Game Title: **The War 0f the Pacific Chile v. Bolivia & Peru, 1879-83**

CONTENTS

CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

1.0 INTRODUCTION

1.1 Context
War of the Pacific, Chile vs. Perú and Bolivia, 1879-1883 is a two-player, low-complexity simulation of one of the most decisive wars waged in South America during the 19th Century. The effects of the war were long-lasting; Bolivia became a land-locked nation when it lost all access to the open sea. Perú lost its important saltpeter-producing territories, and Chile emerged from the four-year war as the dominant power in the region, potentially capable of unifying a confederation of Latin American nations, and became known as "The Prussians of the Southern Cone." This game simulates the conventional aspects of the war, from the outbreak to January of 1881 when the Chileans captured

the Peruvian capital of Lima. After losing Callao and the arsenal in Lima, the Peruvians could only resort to guerilla fighting. Thereafter, a standoff ensued, and from 1881 to 1883, the Chileans occupied the Peruvian capital until the Peruvians recognized defeat. The Chileans, however, did not possess the manpower to occupy the entirety of Peru, solidifying their hold on Lima instead, which the Peruvians could not hope to retake.

1.2 Scales
The game consists of twelve game turns, each game turn representing approximately two months of real time.

Each hexagon on the map represents approximately 31 miles (50 kilometers) from side to opposite side.

Individual units represent battalions and regiments, whereas naval chits generally represent individual ships.

1.3 Terminology
The term "Allied" refers to Peruvian and Bolivian units, unless noted otherwise.

2.0 COMPONENTS

2.1 The Map
The game includes one map of the Pacific Coast of South America, from Northern Chile to the Peruvian city of Trujillo. A hexagonal grid is superimposed over the terrain features on the map to regulate the movement and positioning of the game pieces. The individual hexagons throughout the game will be referred to as "hexes".

2.2 Naval Areas
The hexes in the sea areas are grouped together as "naval areas" (divided by the blue-dotted lines) that function to allow players to plot movement of the various naval game pieces to conduct blockades, landings, etc.

2.3 Game Pieces
The game pieces throughout the game will be referred to as "units." (including naval pieces), whereas the informational pieces will be referred to as "markers".

Errata: The NADC chits, which are printed from "I" to "VI" should be backprinted from "VII" to "XIII" to correspond to those sea areas on the map. As an expediency, players can either combine two or more NADC chits as a sum to correspond to sea area "VII" or higher, or simply inscribe the numeral on the backs of the backs of the NADC counters.

Errata: A set of replacement Chilean unit
counters have been provided, which are identical to the original set except that the reinforcement units are printed with an "R" number to fascilitate the arrival of
those units scheduled as reinforcements.

2.4 Ports
All coast towns (those in hexes connected to a naval area) are considered to be "ports." Additionally, the "Chile Holding Box" is considered a port, as well, which is considered connected to Naval Area I.

Each port may harbor any quanity of
friendly naval units; ports have no limits.

2.5 Unit Types
There are seven types of game pieces (units) included in the game. These are:

Each type of unit possesses additional abilities, such as greater movement (cavalry), or the ability to travel in naval areas (warships and transport ships).

2.6 How to Read Units
The information printed in each of the game piece types are explained as follows:

Unit nationalities are identified as follows:

Chile = White on Blue

Bolivia = Yellow on Green

Peru = Red on White

2.7 Unit Sizes
For historical purposes, units are designated as either regiments (or equivalent) or battalions, though these designations have no effect on play, per se. Generally, regiments will possess more "steps" than battalions. The number of steps a unit possesses is the number of combat defeats, or 'hits', it can suffer before that unit is removed from the map and placed into the dead-pile.

2.8 Dice
Players will need to provide themselves with two six-sided dice to play the game.

3.0 SET-UP & HEX CONTROL

3.1 Set-Up
Set-up the two sides according to the following instructions, beginning with the Allied set-up (the Peruvians and Bolivians), and then the Chilean set-up. Then, the game will begin according to the sequence of play (see 4.0), and last for twelve game turns (from Mar/April 1879 to Jan/Feb 1881).

3.2 Peruvian Set-up
Place the Peruvian units as follows:

Forts:

Set up all forts (except the Iquique fort) in the port (coastal) cities of
the same name.

Iquique and/or Pisagua:

2 x generic infantry battalions.

Lima:

1 x Cavalry battalion.

Within three hexes of Lima, but not in Lima:

1 x Zepita regiment (reduced).

1 x Ayacucho regiment (reduced).

1 x Cuzco regiment (reduced).

1 x Hus (Hussars) Junin cavalry
    regiment (reduced).

1 x Torata cavalry regiment (reduced).

1 x Guias cavalry regiment (reduced).

1 x Artillery regiment.

3 x Supply Columns.

In any Peruvian port(s):

All Naval units.

Peruvian Recruit Pool:

1 x Lima infantry regiment.

3.3 Bolivian Set-up
Place the Bolivian units as follows:

Fort La Paz (3513) and Oruro (3616):

All Bolivian units.

1 x Supply Column.

3.4 Allied Reinforcements
Place all Allied reinforcements on the turn track box as indicated by the reinforcement turn number (e.g., R2, etc.): See 9.0.

3.5 Chilean Set-up
Place the Chilean units as follows:

Antofagasta (3123) and/or the Chile Holding Box:

1 x 1st Buin infantry regiment (reduced).

1 x 2nd infantry regiment (reduced).

1 x 3rd infantry regiment (reduced).

1 x 4th infantry regiment (reduced).

1 x Cazadores cavalry regiment (reduced).

1 x Granadero cavalry regiment (reduced).

6 x Supply Columns.

All x Naval units.

Chilean Recruit Pool:

1 x Santiago infantry regiment.

1 x Esmeralda infantry regiment.

3.6 Chilean Reinforcements
Place all Chilean reinforcements on the
turn track box as indicated by the unit's reinforcement turn number (e.g., R2, etc.);
see 9.0.

4.0 SEQUENCE OF PLAY

4.1 Game Turns
A game consists of twelve game turns, and each game turn consists of two player turns (the Chilean player and then the Allied player, always in that order), after which that game turn is considered complete and advanced to the next game turn box on the turn track.

