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Note: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card. After removing the rules from the magazine, carefully fold back the staples and remove the center pages. These pages contain the tracks needed to play the game.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at strategyandtacticsmagazine.com/site/e-rules/

1.0 INTRODUCTION

Rio Grande War is a wargame on a hypothetical war between the United States and the Empire of Mexico following the American Civil War. The assumption is that France's Napoleon III decided to maintain a French army in Mexico to back up Emperor Maximilian, and the US responded with an invasion. At stake: the fate of North America!

This is a two-player game in which one side commands the Imperial forces (Maximilian and his French allies) and the other the Allies (US and Mexican Republic). Both sides want to win a decisive victory within the course of a year's campaign, the US for political reasons, the Imperials because of the unstable nature of Maximilian's state.

The central game mechanism is Action Points (AP). AP are a quantification of each side's command and logistical capabilities. Players expend AP to recruit units and conduct various military operations.

The game has two levels: the Standard Rules which provide a quick wargame, and the Optional Rules which add more realism and complexity.

1.1 Scale

Each hex on the map represents 45 miles (72 km). Each game turn (GT) represents one to two months. Combat units represent divisions, brigades, regiments, and groups of partisans/bandits. Infantry and cavalry units include attached artillery, engineer, and logistic support. Leaders represent an inspirational to competent commander plus whatever troops they bring to the field.

2.0 COMPONENTS

A complete game of **Rio Grande War** includes a 22x34-inch game map, rule set, and a sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other game events.

2.1 Game Map

The map illustrates the militarily significant terrain found in northern Mexico and southern Texas in the latter half of the 19th century.

- Printed over the map is a hexagonal (hex) grid to regulate the placement and movement of units. A unit can only be in one hex at any one time.
- Every hex has a unique four-digit identification number printed within it. Hex numbers can help players find exact locations quickly and allow players to record unit positions if players take a game down before completion.

Map Errata: Vera Cruz should read Veracruz. In the Logo, Maximilian's should read Maximilian's.

2.2 Displays, Charts & Tables

The only displays on the map are the Imperial Staging Area, US Staging Area, and the Naval Supremacy displays. All remaining displays are located on pages eight and nine of the rules.

Action Point Track: Used to track the number of action points available for each side.

Combat Table (CRT): Used to resolve combat.

Game Turn Record Track (GTRT): Used to track the current GT.

Naval Support Display: A holding area for naval support markers when not on the map.

Recruits Display: A holding area for units that are not in play but are available for deployment on the map.

Staging Areas: Each side has a Staging Area representing their off-map bases.

Tactics Display: A holding area for a player's available tactics markers.

Terrain Effects Chart (TEC): Explains the various land terrain types and their effect on movement and combat.

Map Errata: TEC, the French Staging Area should state Imperial Staging Area. Same line under Notes should state French only.

2.3 Definitions

Contingent or Nationality: See (3.1).

Control of Fortresses & Towns: A side controls a hex only if it has one or more combat or supply units occupying it and there are no enemy zones of control (EZOC) projected into the hex (6.0). The instant that a player no longer has friendly units in a hex or that hex is in an EZOC, that side no longer controls that hex.

Countries: There are two countries shown on the map; the Empire of Mexico and the United States (US). Normally players can move their units anywhere on the map.

Force: A group of units taking an action together.

Friendly/Enemy units: Friendly units are the ones controlled by the player; enemy units are the ones controlled by the opposing player.

Map: The portion of the map sheet overlaid by hexes. "Map" does not include the various displays, charts, and tables.

March: A specific action consisting of one force moving and/or then attacking.

May: The player can choose to take the action or not.

Must: A required action the player is obliged to conduct.

Occupy: The player has a friendly unit in a hex, irrespective of EZOC.

Pick: Randomly draw a unit or marker.

Select: The player specifically selects a unit or marker.

Veterans/Regulars: Veteran units have a "+" sign between the unit's combat factor and movement factor. All other units are regulars.

3.0 PLAYING PIECES

There are three basic types of counters: combat units, support units and markers.

