Mexican units in the province with him, leaders included, join his revolution. In the Movement Phase, after the Imperial and Republican players have moved all their units, including raiders, Santa Anna and his units, unless attacked, will move into the adjacent province with the fewest Combat Factors closest to Mexico City and attack. Any Mexican units and leaders in the province, no matter which side they are on, roll 1D6. On a DR of 4, 5, or 6 they join Santa Anna. Contra-guerillas are exempt from this roll.

If successful, Santa Anna moves the next turn closer to Mexico City until he is killed or captured. He gets one RP for each uncontrolled province plus a number of RPs equal to 1D6 every turn. For combat purposes he is controlled by the player who is not being attacked. If Santa Anna successfully takes Mexico City, the game ends in a draw as the situation has become too chaotic for anyone to establish control.



11.0 RANDOM EVENTS

For those who enjoy the flavor of unexpected events, these tables have been designed to give players alternate joys and headaches. Each player rolls 1D6 at the start of the Reinforcement/Replacement Phase beginning with Turn 2, the two dice are added together, and the results applied.

11.1 Events of 1862

- **2 Leader escapes** Both players roll another 1D6. Highest score may return one of his captured leaders to a friendly province for use during the next Movement Phase. Treat a tie as No Event.
- **3 Welcome the Liberators!** The Imperial player gets an extra number of Mexican RPs equal to the roll of 1D6.
- **4 Successful Force March** The rolling player may add one MF to any unit (including an Army) he desires during the Movement Phase.
- **5 Viva Juarez!** The Republican player gets an extra 1D6 worth of RPs.

- **6 Vomito Negro!** All Non-Mexican units in any provinces with swamps or jungle must make an immediate Attrition roll.

Historical Note: Yellow Fever killed thousands of French troops.

- **7 Vive L'Empereur!** The Imperial player gets an extra 1D6 worth of French RPs
- **8 Caramba! The Blue Butchers!** In any combat with the French Chasseurs d'Afrique, the Republican player loses a Proficiency Rating increment due to their fearsome reputation.
- **9 No Event** The Imperial player may re-roll both dice. However, should the re-roll result in a Random Event that favors the Republican player, a number of Imperial RPs are received equal to half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Imperial player there is no further effect. Only one Imperial re-roll can occur per year (treat another DR of 9 as a straight No Event).
- **10 No Event** The Republican player may re-roll both dice. However, should the re-roll result in a Random Event that favors the Imperial player a number of Republican RPs are received equal to half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Republican player there is no further effect. Only one Republican re-roll can occur per year (treat another DR of 10 as a straight No Event).
- **11 Drive them out!** Fierce patriotism adds +1 to all combat initiative DR this turn for the Republican player. If this is rolled more than once per year, treat as no event.
- **12 Cinco de Mayo!** The Republican player can force an Imperial retreat in any province before the die is rolled. Imperial forces may not retreat into the capital, but must leave the province completely. If this is rolled more than once, treat as no event (the defenders of Puebla drove off the invading French army, nearly wiping it out on May 5, 1862 and it is still celebrated as a national holiday in Mexico and in Mexican restaurants worldwide).

11.2 Events of 1863

- **2 Vomito Negro!** All Non-Mexican units in any provinces with swamps or jungle must make an immediate Attrition roll.
- **3 Camerone!** Up to three Republican Militia/Guerilla units may ignore DR restrictions during the upcoming turn and raid to their MP limits as long as all three end up in the same province. This event can occur only once per game. Treat as No Event if rolled again.

Historical Note: The Republican militia conducted a raid against the French payroll train guarded by the Foreign Legion. The convoy escaped, but the company of Legionnaires was almost completely wiped out in combat so savage that the Mexican commander remarked: "These are not men, but devils!" The anniversary of Camerone is a special day for the Foreign Legion.

- **4 No Event** The Imperial player may re-roll both dice. However, should the re-roll result in a Random Event that favors the Republican player, a number of Imperial RPs are received equal to

half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Imperial player there is no further effect. Only one Imperial re-roll can occur per year (treat another DR of 4 as a straight No Event).