Each player's turn is further divided into multiple phases, during which only specific actions may be performed by a player. The phases of each player's turn is listed as follows:

I. Administrative Phase
  During this phase, the current player must secretly plan the movement destination (the "Naval Area") of any of his ships that he intends to move for the following game turn (not this game turn), by stacking a Naval Area Destination Chit (NADC) with the naval unit(s) that he intends to move during his next game turn (during the Naval Movement Phase of his next player turn, not this current player turn). A player is permitted to stack his NADC chit under the naval units he intends to move so as to keep their intended movement hidden, to be revealed when movement commences.

  Note: Any ship(s) that are not stacked with an NADC is assigned to move back to any friendly port of that player's choice

  Next, the current player is allotted Supply Column counters. The quantity of Supply Column chits allotted is per a dice roll. The current player must simply roll two 6-sided dice; the higher of the two dice is the quantity of Supply Column chits that the player is allotted for the present player turn.

  Note: The quantity of supply column counters included in the game is not a strict limit. In the event that a player needs more supply column counters than are provided with the game, he is free to photocopy and/or fashion extras as needed for game play.
  The Chilean player places his Supply Columns in the Chile Holding Box. The Allied player places his Supply Columns in the Lima (2008) or Callao (2007), although at least one Supply Column must always be a Bolivian Supply Column placed in Oruro (3616) or La Paz (3513).

II. Consume Supply Columns Phase
  Supply Columns may be used to recruit new units, rebuild eliminated units, replenish depleted units, and repair damaged naval units (see 6.5).

III. Naval Movement Phase
  Move any naval units that had been assigned to an NADC during the preceding player turn's Administrative Phase to that naval area.

  Any naval unit(s) that had not been assigned an NADC must be returned to any friendly port (of the owning player's choice) at this time. If no frienldy ports are available, then any naval units that are not assigned an NADC must be eliminated instead.

IV. Naval Combat Phase
  See 7.0
V. Land Movement Phase
  See 8.0

VI. Land Combat Phase
  See 8.7

VII. Victory Determination Phase
  During game turns 5, 9 and 12, determine if the game's victory conditions have been met (see

5.0).

4.2
Both players must begin the game with any ships they intend to move for the first game turn stacked beneath a Naval Area Destination Chit, which they may thus move that same game turn.

5.0 HOW TO WIN

5.1 Victory Points
During the Victory Determination Phase of game turns 5, 9 and 12, the players must determine if the Chilean player has accrued enough Victory Points (VP) to win the game. Victory Points are accrued by the Chilean player based on specific captured hexes, as indicated on the map (printed on various yellow circles per territorial objective).

Example: The city of Arica (3116) is worth 2 VP to the Chilean player, if captured.

5.2 Game Turn 5
The Chilean player is considered to be the winner of the game if, by the end of game turn 5, he has accrued at least 6 VP. If the Chilean player has accrued less then 6 VP, the game continues. But, if the Chilean player has not acquired at least 2 VP, the game ends as a 'sudden-death' victory for the Allied player.

5.3 Game Turn 9
The Chilean player is considered to be the winner of the game if, by the end of game turn 9, he has accrued at least 8 VP. If the Chilean player has accrued less then 8 VP, the game continues. But, if the Chilean player has not acquired at least 2 VP, the game ends as a 'sudden-death' victory for the Allied player.

5.4 Game Turn 12
The Chilean player is considered to be the winner of the game if, by the end of game turn 12, he has accrued at least 18 VP. If the Chilean player has accrued less then 13 VP, the game ends as an Allied victory. If the Chile has accrued 14-17 VP, the game ends as a 'draw' result.

5.5 Bonus Victory Points
The Chilean player can also gain VP if he has successfully eliminated (sank) all of the Allied naval units, but only as a ratio of Chilean naval units eliminated.
As of the end of any game turn, if at least twice as many Allied warships (not transport ships) have been sunk as Chilean warships have been sunk (during that game turn), the Chilean player is therefore awarded one additional VP during the Victory Determination Phase. This awarded VP is granted only once per turn, but is awarded each turn it applies.

5.6 Bolivia Quits the War
If the cities of Oruro (3616) and La Paz (3513) are captured (and simultaneously occupied) by the Chilean player's units, Bolivia is assumed to quit the war automatically, but only as of the end of that same game turn (thereby giving the Allied player an opportunity to potentially recapture one or both cities).

Bolivia will also quit the war if the Chilean player has accrued at least 7 VP as of the end of that game, regardless
of the current game turn.

If Bolivia quits the war, simply remove all Bolivian units from the map, permanently. In such a case, Bolivia will not reenter the war under any circumstances.

6.0 SUPPLY COLUMNS

6.1 Administrative Phase
Supply Columns are allotted to a player during his Administrative Phase (see 4.1), and may be spent

by him during the immediately-following Consume Supply Columns Phase. Those Supply Columns not spent may be embarked or moved during the Naval Movement or Land Movement Phase instead.

Each Supply Column may be spent to do one the following:

Replenish a depleted unit;

Rebuild an eliminated unit;

Recruit a new unit;

Repair a damaged ship;

Modify an initiative die roll;

To attempt an "Infernal machine" attacks.

6.2 Replenishing Depleted Units
A player may spend one Supply Column counter to reconstitute any single depleted land unit into a full-strength (two step) unit. Only a unit that is stacked in the same or in an adjacent hex is eligible to be replenished. A replenishment occurs immediately, and in doing so, one Supply Column counter in or adjacent to that unit is removed from the map (that Supply Column counter may be recycled when the player is allotted more Supply Column chits per 4.1). The replenished unit is then reconstituted to two steps (full-strength) again.

A player may replenish as many depleted land units as he prefers, if he has enough Supply Columns in or adjacent to those units' hexes to do so.

6.3 Rebuilding Destroyed Units
A player may spend one Supply Column counter to rebuild any single eliminated land unit (from the dead pile), which is placed onto the map as a one step (depleted) unit, regardless of its beginning strength, or its strength when it was eliminated. It is not permissible for a player to only rebuild any eliminated land unit as a two step (full-strength) unit, although depleted units can be replenished per 6.2 normally during a subsequent game turn, if otherwise eligible.

A player may rebuild as many eliminated land units as he prefers, if he has enough Supply Columns to do so.

Any rebuilt Chilean units are placed in the Chile Holding Box, any rebuilt Peruvian units are placed in any Peruvian cities that had not been captured by Chilean land units, and any rebuilt Bolivian units are placed in any Bolivian cities that had not been captured by Chilean land units. No more than one unit may be placed in each city hex, however. If there are not enough cities available to place all of the rebuilt units, the superfluous unit(s) must be placed on the next game turn box of the turn track. They may be placed during the Consume Supply Columns Phase of that player's next player turn (or placed on the turn track again, if no cities are available).