3.1 Contingents

Each player treats all units in his contingents identically for stacking, supply, march, and other game functions.

Allies: Allied forces consist of two contingents:

US: United States (Medium Blue) **MR:** Mexican Republic (Light Blue)

Imperial Forces: Imperial forces consist of four contingents:

MI: Mexican Imperial (Green) **CSA:** Confederados (former Confederates) (Tan)

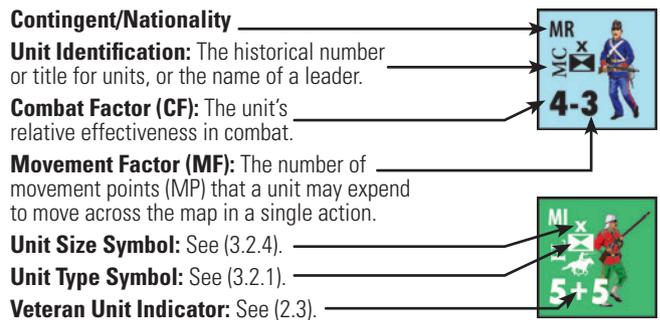
FR: French (White)

AB: Austro-Belgian (Red)

Important: The term Imperial applies to all contingents under the Imperial player's control.

3.2 Combat Units

Units represent combat forces.



Unit Steps: Units may have one or two steps.

Important: See (11.8) for the number of steps that a US division represents.



- A two-step unit has a CF and MF on both sides of the counter. A yellow bar across the counter designates that side as the reduced side.



- A one-step unit will have a national flag and a MF or no factors at all on its reverse side.



Untried Units: Units with a question mark on their reverse side in place of their CF are untried units (17.0). The front side of an untried unit is its revealed side.



Supply Units: The number in the upper left is the number of supply points represented by the unit (16.0).

3.2.1 Mobile Combat Units

Combat units that have a MF and can move across the map.



Leader

Infantry

Composite
(combined Infantry/Cavalry)



Riverine
(19.5)

Marine Infantry

Cavalry

Engineer



Light Infantry

P Guerrillas or Partisans

Supply Unit

3.2.2 Static Combat Units

Static combat units have zero MF. They may not move once placed on the map.



Fortress Garrison



Militia

3.2.3 Naval Support Units

Support units conduct naval operations. When available, they are placed in the Naval Display. Players place them on the map to conduct operations."



Naval Support



Amphibious Support

3.2.4 Unit Sizes

Unit size symbols are located above the unit type symbols. These symbols indicate the size of the units and determine the stacking limits in each hex.

XX: Division

X: Brigade or Legion

III: Regiment

Important: Combat units may also have a "P", or not have a unit size symbol. These units varied in total number of personnel. All units without a unit size symbol are units of less than division sized.

3.2.5 Unit Abbreviations

Allied unit abbreviations

| | |
|---|---|
| Caz: <i>Cazadores</i> (light troops) | Rifl: <i>Rifleros</i> |
| Crtna: <i>Cortnia</i> | Sct: Scout |
| Ligero: Light cavalry | SP: <i>Supremos Poderas</i> (Supreme Powers) |
| MC: Mexico City | US: United States |
| MR: Mexican Republic | USMC: US Marine Corps |
| NG: National Guard | VC: Veracruz |
| Oax: Oaxaca | Vol: Volunteers |
| P: Partisan/Militia | Zap: <i>Zapadores</i> (Sappers) |
| RG: Rio Grande Flotilla | |