- **5 Surprise Raid** The rolling player may ignore movement restrictions and may move one eligible raiding combat unit up to its maximum movement allowance regardless of the presence of enemy units. The unit may be accompanied by a leader.
- **6 Vive l'Empereur!** The Imperial player gets an extra 1D6 worth of French RPs
- **7 Welcome the Liberators!** The Imperial player gets an extra number of Mexican RPs equal to the roll of 1D6.
- **8 Successful Force March** The rolling player may add one MF to any unit (including an Army) he desires during the Movement Phase.
- **9 Col. Dupin requests** During the Combat Phase, any Republican Militia/Guerilla units in the province with Col. Dupin and at least one Contra-guerilla unit must roll 1D6. On a DR of 5 or 6, the unit is eliminated before combat begins.

Historical Note: Dupin would often ride into a suspected town and give a harsh speech, full of invective and insults, often causing the town to reveal the hiding places of guerillas.

- **10 Dixie Victorious** (see Section 10.2).
- **11 No Event** The Republican player may re-roll both dice. However, should the re-roll result in a Random Event that favors the Imperial player a number of Republican RPs are received equal to half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Republican player there is no further effect. Only one Republican re-roll can occur per year (treat another DR of 11 as a straight No Event).
- **12 Leader escapes** Both players roll another 1D6. Highest score may return one of his captured leaders to a friendly province for use during the next Movement Phase. Treat a tie as No Event.

11.3 Events of 1864

- **2 Maximilian defies the Pope** In an interesting twist of fate, Maximilian decides not to return Church lands confiscated by Juarez. Roll 1D6 and subtract the resulting number from Imperial RPs to signify lack of confidence by the Conservatives in Maximilian.
- **3 Viva Juarez!** The Republican player gets an extra 1D6 worth of RPs.
- **4 Welcome the Liberators!** The Imperial player gets an extra number of Mexican RPs equal to the roll of 1D6.
- **5 Vive l'Empereur!** The Imperial player gets an extra 1D6 worth of French RPs
- **6 "Your bill, Monsieur"** Maximilian's extravagant projects ran him out of money, and a French official was sent to collect on the French debt. Roll 1D6 and subtract the result from Imperial RPs. No artillery may be rebuilt this turn. Pas d'argent, Max!
- **7 Drive them out!** Fierce patriotism adds +1 to all combat initiative DR this turn for the Republican player. If this is rolled more than once per year, treat as no event.
- **8 Successful Force March** The rolling player may add one MF to any unit (including an Army) he desires during the Movement Phase.
- **9 Surprise Raid!** The rolling player may ignore movement restrictions and may move one eligible raiding combat unit up to its maximum movement allowance regardless of the presence of enemy units. The unit may be accompanied by a leader.
- **10 Col. Dupin requests** During the Combat Phase, any Republican Militia/Guerilla units in the province with Col. Dupin and at least one Contra-guerilla unit must roll 1D6. On a DR of 5 or 6, the unit is eliminated before combat begins.
- **11 No Event** The Republican player may re-roll both dice. However, should the re-roll result in a Random Event that favors the Imperial player a number of Republican RPs are received equal to half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Republican player there is no further effect.

Only one Republican re-roll can occur per year (treat another DR of 11 as a straight No Event).

- **12 *Leader escapes*** Both players roll another 1D6. Highest score may return one of his captured leaders to a friendly province for use during the next Movement Phase. Treat a tie as No Event.