Note: Chilean units can only be brought onto the map from the Chile Holding Box via transport ships, entering Naval Area I.

A player may also spend three Supply Column chits to rebuild any eliminated transport ship. A rebuilt transport ship is placed in any port city (or the Chile Holding Box, if a Chilean transport). Any such transport may be assigned an NADC immediately, but it cannot be moved until the Naval Movement Phase of the following game turn.

Developer's Note: *Transport ships cannot be used during the same turn that they are built because it*

6.4 Recruiting New Units

A player may spend one Supply Column counter to recruit a new unit (from the recruit pool), which is placed on the map as a one step (depleted) unit. It is not permissible for a player to only recruit any new land unit as a two step (full-strength) unit, although recruited units can be replenished per 6.2 normally during a subsequent game turn, if otherwise eligible.

Any recruited Chilean units are placed in the Chile Holding Box, any recruited Peruvian units are placed in any Peruvian cities that had not been captured by Chilean land units, and any recruited Bolivian units are placed in any Bolivian cities that had not been captured by Chilean land units. No more than one unit may be placed in each city hex, however. If there are not enough cities available to place all of the recruited (or rebuilt) units, the superfluous unit(s) must be placed on the next turn box of the turn track. They may be placed during the Consume Supply Columns Phase of that player's next player turn (or placed on the turn track again, if no cities are available).

> **Note:** *Chilean units can only be brought onto the map from the Chile Holding Box via transport ships, entering Naval Area I.*

6.5 Repair Damaged Ship

Sunken warships can never be rebuilt, but any damaged warship can be "repaired" (flipped from its damaged side to its normal side). The quantity of Supply Columns required to repair a damaged warship is subject to a die roll, explained as follows:

If a damaged warship presently occupies the port of Callao (for the Allied side) or the Chile Holding Box (for the Chilean side), the owning player must roll one 6-sided die if he intends to repair that warship. The die roll indicates either **1)** the quantity of Supply Columns required to repair that warship, or **2)** the amount of game turns required to complete the repair of that warship.

The repairing player may choose which of the two consequences he will accept, which he may decide *after* rolling the die (either Supply Columns or a completion delay on the turn track, though never any combination of the two).

6.6 Moving Supply Columns

Supply Columns may be moved like normal land units during the Land Movement Phase; see 8.5.

7.0 NAVAL OPERATIONS

7.1 Embarkation

Before any transport ship moves, it may embark one friendly full-strength land unit stacked in the same port hex. A transport ship may embark up to two friendly one step (depleted) land units instead. In any case, a single transport ship may not embark more than two steps of land units, and never in any hex other than a port that is friendly to the land unit and the transport ship.

> **Note:** *A single Supply Column may be embarked aboard a transport ship as if it was a full-strength land unit.*

An embarkation can only occur at the beginning of the owning player's Naval Movement Phase, prior to the embarking transport ship's movement (not during movement), although a transport ship is not necessarily required to move after it has embarked a land unit or Supply Column (if not stacked with an NADC). However, in all cases, an embarked land unit has no capabilities while embarked, and is not considered to be occupying any location on the map for purposes of stacking or hex control.

Embarked land units can only ever be debarked into a friendly port hex in a naval area, or as an amphibious landing on a coastal hex where the moving transport ship ends its movement (see 7.6).

7.2 Naval Movement

During a player's own game turn, any of his naval units that had been stacked with a NADC during the preceding game turn's Administrative Phase may now be moved towards that naval area destination.

Exception: Any naval units that are not marked with a NADC are automatically assigned to return to any friendly port. Any such naval units move normally, and are subject to naval interception normally (see 7.3). Once in a naval area adjoining the holding box, those naval units are considered to be in the port there, and no longer subject to naval interception or attack while there.

Naval units stacked with a NADC must be moved along a path of contiguous sea hexes from its present location towards the naval area that is printed with the same numeral as is printed on the NADC.

> **Note:** Naval units that are stacked together with an NADC must be moved together as a single stack (including any land units embarked aboard any transport ships), and must move (i.e., the owning player cannot change his mind). A player may only alter a ship's orders during the Administrative Phase.

Developer's Note: *Naval movement, once begun, is mandated to completion because the time period is before the era of wireless radio; fleets were not easily recalled once they had set sail.*

When moving ships along a path of sea hexes, the moving player must move the ship(s) one hex at a time, incrementally towards the destination naval area (which can include the naval area where the ship(s) is already present, in which case the ship(s) is moved toward and into any other hex as desired within that same naval area). If the moving ship(s) enter a naval area where other enemy warships are currently present, the enemy player is eligible to declare a naval interception attempt (even if stacked with an NADC) in that naval area (see 7.3).

A stack of ships that is moving to a naval area destination is required to move toward and then into that naval area destination (as per the NADC it is stacked with). But, that stack of ships may travel any route of hexes that the owning player prefers, and is only required to enter the first hex of the naval area destination, at which time it may stop and therefore end its naval movement, or continue its movement in that naval area destination to any hex of the owning player's choice. Once in that naval area destination, that moving stack of ships may not exit during that same player turn.

7.3 Naval Interception

When a player declares a naval interception attempt, he may nominate all of his own warships stacked in one hex as the interceptors. If more than one warship is in a hex, the intercepting player must intercept with all of those warships; he cannot intercept with some of those warships while leaving others behind.

Exception: An intercepting player may opt to leave transport ships behind, if he prefers, or they may accompany the interception attempt.

To conduct an interception, the intercepting player must count the number of hexes from the intercepting warship's starting hex (but not including the starting hex) to the moving warship stack's hex (including the interception hex), and then roll one 6-sided die. If that die roll is higher than the number of hexes from the intercepting warships to the interception hex, the interception is successful, and naval combat must commence immediately (see 7.9) However, if that die roll is equal to or less than the number of hexes, the interception attempt has failed (see 7.5).

Note: *An interception attempt is automatically successful if a warship stack enters the same hex as the intercepting naval units.*

A player is permitted to declare *multiple* interception attempts from different and distinct hexes of warships. If he desires to congregate multiple intercepting stacks to join together as part of the same

resultant naval combat, he may
announce his intention to do so, thereby
simply rolling all his intended interception attempts at one time, before he resolves naval combat. In such a case, the farthest
distance of those different intercepting
warships determines the number of hexes
to be rolled.

> **Note**: *Interception attempts cannot themselves be counter-intercepted.*

There is no limit to the number of interception attempts that a player's warships may conduct, even if those warships have already conducted an interception, or even engaged in naval combat during that same game turn.

