

# GUERRA A MUERTE Setup Aid

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## ROYALIST

*Vice-Royalty of Spain*

<b>CALLEJA</b> 1  2	7  2 III	7  2 III	6  2 III
5  2 III	6  2 III	4  2 III	4  2 III
4  2 III	4  x2	1  x2	1  1
PR-M	ART-M	MIL-M	MIL-M



Any one of the Ports of Montevideo, La Habana or Callao

*Cuba*

5  2 III	5  2 III
CB-C	LH-C
3  1 II	4  1
AM-C	ART-C

San Paulo Legion

4  2 III	3  1
PORT-SPL	ART-SPL
5  2 III	Set up Legion off board
PORT-SPL	

*Banda Oriental*

5  2 III	5  2 III
DBA-BO	BFM-BO
4  1	1  1
ART-BO	MIL-BO
1  1	
MIL-BO	

*Chiloe*

3  1 II	5  2 III
CL	DF

*Vice-Royalty of Peru*

9  2 III	4  1
RL-P	ART-P
1  1	
MIL-P	

*Captaincy of Venezuela*

2  1 II	3  1 II
GN-V	CN-V
1  x2	
MIL-V	

*Salta*

1  1 x
MIL

*Panama*

2  1 II
PM

*Tucatan*

3  1 II
CP

**Fortified City/Ports of**

*Puerto Rico Callao Santo Domingo*

1  1 x
MIL

1  1 x
MIL

1  1 x
MIL

*Available to be Built in the Replacements Box at Start*

1  1 x
MIL

4  1
ART

Spanish

3  x2
FRIGATE

*Guatamala*

3  2 III	1  1 x
GM	MIL

## PATRIOT

*Alto Peru*

1  x4
MIL-AP

Guerilla mode

*Chile*

1  1 x	1  1 x
MIL-CH	MIL-CH

*El Plata, Cordoba, Salta or Misiones*

4  1 II	4  1 II	4  1 II	4  1 II
1-PL	2-PL	5-PL	6-PL
3  1 II	3  1 II	4  1 II	1  1 x
3-PL	4-PL	GI-PL	MIL-PL
6  2 III	5  2 III	1  1 x	4  1
BSF-PL	DP-PL	MIL-PL	ART-PL

*Guadalajara*

HIDALGO
0  1

*Tierras Calientes*

MORELS
1  2

*Quito*

1  1 x
MIL-Q

*Santa Fe*

2  1 III	1  1 x
CN	MIL-SF

*Tierras Calientes  
Central Mexico  
San Luis Potosi  
and Guadalajara*

1  x8	1  x2
MIL-M	MIL-M
4  1	3  x2
ART-M	ART-M

*Available to be Built in the Replacements Box at Start*

Grand Colombian

1  x4	1  x3	3  x2
MIL	MIL	FRIGATE
5  1 II	4  x3 2-4	3  1 II
5	HN	ART
1  x2	1  x2	4  x2
MIL	MIL	ART
3  x2	3  x2	3  x2
FRIGATE	FRIGATE	FRIGATE

Peruvian

Mexican

Chilean

El Platan

*Paraguay*

4  1 II	4  1 II
REBEL	REBEL

*Cartagena de Indias*

1  1 x
MIL

4 1  
II  
3/TV-5P

If a unit is a reinforcement, its turn of arrival is found after the Dash ("—") mark. For example, a "VI-4" unit arrives on turn 4 in the Replacement Box and is available to be built from that turn onward. If there letters after the reinforcement turn, the unit is placed on the game map and not the replacements box. In the sample here, the text to the left of the dash indicates this is the Third battalion of the Talavera Regiment. The text to the right indicates that the unit is a reinforcement for turn 5 and will be placed anywhere in the areas of the Viceroyalty of Peru.

# GUERRA A MUERTE *Variants*

by Paul Rohrbaugh

## 14.0 VARIANT RULES

The following variants can be used to increase the level of historical “realism” for the game, or to balance play between opponents of differing abilities. Enjoy!