11.4 Events of 1865

- **2 *The Marshal weds*** Marshal Bazaine, the French commander, at 54 marries a 17 year old Mexican senorita and is too caught up in marital bliss to worry about the war. He is placed in Mexico City and cannot move until the following turn. If Mexico City is attacked, he may be used in the defense.
- **3 *Vive l'Empereur!*** The Imperial player gets an extra 1D6 worth of French RPs
- **4 *Viva Juarez!*** The Republican player may replace 1 artillery unit that was eliminated earlier in the game, even if a DR check resulted in permanent removal (a gift from the Colossus of the North!).
- **5 *Father Fischer advises*** Father Augustin Fischer, Maximilian's advisor, gives Max bad advice. Lose a number of Imperial RPs equal to 1D6 as a result of disaffection.
- **6 *Col. Dupin requests*** During the Combat Phase, any Republican Militia/Guerilla units in the province with Col. Dupin and at least one Contra-guerilla unit must roll 1D6. On a DR of 5 or 6, the unit is eliminated before combat begins.
- **7 *Surprise Raid!*** The rolling player may ignore movement restrictions and may move one eligible raiding combat unit up to its maximum movement allowance regardless of the presence of enemy units. The unit may be accompanied by a leader.
- **8 *He will be my heir*** Maximilian chooses the underage grandchild of the late Emperor Iturbide as his heir. This makes nobody happy, especially the barren Empress Carlotta. Lose 1D6 of Imperial RPs as a result.
- **9 *Viva Massimiliano!*** Sudden conservative fervor gives Imperial forces a number of RPs equal to 1D6.
- **10 *Napoleon the repo man*** Napoleon III decides to foreclose on Sonora province to exploit its mineral wealth to repay debts from Maximilian. No non-French troops may voluntarily enter Sonora, but units may retreat into Sonora as long as they are moved out during the next Movement Phase.
- **11 *Vomito Negro!*** All Non-Mexican units in any provinces with swamps or jungle must make an immediate Attrition roll.
- **12 *Leader escapes*** Both players roll another 1D6. Highest score may return one of his captured leaders to a friendly province for use during the next Movement Phase. Treat a tie as No Event.

11.5 Events of 1866

- **2 *Napoleon says "Non!"*** Napoleon III informs the United States that the French will remain at all costs. Ignore any withdrawal of French troops. Treat as a non-event if rolled more than once. This does not affect the withdrawal of Austrian and Belgian troops.
- **3 *Viva Juarez!*** The Republican player may replace 1 artillery unit that was eliminated earlier in the game, even if a DR check resulted in permanent removal (a gift from the Colossus of the North!).
- **4 *Viva Massimiliano!*** Sudden conservative fervor gives Imperial forces 1D6 RPs.
- **5 *President Johnson's Gulf of Mexico Resolution*** If the *Napoleon says non!* Random Event has occurred, U.S. forces invade Mexico in the same way as the optional rule above. Otherwise treat as no event, but can occur if Random Event 2 is later rolled.
- **6 *Shelby Most Welcome*** Implement Section 10.3. Once implemented, if subsequently rolled or if Random Event *Dixie Victorious* is in play, treat as No Event.
- **7 *Col. Dupin requests*** During the Combat Phase, any Republican Militia/Guerilla units in the province with Col. Dupin and at least one Contra-guerilla unit must roll 1D6. On a DR of 5 or 6, the unit is eliminated before combat begins.

- **8 *Surprise Raid!*** The rolling player may ignore movement restrictions and may move one eligible raiding combat unit up to its maximum movement allowance regardless of the presence of enemy units. The unit may be accompanied by a leader.
- **9 *The Specter of Bismarck*** If Random Event 2 has not yet occurred, Napoleon III has become frightened of growing Prussian military might and decides to pull the French out of Mexico early. All **French and French Foreign Legion units (but not Austrian or Belgian units)** must move toward Vera Cruz and continue to move in that direction through controlled provinces every Movement Phase. French and French Foreign Legion units that begin any following Movement Phase in Vera Cruz are immediately removed from the game. No additional French RPs are received for the rest of the game. Units may defend normally if attacked. Units that cannot move toward Vera Cruz must move to the nearest controlled port and are removed there. Units that cannot do either cannot move, but may defend if attacked, and must move if a path later exists.
- **10 *Leader escapes*** Both players roll another 1D6. Highest score may return one of his captured leaders to a friendly province for use during the next Movement Phase. Treat a tie as No Event.
- **11 *No Event*** The Republican player may re-roll, however. Should the re-roll result in a Random Event that favors the Imperial player a number of Republican RPs are received equal to half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Republican player there is no further effect. Only one Republican re-roll can occur per year (treat another DR of 11 as a straight No Event).
- **12 *No Event*** The Imperial player may re-roll, however. Should the re-roll result in a Random Event that favors the Republican player a number of Imperial RPs are received equal to half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Imperial player there is no further effect. Only one Imperial re-roll can occur per year (treat another DR of 12 as a straight No Event).