A player that intends to declare a naval interception attempt must do so as the moving enemy stack enters each such hex, and only within the same naval area. An intercepting player cannot ever declare a retroactive interception attempt in any hex or naval area after a moving stack of warships have already exited that hex or naval area.

> **Note**: *A player that is considering an interception may require the moving player to temporarily halt his moving ship's movement while he takes a moment to consider an interception attempt. If he does not opt to conduct an interception, he must state so, and the moving ship(s) may then continue their movement into the next adjacent hex, and so forth.*

7.4 Interception Modifier
When a player is rolling an interception attempt, he must first add the lowest "Speed Modifier" numeral from among all of the intercepting ships that shall be moving (intercepting) together to his die roll. The speed modifer of the enemy ship(s) being intercepted has no effect upon the interception die roll.

Example: The Pervian warship Atahualpa is attempting to intercept a Chilean stack. The Atahulapa is printed with a "-2" speed modifier, and is four hexes from the Chilean stack. The Peruvian player rolls a die, which is a six. However, the Peruvian player must deduct two (-2) from his die roll, a net result of four (4). A result of four (4) is not greater than the distance of four hexes, and therefore the interception attempt is not successful.

7.5 Failed Interception Attempt
If a warship stack's interception attempt has failed, the intercepting player must nevertheless move his intercepting warship(s) a distance of hexes equal to his die roll directly towards the targeted hex, ending the movement of his intercepting warship(s) in the last/closest hex equal to that die roll (but including the lowest speed modifier in the intercepting stack). Those ships must then remain in that final hex until they perform another interception of another (never the same) stack of enemy warships, or until their own normal naval movement during the next Naval Movement Phase.

Example: At the beginning of Game Turn 2, the Peruvian player has the warship *Manco Capac*, and two transport ships in the port of Callao (2007) with a "III" NADC. During his own Naval Movement, he moves that stack of ships along a path of hexes into, first, naval area "X", then "XI", "VIII", "VII", and into "VI" where there is a Chilean stack of warships present in hex 2415. The Peruvian ships attempt to 'hug the coast' to decrease the odds of a successful interception attempt, but cannot avoid moving within two hexes of hex 2415. When there, the Chilean player rolls one die, rolling a "3", which is reduced to a "2" because the Covadonga (with a speed modifier of -1) is present.
(3 + –1 = 2), i.e., a failed interception attempt. In any case, however, the intercepting warships must be moved two hexes closer to the hex where the interception attempt was targeted (hex 2514). Because that interception attempt failed, the moving naval units may continue on their way, and cannot be subject to another interception attempt *by that* same Chilean warship stack during that same turn. That Chilean warship stack may attempt to intercept another (a different) enemy stack of warships that enter that same naval area during that same game turn. Or, another Chilean warship stack is eligible to conduct an interception attempt upon that same moving stack of enemy warships.

7.6 Ending Naval Movement

When a stack of ships completes its movement, the last hex that the stack occupies is the end of its movement for that game turn. Once the movement of a naval stack has been ended, the ships in that hex may perform specific actions at that time, listed as follows:

Blockade:

Any warship stack that occupies a coastal hex where an enemy port exists is considered to be blockading that port while there. The effect of a blockade is that any enemy ships that move to exit or enter that port hex are automatically intercepted, regardless of any speed modifier in either fleet; no interception attempt die roll is required.

Exception: The Chile Holding Box is not susceptible to being blockaded.

It is always possible, however, for a stack of ships to attempt to "run the blockade", and avoid an interception attempt. To run the blockade, the owning player must move his stack of moving ships into that blockaded hex and roll one 6-sided die: The number rolled on the die is the quantity of moving ships that have avoided interception by that blockading naval force (and are thus immune to further interception attempts by that same naval force during the remainder of that player turn). Any other running ships in excess of the die roll, if any, are considered intercepted, however (if the blockading player desires) automatically.

> **Note:** The excess ships that did not 'run the blockade' are to be chosen by the intercepting player from among all of the ships that had attempted to run the blockade.

> **Developer's Note:** Running a blockade was generally a risky endeavor, and was often only attempted by one or a few ships (and often at night, when navigation was more difficult). Thus, this rule is designed to discourage a player from attempting to run a blockade with an entire flotilla.

Amphibious Landing:

If a transport ship moves to any unoccupied coastal hex (even if that is presently occupied by any enemy land unit, and ends its movement there, it may debark any land unit or Supply Column counter it is carrying into that coastal hex as an amphibious landing (i.e., it is no longer assumed to be aboard the transport).

If the hex where the amphibious landing is to be occurring is occupied by any enemy land unit (but not merely any lone Supply Column), the land unit being debarked there is placed in that hex where it must remain until the Land Combat Phase. During the Land Combat Phase, the debarking land unit and the enemy land unit present in that hex must engage in combat; the debarking land unit is considered to be the attacker.

> **Note:** It is permissible for a transport ship to debark a Supply Column into the same hex where an amphibious landing is occurring, although that Supply Column will become immediately 'captured' (see 8.12) if the enemy land unit in that hex remains as the only land unit there as of the end of the Land Combat Phase of that same game turn.

Any transport ships that debark any units as an amphibious landing must remain in that same coastal hex for the remainder of that game turn (they cannot continue their movement after debarking), but are eligible to be stacked with another NADC during the next Administrative Phase.

When land combat is resolved by a debarking land unit against an enemy land unit in that hex, the enemy player may roll one additional die roll for that particular combat, regardless of the quantity of units present in that same hex.

If all enemy land units have been eliminated or forcibly retreated from a landing hex, that hex is then considered to be controlled by the landing player.

Insofar as an amphibious landing against an enemy occupied hex is resolved during the Land Combat Phase, any debarked units must remain in that hex for the duration of that current game

turn; any such debarked land unit cannot conduct any additional attack against any other hex. Any debarked land unit(s) are susceptible to attack by any adjacent enemy land units during the next player's turn normally, however.

Disembarkation:
If a transport ship moves to any friendly port hex, and ends its movement there, it may (but is not required to) disembark any land unit or Supply Column counter it is carrying into that port hex (i.e., it is no longer assumed to be aboard the transport).

Insofar as a disembarkation occurs at the end of the Naval Movement Phase, the land unit or Supply Column is then eligible to be moved normally during the Land Movement Phase, and/or attack during the Land Combat Phase.