### 14.1 Plan de Iguala

One turn after the event “Liberal Takes Power in Spain” is rolled, the Patriot player must roll for the Mexican Plan de Iguala. The Plan de Iguala happens on the turn after the Liberal takeover in Spain on a die roll of 1-4, or automatically 2 turns after the Liberals take over.

***Example** The Liberals take over in Spain in 1821, then the patriot player starts rolling for the Plan de Iguala at the beginning of the 1822 turn.*

**14.1.1 Effects of the Plan de Iguala** Mexico and the Captaincy of Guatemala become independent countries and effectively “neutral” for the remainder of the war. Mexican units may no longer attack Royalist units. Withdraw from play any American Royalist units deployed in Mexico and the Captaincy of Guatemala.

Spanish naval units may redeploy to other Royalist controlled ports. Spanish Royalist units may be “evacuated” to Cuba or Puerto Rico holding boxes. (Simply pick these units and place them in Cuba and Puerto Rico, there is no need to activate naval units for transport, etc.)

### 14.2 Returning to Port

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!*

### 14.3 Royalist Minimum Deployment Requirements

The Royalist player may only remove units from Mexico, Cuba, Puerto Rico and the Captaincy that bring the level of steps below those listed in Section 10.5, or those listed in a scenario for these areas, with a D10 DR check. The DR is modified as follows (use all that apply):

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+1 if Patriot controlled guerrilla unit is in the area.

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+1 if Patriot naval unit is in Caribbean (at sea or in port), unit in Cuba and Puerto Rico only.

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+1 Liberals Take Power in Spain event in play.

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-1 Royalist Repression marker in the area.

Perform a DR check for each unit. If the modified DR is 1 through 5 the Royalist unit may move out of the area. If the modified DR is 6 or more the unit may not move at all in the turn (it may attack and defend normally).

### 14.4 Siege Combat against Cities

Siege combat may be conducted against a city in an area per the rules outlined in Section 6.2. The cost to conduct a siege against a city is the same as against a fort. A player who is to defend may instead retreat into a city when a Ranged Battle is declared, in which case the

defending units are placed on the city icon and the units marked with a penny that is placed “heads up”. Siege works (Section 6.4) against units defending in a city are indicated by turning over the penny to its “tails” side.

### 14.5 Die-Hards

This variant rule can only be used if the Plan de Iguala rule is also in play (and in effect for the Royalist player to use this optional rule). Once per turn the Royalist and Patriot players may each place **one** Regular unit in Guerrilla mode per Section 10.1. However, if the unit is eliminated while in Guerrilla mode it is permanently out of the game (cannot be placed at some point in the owning player’s Force Pool) and the opposing player is immediately awarded one OP (to reflect the boost in morale for eliminating the cursed die-hards once and for all!).

The Royalist player can no longer convert Spanish Regular units to Guerrilla mode, and must immediately place all those that currently are in the Royalist Force Pool, once the Plan de Iguala is in effect (Section 14.1).

## A MAP NOTE

Unless you’re familiar with the times and places, it’s not easy to remember what areas form the four Viceroyalties and four Captaincies in the Spanish Americas. So use this list below to be sure:

### Viceroyalty of Plata

Pampas, Cordoba, Salta, Charcas, Mojos, Chiquitos, Chaco, Paraguay, Misiones, Banda Oriental, Río de la Plata.

### Viceroyalty of Perú

Lima, Cuzco, Arequipa.

### Viceroyalty of Nueva Granada (including *Presidencia of Quito*)

Guayaquil, Quijos, Pasto, Quito, Santa Fe, and including the **Captaincy of Venezuela:** Los Llanos, Costa Firme, Cumaná, Maracaibo, Guayanas, Panamá, Isla Margarita.

### Viceroyalty of la Nueva España

Nueva California, Nuevo Mexico, Tejas, Vieja California, Durango, San Luís Potosí, Guadalajara, Mexico Central, Tierra Caliente, Yucatan, Panamá, and including the **Captaincy of Guatemala:** Guatemala.

### Captaincy of Chile

Chiloé, N. Chile, S. Chile.

### Captaincy of Cuba

Cuba, Puerto Rico, Santo Domingo.