11.6 Events of 1867

- **2 *Maximilian Abdicates*** Maximilian decides discretion is the better part of valor and decides to step down as Emperor. His counter immediately must begin moving toward Vera Cruz. He is removed at the beginning of any turn his counter starts in Vera Cruz and the game ends. Maximilian is no longer considered for determining victory in the game (i.e., control of Mexico City and maintaining a link to a Gulf Port are the only determinants for victory in the game).
- **3 *So close to the United States*** Double Republican RPs this turn due to a huge influx of surplus U.S. weaponry.
- **4 *So far from God*** An impatient Phil Sheridan decides to intervene on behalf of Juarez. He moves as per the optional rule above. At the end of the game, roll one die. If the DR is 5 or 6 Sheridan believes that the Mexicans cannot rule themselves and decides to incorporate all territories containing U.S. troops into an American protectorate. These provinces do not count toward anybody's victory points.
- **5 *Don't go away mad, just go away*** Maximilian and Napoleon III's ministers are at odds. Retreating French units take all their equipment and stores with them, and burn what they cannot haul away. Lose a number of Imperial RPs equal to 1D6 this turn.
- **6 *Maximilian Rides!*** Maximilian decides to personally take command. After all movement, place him with the largest number of attacking Imperial units. Only his proficiency rating may be used instead of any other leaders present.
- **7 *Viva Massimiliano!*** Sudden conservative fervor gives Imperial forces a number of RPs equal to 1D6.
- **8 *Viva Juarez!*** The Republican player may replace 1 artillery unit that was eliminated earlier in the game, even if a DR check resulted in permanent removal (a gift from the Colossus of the North!).
- **9 *Surprise Raid!*** The rolling player may ignore movement restrictions and may move one eligible raiding combat unit up to its maxi-

mum movement allowance regardless of the presence of enemy units. The unit may be accompanied by a leader.

- **10 *Leader escapes*** Both players roll another 1D6. Highest score may return one of his captured leaders to a friendly province for use during the next Movement Phase. Treat a tie as No Event.
- **11 *I must save Mexico!*** General Santa Anna joins the war as per the optional rule. The rolling player may choose which side he joins, though.
- **12 *No Event*** The Republican player may re-roll, however. Should the re-roll result in a Random Event that favors the Imperial player a number of Republican RPs are received equal to half (drop any fraction) of the DR. If the re-roll results in another No Event or an event favorable to the Republican player there is no further effect. Only one Republican re-roll can occur per year (treat another DR of 12 as a straight No Event).

12.0 GAME SET UP

Both players set up units and receive reinforcements and RPs as follows.

12.1 Imperial Player

On Turn 1 at the port and province of Vera Cruz except Jalapa.

French:

1st Marine Regiment (4)
2nd Marine Regiment (10/6)
Independent Marines (7/4)
1 Battalion from 2nd Zouaves (7/4)
Naval Battery (6 M)
Marine Battery (6 L)
Naval Flotilla (50)
Leader Graviere

Spanish:

1st Infantry Brigade (25/15)
2nd Infantry Brigade (25/15)
Cavalry (2)
Heavy Battery (24)
Light Battery (14)
Leader Prim
British: Marine (3)
All four Imperial Army Level units are available.

On Turn 2 at Vera Cruz.

French:

1st through 8th French Infantry units (5 CF)
2nd Zouave Regiment (15/8)
99th Ligne Regiment (15/8)
3rd Marine Battalion (4)
2/2 Chasseurs d'Afrique Squadron (2)
Naval Mountain battery (6 M)
Leader de Lorencez

In any province controlled by the Imperial Player.

Imperial Mexican Forces:

1/1 Cavalry Brigade (6)
2/1 Cavalry Brigade (6)
1/2 Cavalry Brigade (6)
2/2 Cavalry Brigade (6)
Leader Marquez

Begin taking Replacements.

Remove leader Graviere, Independent Marines, and all Spanish and British units and the end of Turn 1.

On Turn 4 at Vera Cruz.

French:

18th Chasseurs a Pied Battalion (4)
81st Ligne Regiment (10/6)
3rd Zouave Regiment (12/6)
1st/3rd Algerian Tirailleur Battalion (5)
95th Ligne Regiment (10/6)
3/1st Zouave Battalion (6/4)
7th Chasseurs a Pied Battalion (5/3)
51st Ligne Regiment (10/6)
62nd Ligne Regiment (10/6)
1st Chasseurs d'Afrique Regiment (3)
2nd Chasseurs d'Afrique Regiment (2)
3rd Chasseurs d'Afrique Regiment (2)
12th Chasseurs a Cheval Regiment (7/4) (arrives reduced)
1/5th Hussar Squadron (1)
8/1st Artillery Battery (6 M)
1st Guards Horse Artillery Battery (6 L)
1/7th Horse Artillery Battery (6 L)
Egyptian Battalion (4)

Leaders Forey, Bazaine, Douay, Mirandol
Remove leader de Lorencez

In any friendly controlled province.