Raid:
A warship stack that occupies a coastal hex may attempt to bombard enemy units there, known as a "Raid."

To raid an enemy unit in a coastal hex, there may not be any enemy warships in that same hex (even if they had not been intercepted or engaged in naval combat), and there must be some type of unit in that hex (either a land unit, Supply Column or fort). Furthermore, the raiding player must select one unit to be the target of that raid (one target per raiding warship, if there is more than one raiding warship in that same coastal hex), although if there is a fort present in that coastal hex, only the fort may ever be targeted (until it is destroyed).

   Note: *Enemy ships in port cannot be raided, nor may the port itself be raided.*

Then, the raiding player must roll **two** 6-sided dice. If the target of the raid is a land unit (or a fort) with a printed die roll modifier, he must add that die roll modifier to his dice roll. If his dice roll is less than (<) that raiding warship's "Gunfire Factor", the targeted land unit in that same coastal hex is 'hit' and therefore must be depleted immediately (or removed from the map, if already a one-step land unit).

7.7 Forts
If a raid is occurring in a coastal hex where an enemy fort is present, only the fort itself may be targeted, until it is destroyed. The procedure for attacking a fort is the same as when attacking a land unit (see "Raid"), but any fort that is printed with an "Anti-Ship Factor" allows the Peruvian player to roll two dice **per each** enemy warship that targets that fort, but adding the "Armor Modifier" of the raiding warship to his dice roll. If that fort's dice roll is less than its printed anti-ship factor, that raiding warship is 'hit' and therefore must be damaged immediately (or sunk, if already damaged).

Note that, unlike naval combat, a fort is always entitled to roll two dice against any raiding warship that attacks that fort, even if that fort has been eliminated during that warship's raid dice roll.

If a coastal hex contained both a fort and units, other warships in that same hex (that had not yet raided) will become eligible to attack the other unit(s) in that coastal hex after the fort is eliminated. Eliminated forts cannot be rebuilt or repaired within the scope of the game.

7.8 Fleet Provisions
Ships may remain at sea indefinitely (they are not required to return to port at the end of any game turn), but if any stack of ships departs from a port, the owning player must expend one Supply Column, which must be in the same port (or box) that the stack of ships are departing.

A Supply Column is eligible to supply one stack of ships that exit a port (or box) together as the same stack (with the same NADC). If there is no Supply Column present in that port, then no stack of ships may exit that port.

7.9 Naval Combat
When a successful interception has occurred, naval combat then occurs (immediately). To resolve

naval combat, both players must array all of the ships of his own stack off to the side of the map, in a row. If one of the player's stack outnumbers the other player's stack, the outnumbering may set aside any of his excess ships (such as transport ships) that he does not want to be involved in the naval combat. Those excess ships do not participate in that naval combat. A player may never exclude more ships than the quantity of the enemy stack.

Naval combat is resolved by the two opposing players alternating their gunfire attacks, one at a time, with each of their present warships, if any. The player to conduct the first gunfire attack is determined by whichever player has the fastest warship from among the warships currently present. This is determined by the "Speed Modifier" printed on each of the warships of both sides; whichever ship has the *lowest* speed modifier is considered to be the fastest warship. Therefore, the owning player of that fastest ship is permitted to conduct the first gunfire attack (although he is not required to necessarily conduct his first gunfire attack with that particular warship…he may choose any warship that he prefers to conduct the first gunfire attack).

> **Note:** *If neither player possesses the fastest warship, the intercepted player always fires first, therefore.*

To conduct a gunfire attack, the first firing player must select any one of his own warships, and then choose one target from among the enemy's row. Next, he must roll a single 6-sided die, and add the targeted ship's "Armor Modifier" number to his die roll. If that net die roll is less than (<) his own (firing) warship's "Gunfire Factor", his attack is a hit, and has successfully damaged the targeted ship (which is immediately flipped to its "damaged" back side, or sunk if already damaged). But, if his net die roll is equal to or greater than (>) his firing warship's gunnery factor, his attack is considered a miss instead.

> **Note:** *The armor modifier applies to all gunfire die rolls against a target. Armor is not just applied to the first gunfire attack.*

After the first firing player has finished his gunfire attack (regardless of the result), the other player may now repeat the above-procedure, selecting one of his own warships (which may be a warship that was just attacked…unless it was sunk by that attack) and any target, then rolling a die per the same formula as described above.

Ship gunfire thus alternates in this way until each present warship has conducted one (only) gunfire attack. Of course, any warship that had been sunk already by a preceding gunfire attack is then not eligible to conduct any gunfire attack afterwards. All gunfire attacks and results are implemented immediately, as they occur. If a player had set aside other excess ships off of the map before naval combat began, he is not required to (nor may he) bring those excess ships back into the current battle (they are assumed to have sailed off while the naval battle was underway).

> **Note:** *A transport ship cannot conduct gunfire, of course, but it may be targeted normally. If any transport ship is sunk, any land unit or Supply Column it may have been carrying, if any, is also considered to be sunk (eliminated) along with that transport (cargo may not be transferred to another transport ship while out at sea).*

After each surviving warship has conducted a gunfire attack during naval combat, naval combat is then concluded for that interception. Surviving ships, if any, are collected from the row and then stacked on the map again in the interception hex, where they are no longer considered intercepted for that game turn. Following the conclusion of naval combat, any ship that conducted any gunfire, or any ship that was targeted (regardless of the result) during naval combat must remain in that present hex for the remainder of that game turn. However, any intercepted ship that neither fired nor was fired upon during naval combat may continue its movement (if the owning player desires) as if it had not been intercepted. Any such ship is subject to a subsequent interception normally by any other eligible enemy warship as it continues to move, and naval combat can thus be initiated again (indeed, this can happen numerous times during naval movement) until it fires or is fired upon during naval combat (at which point its movement is ended in its present hex for that game turn).

7.10 Critical Hit

Any warship's gunfire die roll of "1" is always considered a critical hit, regardless of the targeted ship's armor modifier. The target is assumed to have exploded and sunk, and is removed from the map immediately (to be placed into the dead pile).

Similarly, any fort's anti-ship dice roll of "2" is always considered a critical hit, regardless of the raiding ship's armor modifier. The raiding ship is assumed to have exploded and sunk, and is removed from the map immediately (to be placed into the dead pile).

> **Note:** *No critical hit is ever possible against any fort, regardless of any raiding warship's dice roll.*

8.0 LAND OPERATIONS

8.1 Stacking

The stacking limit of land units (but excluding those units that are presently moving) is six (6) land units, regardless of their size and strength.