Imperial Mexican Forces:

1st-8th Infantry Battalions 3 x (6), 5 x (5)
Leaders Almonte, Dupin (Contras)

Add to Force Pool:

9th, 10th French Infantry Battalions (5)
1st-4th Conservative Cavalry Squadron (1)
1st-4th Contra-guerilla Company (1)
1st, 2nd Contra guerilla Squadron (1)

On Turn 6 at Vera Cruz.

French:

7th Ligne Regiment (10/6)
1st Battalion Foreign Legion (6)
2nd Battalion Foreign Legion (6)
1st Battalion Algerian Light Infantry (5)

On Turn 9 at Vera Cruz.

French:

3rd Battalion Foreign Legion (5)
4th Battalion Foreign Legion (5)
2nd Battalion Algerian Light Infantry (5)
2/5th Hussar Squadron (1)
Flip 12th Chasseurs a Cheval to full strength side (does not have to be at Vera Cruz). If eliminated it returns as a free replacement but reduced.

On Turn 10 at Vera Cruz.

Imperial Mexican Forces:

1st-3rd Austrian Infantry Battalions (12)
H, U Austrian Cavalry Regiments (7)
Leaders Maximilian, Thun, Miramon, Mejia

On Turn 13 at Vera Cruz.

French:

5th Battalion Foreign Legion (5)
6th Battalion Foreign Legion (5)

Imperial Mexican Forces:

Belgian Empress Carlotta Battalion (12/7)
King of Belgium Battalion (12/7)

At Mexico City (only if controlled).**Imperial Mexican Forces:**

9th-14th Imperial Infantry Battalions 3 x (5), 3 x (4)
1st, 2nd Cazadores Infantry Battalions (4)
1st-6th Cazadores Cavalry Regiments (4)
Palatine Guard Company (2)
1st-6th Artillery battery (6 M)
1st-4th Horse Artillery battery (6 L)
4 Mountain M battery (1-4)

Add to Force Pool:

15th-17th, 19th Imperial Infantry Battalion (4)
3rd-9th Cazadores Infantry Battalion (4)
Empress Dragoons Cavalry Regiment (6/4)
5th-10th Conservative Cavalry Squadron (1)
No additional replacements can be taken this turn.

Remove the following units:

1st Chasseur a Pied Battalion
3/1st Zouave Battalion
2nd Zouave Regiment
99th Ligne Regiment
7th Chasseur a Pied Battalion
51st Ligne Regiment
62nd Ligne Regiment
1st and 2nd Marine Regiments
8/1st Mountain battery
4 Mexican cavalry brigades
2nd Division Army unit

On Turn 17.

Add 5 RPs to the Imperial side (unless using Optional Confederate Recruitment rule).

On Turn 20 at Mexico City (if controlled).**Imperial Mexican Forces:**

Hussar Regiment (5)
18th Imperial Infantry Regiment (5)
Remove all remaining Austrian and Belgian units.

On Turn 21 (at wherever Maximilian is located).

Imperial Mexican Leader Salm-salm

Add 15 RPs to Force Pool.

Remove all remaining French Units, including the French Corp de'l Expedition Army unit (unless using optional rule).

12.2 Republican Player

On Turn 1, placed at one per province except Vera Cruz, then place the rest freely, including Jalapa in Vera Cruz province (if the Republican player so desires).

Republican Forces:

1st-26th Infantry Battalions 1 x (8), 1 x (6), 10 x (4), 11 x (3), 1x (2) and 2 x (1)
1, 2, 1st Independent, 2nd Independent Cavalry Brigades 1 x (5) and 3 x (4)
Morelos de Oaxaca Cazadores Battalions (3)
1st-4th Artillery Brigades 4 x (4)
National Guard Infantry Battalions:

1st Morelia (5)
2nd Morelia (5)
Tetela (2)
Oaxaca (3)
Rurales Militia Cavalry Squadron (3)

Leaders Juarez in Mexico City, Diaz in Oaxaca

Army of the East is available at start.

On Turn 2, placed at one per controlled province; place any excess in Mexico City, Oaxaca or San Luis Potosi.
Republican Forces:

27th-44th Infantry Battalions 5 x (3), 12 x (2), 1 x (1)

Add to Force Pool the following National Guard Battalions:

1st Huauchinango (1)
Zacatlan (3)
Libres de Puebla (2)
Tepext (2)
Tlatlauquitepec (2)
Atlixco (2)
Acatlan (2)
Matamoros (2)
Tepeaca (2)
Teziutlan (2)
Texmelucan (2)
1st, 2nd, 3rd Resguardo Militia Cavalry Squadrons 3 x (3)

Begin taking Replacements.

Army of the West unit available.

On Turn 6 placed in either Oaxaca, Puebla, Mexico City or San Luis Potosi (if controlled).

Republican Forces:

Leader Alvarez

Army of the South unit available.

On Turn 8, placed in the territory with Juarez.

Republican Forces:

Leader Escobedo
Infantry Battalion Supremos Poderes (5)

Add to Force Pool these National Guard Infantry Battalions:

Jalisco (4)
Cordoba (4)
Vera Cruz (4)
Coscomatepec (2)
2nd Huauchinango (1)
Cazadores de Oaxaca (5)
Xochiapulco (4)
Aguascaliente (4)
Sinaloa (3)
Cotaxla National Guard Cavalry Squadron (5)

On Turn 9 (1-3 1864).

Republican Forces:

Leader Trevino

Add to Force Pool these Militia/Guerilla infantry companies:
Los Bellos (1)

Chinacos (1)
 Cravioto (1)
 Cristeros (1)
 Galeanos (2)
 Hombres Vestidos de Azul (1)
 Plateados (5)
 Chiautla (1)
 Perote Guerillas Cavalry Squadron (3)

Army of the North unit available.

On Turn 15, placed in any territory adjacent to the U.S. border.

Republican Forces:

Leader Corona
 Heavy Artillery Brigade (6 H)

Regular infantry now costs 1 RP per CF to replace.

13.0 SHORT CAMPAIGN SCENARIO

The shorter campaign game starts on Turn 5 and ends on Turn 20. It assumes that reinforcements and replacements for Turn 5 have already been taken. Neither player begins the scenario with any accumulated RPs

13.1 Imperial Unit Setup

Control: Pueblo, and Vera Cruz

At Puebla:

Leaders - Forey, Bazaine, Douay, Mirandol, Marquez, Almonte.
 Infantry - 2nd and 3rd Marines, 1/2nd Zouaves Battalions, 3rd Zouaves, 3/1st Zouave Battalions, 99th Ligne, 81st Ligne, 95th Ligne, 51st Ligne, 62nd Ligne, Marine Battalions, 18th Chasseurs a Pied, 7th Chasseurs a Pied, 1/3rd Algerian, French Infantry Battalions 1-8.
 Cavalry - 2/2nd Chasseurs d'Afrique Squadron, 1st, 2nd, 3rd Chasseur's d'Afrique, 12th Chasseurs a Cheval (4), 1/5th Hussar Squadron, 1/1st, 1/2nd, 2/1st, 2/2nd Imperial Mexican Cavalry Brigades.
 Artillery - Marine, Naval Mountain, 8/1st, 1st Guards Horse.
 Navy - The Imperial Navy and all 4 Imperial Army units are available.

At Vera Cruz:

Infantry - Egyptian Battalion

In any Imperial Controlled Province:

Leaders - Dupin
 Infantry - All 6 Contra units
 Cavalry - Conservative Cavalry Squadrons 1-4.

In the Force Pool:

9th and 10th Ligne Battalions (5)

13.2.1 Special Imperial Set Up Instructions: For each of the two-step Imperial units (except the 12th Chasseurs a Cheval) the Imperial player rolls 1D6 and applies the following:

1-3 - Unit is deployed at full-strength

4-5 - Unit is deployed at reduced strength

6 - Unit is placed in the Force Pool (eliminated)

For the other one-step Imperial infantry and artillery units, roll 1D6 four times and total the results. The DR total is the minimum amount of CFs from among the one step infantry and/or artillery units the Imperial player must place in the Imperial Force Pool (eliminated). For each artillery unit selected perform another DR per Case 6.3.5 to determine if it is permanently removed from play.