Exception: If a fort is in a hex, the stacking limit is increased to seven (7) land units.

Supply Column chits, however, are always disregarded when calculating stacking. Any number of Supply Column chits may be stacked in any hex, with or without any other units.

Stacking is only enforced during the Administrative Phase of a game turn. Any units that remained as overstacked from the preceding game turn are in violation of the stacking rules, and in such a case, the owning player must, immediately, eliminate enough units to bring that hex into compliance with the stacking limit.

8.2 Land Movement

During a player's own Land Movement Phase, he may move none, some or all of his land units present on the map, except any units that had just been built or rebuilt. Each land unit may only move one at a time, unless in a stack; A stack of land units may move together, provided that they begin stacked together in the same hex, and they move along the same exact route. No unit(s) can ever be picked up or collected by a unit or stack that is currently moving.

> **Note:** *It is not required that a stack of units move together, nor is it required that a stack end their movement in the same hex (some units in a hex may be "dropped off" along the way, such that some units may continue their movement as other units end their movement). A unit that is "dropped off", however, may not then continue its movement thereafter; Once a unit is dropped off, its movement is ended for that game turn.*

Units may only move along a path of connected land hexes, moving as a succession of land hexes until the moving player chooses to end the moving unit's or stack's movement, or until attrition occurs (see below). No unit may move into any hex that is currently occupied by any enemy unit or Supply Column.

Unlike many wargames, land units in *War of the Pacific* are not printed with any movement factors; land movement for all land units in the game is, in fact, variable from turn to turn (except whenever embarked aboard any transport). To move any unit (or any stack of units), the moving player must simply roll two 6-sided dice. The moving player then chooses the higher of those two die rolls; the number rolled on the highest of the two dice is the movement allowance for that unit (or stack); thus, that unit (or stack) may then move an expenditure of movement points up to the limit of the highest die rolled. For instance, if the highest of two dice is a "4", that moving unit may therefore expend up to four movement points (MPs), or less if the moving player prefers.

Any cavalry type of unit is always, itself, entitled to a +1 bonus when rolling the dice. This bonus does not ever apply to any other unit that is stacked with it, except in the case of a stack of cavalry that is moving together as a stack.

8.3 Movement Attrition
In the event that the moving land unit's (or stack's) die roll is a "doubles" (i.e., both die rolls are the same number, regardless of the number), that moving land unit (or stack) suffers a depletion *after* it completes its movement, as required by that dice roll (even if it did not move the full allotment of MPs). In such a case, the moving land unit (or stack) must be depleted (flipped to its reverse, back side), or eliminated if already depleted. A movement attrition is applicable whether moving a single unit or a stack, but in either case, an attrition only ever requires one unit to become depleted

Exception: Any unit or stack that has ended its movement in a fort hex are always immune to attrition.

8.4 Forced Marching
Unlike most games, there is actually no specified limit to the number of times that a unit or stack may move during a player's turn. The only limiting consideration is the dice roll that determines how far an individual unit or stack may move before moving again (see 8.2), and the potential for attrition after each dice roll (see 8.3). To that end, a player may roll his movement dice, move, roll again, move again, etc., perpetually until attrition occurs.

Developer's Note: *As a helpful reminder, the odds of rolling "doubles" on two 6-sided dice is about 17%.*

When an attrition does occur, however, that unit or stack must, then, end its movement for that game turn. If an attrition occurs in a stack, the entire stack must stop moving, even though only one unit in that stack will become depleted. If a stack is moving and "dropped off" any particular unit(s) in a hex after suffering a depletion, the moving player may choose any unit from that stack to suffer the mandated depletion (even including any dropped off unit, if preferred).

> **Note:** *When intending to move a stack of units, the moving player may declare that only some units in a stack will be moving at that moment (and thus his impending dice roll will only apply to those units). After rolling the dice, he may then move those units in that stack (but only those units), but then he may roll dice for any other units in that same stack after he completes the movement of the previously-moving units. Once he has rolled the dice for some units in a stack, he may not apply the dice roll to other units in that same stack to the other units' movement. In either case, any dice roll of doubles will halt the movement of a moving unit, per above.*

8.5 Moving Supply Columns
Supply Columns are moved exactly like normal land units, except that they are never subject to attrition (although a stack that has suffered an attrition is eligible to deplete one Supply Column it is stacked with, if any, to comply with that attrition normally. In such a case, that stack must still end its movement per 8.4 normally, nonetheless.

Supply Columns may also be embarked and debarked exactly like a land unit, and may thus be transported aboard a transport ship normally (and are eliminated along with any sunk transport they are aboard).

> **Note:** *A single Supply Column may be embarked aboard a transport ship as if it was a full-strength land unit.*

8.6 Movement Costs
The various types of hex-terrain printed on the map will require different expenditures of movement points from each unit that enters therein. Whenever any unit or stack enters a hex, the moving player must note the type of terrain in that hex and the associated MP cost (see below).

If a unit lacks enough allotted MPs to enter that type of terrain, it simply may not enter that hex until the owning player rolls a dice roll that allots enough MPs for that unit to do so.

Note: Movement from or to the Chile Holding Box only requires 1 MP, but any such movement must transition to or from the map via hexes 3130 and/or 3231.

The MP cost for each type of terrain printed on the map is listed as follows:

Terrain Type	MP Cost
Sea	No land movement
Rough	2
River Hexside	+2
Mountain	4
Desert	3
Salt Desert	2
Railroad	1
Impassable Hexside	No land movement

 Note: The water depiction in hex 3515 is to be considered a river, not impassable.

River hexsides are different insofar as they are only printed along the hexsides of certain hexes. Whenever a unit enters a hex while also crossing over a river hexside (in between its current hex and the hex it is moving into), the moving unit or stack must pay MPs for the hex entered, and the river hexside, as well.

Exception: If any hex contains a Railroad symbol, the MP cost to enter that hex is only ever 1 MP (regardless of any other types of terrain between or in the entered hex), but only when entering that hex from another hex with a connected Railroad symbol.

Cities do not affect the movement of the hexes they are printed in, only the other terrain printed in each city's hex.

8.7 Land Combat
During a player's Land Combat Phase, he may initiate combat (known as attacking) if any of his units and/or stacks are presently adjacent to any enemy-occupied hexes. There is no limit to the number of combats that a player may initiate, except that each land unit may only ever conduct one attack per friendly Land Combat Phase. This limitation does not apply to enemy units that are attacked (known as defending), which always defend themselves whenever they are attacked, even if attacked multiple times by multiple enemy units and/or stacks during the same Land Combat Phase.

 Note: Combat is not mandatory. An adjacent unit or stack is not required to attack. Indeed, a player may choose to attack with some units in a stack, but not others, if he prefers (perhaps to initiate a combat against another adjacent enemy-occupied hex).

When combat is initiated, the attacking player must select a unit that will be attacking an adjacent enemy unit. It is permissible for a player to designate multiple friendly units to attack the same hex during the same Land Combat Phase, provided that each attacking unit is adjacent to the enemy's hex where the attack is directed. In no circumstance, however, may other enemy units (other than those stacked in the same hex) be added to the defense of another hex.

 Note: Supply Columns have no ability to attack or defend. Any combat initiated against a Supply Column that is not stacked with any other enemy units automatically eliminates (or captures; see below) that Supply Column. If an enemy stack includes a Supply Column, that Supply Column may not be selected as a casualty as a result of that combat.

8.8 Land Combat Procedure
Whenever combat is initiated, both players (the attacker and the defender) roll one 6-sided die to determine which side has won the initiative for that combat; Whichever player rolls the highest die

roll wins the initiative. If both die rolls are equal, the defending player wins the initiative in that case.

Some units in the game are printed with a "+" number, which is an initiative modifier. If any such unit participates in an attack (or is defending), the owning player may add that "+" number to his own initiative die roll. If any of these units are attacked multiple times during the enemy player's Land Combat Phase, that defending unit is entitled to apply its printed "+" modifier during each combat.

> **Note:** *If more than one unit that is printed with a "+" number are participants in the same combat, the owning player may add their collective "+" modifier together.*

Winning the initiative allows that side to draw a 'Combat Advantage' chit, which can add various types of modifiers to combat, as explained under 8.9 (Resolving Land Combat).

8.9 Resolving Land Combat
To resolve land combat, the attacking and the defending player must each roll one 6-sided die per each unit (chit) that is attacking or defending, from a single hex (whether depleted or full-strength)*****. If either player rolls a "6" with any of his die rolls, he inflicts a "hit" upon the enemy unit or stack. However, each die roll is modified by a combat advantage, the terrain, and supply, explained below:

> **An attacking player may never combine stacks from two hexes as one attack; Remember that these are not professional armies capable of that kind of coordinated maneuver (at this scale). Each hex of units must conduct a separate, individual attack (even if during the same Land Combat Phase).*

Each unit is entitled to one die roll per combat, regardless of the results. If no hits are achieved, combat ends.

Artillery: Add +1 to each of his combat die rolls per *each* artillery unit that is stacked in the same hex as the attacking or the defending unit(s).

Combat Advantage: Whichever player 'won' the initiative (see 8.8) may blindly draw one Combat Advantage counter from an opaque cup (such as a coffee mug), and apply the modifier indicated on the back of that counter to each of his die rolls, listed as follows:

Inspiring leader (representing Abarloa or Bolognesi): Any one friendly unit receives a +2 modifier (attacking or defending) for that combat.

Earthworks: Any one defending (only) friendly unit is entitled to two dice for that combat. If the player that drew this counter is the attacker, ignore this chit, but do not redraw (place back into the cup).

Cavalry Charge: Any one attacking friendly cavalry unit, if any, is entitled to two dice for that combat. If the player that drew this counter is the defender, ignore this chit, but do not redraw (place back into the cup).

Tactical Surprise: Add one additional 6-sided die roll to any single attack. If the player that drew this counter is the defender, ignore this chit, but do not redraw (place back into the cup).

Slaughter: Any one friendly unit is entitled to three dice for that combat.
Canister: Any one friendly artillery unit, if any, is entitled to three dice for that combat.

No Event: No effect; nothing happens.

> **Note:** *There is no limit to the number of applicable dice that may be accrued, if otherwise eligible, for any particular combat.*

After drawing a combat advantage chit, that counter is placed back into the draw cup to be

potentially drawn again during any subsequent combat. In that a counter is drawn by one player (the player that won the initiative), it may only ever apply once to a single combat, and it is not possible for more than one combat advantage counter to ever apply during any single combat.

Terrain: Only the defender benefits from terrain, but different terrain types grant different die roll modifiers to the defender (see below). After an attack is conducted, the defending player must note the type of terrain in the defending unit's hex, and add the terrain modifier for that type of terrain to his own defensive die rolls, per each die roll (i.e., per unit defending):

Terrain Type	Defensive Modifier
Rough	+1
City	Other terrain in that hex
River Hexside	+1 across river hexside
Mountain	+2
Desert	+0 (no combat modifier)
Salt Desert	+0 (no combat modifier)
Railroad	Cancels a river modifier
Hex with a fort	+3

Supply: Prior to rolling any dice, starting with the attacker (who must decide first), each player may choose to 'expend' one Supply Column that is stacked in the same hex as the attacking or the defending unit(s). In doing so, he may add one die roll to his attack or defense. A player may only expend one Supply Column for this purpose, and only ever add one additional die roll from expending supply during each combat, but he may otherwise do this as many times during a turn as he has eligible units and supply available to do so.

  Note: All die roll modifiers are cumulative.

8.10 Retreating
If, during combat, one side inflicts any hits, but the other side does not inflict any hit in return, the side that did not inflict any hit must immediately retreat out of its present hex to any adjacent hex, if possible (i.e., if not already occupied by another enemy unit, or into prohibitive terrain). However, a player may choose to ignore a retreat if he voluntarily depletes one unit in that same hex (or eliminates an already-depleted unit instead).

If a unit cannot retreat, it must be immediately depleted (or eliminated, if already depleted) in that case. If a stack cannot retreat, every unit in that stack must be depleted (or eliminated if already depleted).

8.11 Advance After Combat
After a combat has been conducted and resolved against an enemy-occupied hex, any of the attacking units (not in excess of stacking limits) may advance into that hex if all of the enemy units in that hex had been eliminated or forcibly retreated. An advance after combat is entirely voluntary, per the attacking player's choice, although only units that actually participated in an attack against that hex are eligible to advance therein.

The decision to advance after combat must be immediately after the instigating combat has been resolved (before any other game actions are conducted). Any unit(s) advancing after combat may only advance into that same hex, never into any other hex, and may not conduct any additional movement as part of that advance. When an advance after combat is complete, if any, that combat is concluded.