For the remaining one-step Imperial cavalry units roll 1D6 twice. The DR total is the minimum amount of CFs from among the one-step cavalry units the Imperial player must place in the Imperial Force Pool (eliminated).

nated). If the Imperial player has to eliminate more units than called for by the mandated CF total, well too bad. This is war! Deal with it!

Note: The 1/7th Light Artillery Battery (6) and Naval Medium Battery (6) are permanently eliminated.

13.2 Republican Set Up

Control: All provinces except Vera Cruz and Puebla

At Mexico City:

Leader Juarez

At Puebla (and under siege):

Leader - Diaz

Infantry - All but 6 regular infantry Battalions with the exception of the Supremos Poderes Battalion.

6 of these National Guard units - Oaxaca, 1st Hua, Zacatlan, Lib Pueb, Tepext, Tlatlauq, Atlitico, Acatalan, Matamor, Tepeaca, Teziut, Tetela, Texmel Battalions.

Cavalry - All but 2 regular cavalry units.

Artillery - All except Heavy Artillery Brigade.

Armies of the East and West are available.

Note: One Army unit may be set up in Puebla (even though it is under siege) if the Republican player desires to do so.

In any Republican controlled provinces:

Leaders - Juarez

Infantry - 1st, 2nd Morelos National Guard, remaining regular infantry battalions.

Cavalry - Rurales, 1st, 2nd, 3rd Resguardo, 2 remaining regular cavalry units.

Note: All reinforcements and replacements otherwise appear as scheduled for the turns in play.

13.3.1 Special Republican Set Up Instructions: For those units with Diaz the Republican player rolls 1D6 five times and totals the result. The DR total is the number of infantry, artillery and/or artillery units that are placed in the Republican Force Pool. For any artillery units selected perform a second DR per Case 6.3.5 to determine if it is removed from play.

13.3 Victory Conditions

The following conditions determine the winner of this scenario:

Imperial: Hold Mexico City and Vera Cruz, and capture or kill Juarez.

Republican: Avoid Imperial Victory conditions.

14.0 THE INTRODUCTORY SCENARIO: DOOM AT QUERETARO

This late war scenario is a good introduction to the system without having to use any optional rules and allows players to concentrate on fighting. The situation is that of February, 1867. The French have departed and Maximilian is holding on to just a few provinces. He has sallied forth in person to battle the converging Republican forces.

Scenario Length: Turns 21-22 (two turns).

Neither player has any accumulated RPs.

14.1 Imperial Forces Set Up

Control: Queretaro, Mexico, Pueblo, Morelos, and Vera Cruz

In Queretaro:

Leaders - Maximilian, Miramon, Mejia, Salm-Salm.

Infantry - Guard Company, Infantry Battalions 3-12, 18, Cazadores 1-2.

Cavalry - Empress Dragoons, Guard Hussars, Cavalry 1-3, and Conservative Cavalry 1.

Artillery - Medium 1-3, Light 1-3, and Mountain 1-2.

In Mexico:

Infantry - Battalions 13-17, Cazadores 6-9.

Cavalry - Cavalry 4-6, Conservative Cavalry 4-6.

Artillery - Med. 4-6, Light 4, and Mountain 3-4.

In Vera Cruz:

Infantry - Cazadore Battalion 3.

In Puebla:

Infantry - Cazadore Battalion 4.

In Morelos:

Infantry - Cazadore Battalion 5.

The Imperial Player has the 1st Division and Cavalry Division Army Level units available.

14.2 Republican Forces Set Up

Use all Republican units, regular, National Guard and Militia/Guerillas.

Control: All provinces not in Imperial control.

In Oaxaca:

Diaz, 30 CFs and one medium artillery unit.

In San Luis Potosi:

Juarez, Escobedo and 70 CFs (which must include the Supremos Poderes), the heavy artillery and 2 medium artillery units.

In Guanojuato:

20 CFs.

In Jalisco:

Corona and 50 CFs plus one medium artillery unit.

In Michoacan:

20 CFs.

The remaining CFs must be used to garrison the remaining provinces. The four Republican Army units are available for use. The Republican player can organize his forces as he desires, as long as the Supremos Poderes and the heavy artillery units are with Escobedo.

14.3 Winning the Game

The Republicans win if they control Queretaro and Mexico City, or capturing or killing Maximilian while not losing control of any provinces that started under Republican control.

Note: If Juarez is eliminated and the Republican player fulfills the conditions for victory the game instead ends in a draw.

The Imperials win by avoiding the Republican victory conditions.

15.0 DESIGNER'S NOTES

I first learned about Louis Napoleon's attempt to place a puppet Emperor on the throne of Mexico while reading about the French Foreign Legion at Camerone. I was fascinated by the fact that a relatively large French army was injected into the Western Hemisphere in violation of the Monroe Doctrine. The stirring account of the small band of Legionnaires against a horde of Mexican rebels led me down the road that ended with the game you hold in your hand. I first decided to write about Maximilian's shortlived Empire of Mexico as an alternate history novel, then decided to take the research I had accumulated and turn it into a game instead.

The French invasion of Mexico and its subsequent defeat reinforced the fact that people want to be governed by their own, not ruled by foreigners. The contrast between the patriotic, intelligent and willful President Benito Juarez, coming from humble beginnings, was an ideal contrast to the pre-

tender to the throne of Napoleon Bonaparte and his catspaw, the well-intentioned but impractical Archduke Maximilian of Austria. Failure for Juarez meant the elimination of a struggling democracy in America and subjugation of his people by a foreign Emperor backed by another foreign Emperor, whose main goal was soaking Mexico for all the silver he could sop up.

Here also was a contrast between the traditional armies of Europe and the less disciplined but equally determined armies of an American state. It is also a good example of asymmetrical warfare, a professional European force versus citizen soldiers fighting for their homes. The French soon found that, unlike the wars in Europe, Mexico had no front lines, and no secure rear provinces. Guerillas could strike anywhere and frequently did, as the raid culminating in the battle of Camerone proves.

This is also a struggle that had huge implications worldwide. It weakened France's hand in Europe, emboldening Bismarck's Prussia to expand at the expense of Denmark and Austria. It soured relationships with the United States, who felt stabbed in the back while they were locked in a Civil War. A misstep on Louis Napoleon's part could have precipitated a wider war with the United States. Also, it gave Mexico and ultimately the United States one of its greatest holidays: Cinco de Mayo, celebrated in every Mexican restaurant in the 50 states, most without knowing why.

I wanted to design a game that I would enjoy playing, not one full of complex rules. The situation was one where traditional hexes would not allow for the rapid maneuvers performed by both sides, and the ability, especially by Mexican irregulars, to strike deep into enemy territory to contest control. I wanted a system that would be easy to learn, hard to master, yet retain the flavor of the campaign within the constraints of a magazine game format.

The French/Austrian order of battle was easily obtained, but the Mexican forces were in a state of flux due to the destruction of the bulk of the Mexican regular army at Puebla. I put out requests and was finally put in touch with Andrew Preziosi of Khyber Pass games, who was a wonderful source of information on the conflict. The completeness of the order of battle is due mainly to his willingness to share his data.

I emphasized the ascendancy of tactical proficiency over raw numbers with the proficiency ratings for each unit and leader so that a smaller elite force could conceivably outfight a much larger force of irregular units. Also, the raiding mechanic, which had its origins in the World War II game Victory in the Pacific, was modified here to allow units to slip through enemy held territories and strike at weaker garrisons. Artillery has no proficiency because I wanted it to be dependant on accompanying infantry or cavalry, instead of players using them to garrison provinces or to attack alone.

The optional rules add some historical possibilities as well as add more historical flavor, especially the random events charts, which can upset carefully laid plans, as all too often happens in war. Finally, I wanted a game that people would have fun playing, is unpredictable, and yet captures the essence of the struggle of the Mexican people against a foreign invader. Against the Odds, against a superior foe in all aspects, they won. Can you do the same?

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17.0 CREDITS

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18.0 COUNTER ADDENDA

There are two Imperial infantry battalions printed with the designation of 13th. The one with the CF of 5 should read the 18th.

The Mexican heavy artillery brigade was inadvertently omitted from the mix. Its values are 6 H 1

Addenda counters for both pieces above were printed with the smaller countersheet inside ATO issue #17.

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