8.12 Capturing Supply
Any unconsumed supply column can be captured if any enemy land unit enters (either during its movement or as advance after combat) that supply column's hex, provided that there is no other opposing unit presently with that supply column (enemy units may never enter a hex that is presently occupied by any opposing land unit). Supply columns are not considered to be land units,

and have no defense value, and thus cannot prevent their own capture.

Combat Example: Four depleted Allied units stacked with one Supply Column are adjacent to a single Chilean full-strength regiment (which is printed with a +2) that is not stacked with any Supply Column, but is stacked in a 'rough' hex on the other side of a river. First, both players roll for initiative (one 6-sided die, each): The Allied player rolls a "6", whereas the Chilean player rolls a "5". However, the Chilean player may add "+2" to his die roll because of his regiment, which gives him a final initiative total of "7". The Chilean player's total of "7" is higher than the Allied player's roll of "6", therefore the Chilean player wins the initiative for that impending battle. Had it been a draw, the Chilean player would have still won the initiative because he is the defender.

Next, the Allied player rolls four dice (one for each of his units). The Allied player has no artillery, so he cannot add any more dies to his rolls, and so he decides to 'expend' the Supply Column his units are stacked with, and thereby eligibly adds one more die to his rolls. The Chilean player may draw a combat advantage counter because he won the initiative, and he randomly draws "Inspiring Leader", which allows him to modify each of his die rolls by +2. Therefore, the Allied player may roll a total of five dice, and the Chilean player rolls one die. But because of terrain and the initiative, the Chilean player may add a total of "+4" to his single die roll.

The Allied player's roll is "1", "3", "4" and "6", exactly statistically average, and therefore inflicts one hit upon the Chilean unit. The Chilean player rolls a "3", also about average, but his "+4" modifier (terrain and combat advantage) thus modifies his die roll to the maximum of "6" (the excess modifier beyond "6" is always ignored), which also inflicts a hit upon one of the Allied player's units. Hence, the final outcome is that both sides suffer one hit; the Allied player must eliminate one of his battalions, and the Chilean player must deplete his regiment. Both players apply their losses simultaneously. Since both sides inflicted hits upon each other, neither side is compelled to retreat.

9.0 REINFORCEMENTS
Specific units may only arrive in play as reinforcements during specific game turns. These units are printed with a specific "R" number (such as the Chilean "Aconcagua" regiment, which is printed with an "R5"), corresponding to the game turn that they may arrive. Reinforcement units do not arrive free, however; they must be recruited normally per 6.4, but they can only be recruited as of the game turn printed on each such unit's counter (or later; never before).
A reinforcement unit arrives in play normally (see 6.4), and is a normal unit in all other respects. If eliminated or depleted, it is reconstituted as if any other normal unit.

The reinforcement schedules are tabulated as follows:

CHILE

Game turn 2:
   Esmeralda, Atacama, Valdivia, Chacabuco, Lautaro Infantry regiments.

   Carabineros Yungay cavalry regiment.

    1 x artillery

   1 x generic infantry battalion
Game turn 3:
   Chillán, Coquimbo infantry regiments

Game turn 4:
   Build up Arica regiment to full strength.

Game turn 5:
   Colchagua, Aconcagua infantry regiments

   1 x generic infantry battalion

1 x generic cavalry battalion

Game turn 6:
1 x generic cavalry battalion

2 x artillery battalions

Game turn 7:
Rengo, Curicó, Talca, infantry regiments

2 x generic infantry battalions

Game turn 9:
Valparaíso, Linares infantry regiments

2 x generic infantry battalions

Infernal machine (see 10.2)

Game turn 10:
Rancagua, Maule infantry regiments

3 x generic infantry battalions

1 x generic cavalry battalion

Game turn 12:
Conception infantry regiment

PERU

Game turn 2:
Fort Iquique (in Iquique).

1 x generic infantry regiment

Game turn 3:
2 x generic infantry battalions

Game turn 4:
Fort Arica (in Arica)

2 x generic infantry battalions

Game turn 5:
Tarapacá infantry regiment

1 x generic infantry battalion

1 x generic cavalry battalion

1 x artillery regiment

Game turn 6:
Guards, Tacna infantry regiments

1 x generic infantry battalion

1 x generic cavalry battalion

1 x generic artillery battalion

Game turn 8:
  2 x generic infantry battalions

1 x generic cavalry battalion

Game turn 9:
  2 x generic infantry battalions

Game turn 10:
  6 x generic infantry battalions

Game turn 11:
  3 x generic infantry battalions

Game turn 12:
  2 x generic infantry battalions

10.0 OPTIONAL RULES

10.1 Ship Capture
After naval combat has been concluded between two opposing fleets, a player may attempt to capture any enemy ships, provided two of the following caveats apply:

1) The player attempting to capture an enemy ship must have at least one undamaged warship present in that same hex.

2) All of the enemy player's warships (excluding any transports) must be damaged.

If these caveats are met immediately following a naval battle, the attempting player may simply announce his attempt to capture a particular enemy ship, and thus assign one of his own undamaged warships to 'capture' that enemy ship. The enemy player must then roll one 6-side die to determine the success or failure of that capture attempt, explained as follows:

Die Roll	Result
1	Capturing warship is damaged (no effect upon the enemy ship).
2-3	Enemy ship escapes (no effect).
4-5	Enemy ship scuttles (remove from the map).
6	Enemy ship is captured (it is then immediately considered owned by the capturing player).

Note that if a ship is captured, the capturing player may opt to simply eliminate that ship instead, then or later, if he chooses.

If the captured ship is a transport that is embarked with any enemy chits, those chits are eliminated. They are not considered captured (even supply) under any circumstance.

10.2 Infernal Machines
To represent devices such as explosive barges, underwater mines (torpedoes), and even a crude type of submarine used against the Chilean navy in 1881, the Peruvian player may attempt to employ an "infernal machine" (though never before game turn 9) against any single Chilean ship that is presently stacked in the same hex as a Peruvian or Peruvian-controlled port (conducting a blockage, for instance).

To use an "infernal machine", the Peruvian player must simply announce his intention to do so during the Naval Combat Phase, and selects an eligible enemy ship (occupying a Peruvian port hex). He then expends one Supply Column (which must be stacked in that same port) and then rolls one 6-sided die, explained as follows:

Die Roll	Result
1-4	No effect.
5	Chilean warship is damaged.
6	Chilean warship is sunk.

The Peruvian player is only permitted to conduct one attempt per Peruvian port that is occupied by a Chilean warship (per game). No Chilean transport may ever be targeted by an 'infernal machine.'