Imperial unit abbreviations

| | |
|--|--|
| AdA: <i>Armee d'Afrique</i> (African Army) | Gnd: Gendarmes |
| BL: Belgian Legion | Jg: Jaeger |
| Caz: <i>Cazadores</i> (light troops) | LE: Legion Etrangere |
| ChaP: <i>Chasseurs a Ped</i> (Light infantry) | Magr: Magruder |
| Cav: Cavalry | Maxm: Emperor Maximilian |
| CdA: <i>Chasseurs d'Afrique</i> (African Light Cavalry) | MI: Mexican Imperial Army |
| CG: <i>Contra Guerrilla</i> (Counter Guerrilla) | PR: Partisan Ranger |
| CS: Confederate States | Pres: <i>Presidial</i> |
| E+M: Egyptian plus Martinique battalions | Res: Reserve |
| ExC: Expeditionary Corps | RM: <i>Regiment de Marche</i> (Marching Regiment) |
| FL: Foreign Legion | Shlby: Shelby |
| FR: French | Slgr: Slaughter |
| Gd: Guard | Vida: <i>Vidaurri</i> |
| | Vol: Volunteer |
| | Z: Zouaves |
| | Zap: <i>Zapadores</i> (Sappers) |

3.2.6 Markers



Tactics Markers:

These markers provide various combat bonuses (22.0).



Column Markers:

These markers use these to reduce map congestion (17.2).



Base Markers:

These markers provide logistic and defensive capabilities (21.0).

Admin Markers: Players use these to track various game mechanics.



Turn Record



Action Points (AP).

4.0 VICTORY CONDITIONS

4.1 Sudden Death Victory

The game comes to an immediate end if, at any time one player's combat units occupy all fortress and town hexes on the map. That player wins a Decisive Victory.

4.2 End Game Victory

Otherwise, the game ends on the final turn. Players total their victory points (VP) at the end of the final turn. Players gain VP if any of their forces control the following locations and/or the named leader unit occupies the listed location, and the location is not in an enemy zone of control:

| | |
|----------------------------------|------------------------------|
| Mexico City (hex 1512): 3 | Tampico (hex 1914): 2 |
|----------------------------------|------------------------------|

Veracruz (hex 1517): 2
Any other Fortress or Port on the map: 1

Leader Juarez occupies Mexico City*: 3 (Allied only)
Leader Maximilian occupies Mexico City*: 3 (Imperial only)

* These apply even if in an enemy zone of control.

Important: The VP awarded for Maximilian and Juarez are in addition to the VP awarded for occupying Mexico City.

4.3 Victory Levels

Subtract the lower player's total from the higher player's total. This gives the level of victory for the side with higher player's total VP.

Decisive: 11 or more **Marginal:** 5 to 10 **Draw:** 0 to 4

5.0 STACKING

Stacking is placing more than one unit in a single hex.

- A player can have up to 12 units in a hex and any number of counters listed in (5.1).
- US divisions count as two units for stacking.
- Units of different contingents on the same side can stack together.

5.1 Free Stacking

The following units/counters do not count against stacking:

- **Leader Units**
- **Static Units**
- **Naval Support Units**
- **Bases**
- **Supply Units**
- **Riverine Units**
- **Markers**

Important: A maximum of one base may be in a hex (21.0).

5.2 Enforcement

Friendly units may move through other friendly units without hindrance and without limit. Stacking limits apply:

- 1) During deployment.
 - 2) At the end of the Movement Segment.
 - 3) At the end of the Combat Segment.
- If a player overstacks a hex at any of the above times, the owning player must eliminate excess units to restore the limit.

6.0 ZONES OF CONTROL

The six hexes immediately surrounding a unit's hex constitute that unit's zone of control (ZOC). All units in the game which have a combat factor of one or more have a ZOC.

- Units always exert ZOC, regardless of the phase or turn.
- Friendly and enemy units do not negate a ZOC.
- In general, ZOC extend into and out of all types of terrain and across all types of land hexsides.

Exception: ZOC do not extend across all-sea hexsides or into all-sea hexes.

- Both friendly and enemy units may project ZOC into the same hex.
- There is no additional effect if more than one unit projects a ZOC into the same hex.

6.1 Movement Effects

Units must halt their movement for that Movement Segment when first entering an enemy zone of control (EZOC). There is no additional MP cost to enter an EZOC. A unit may move out of EZOC only if the unit:

- 1) Retreats or advances after combat; **or**,
- 2) Starts its Movement Segment in an EZOC and does not move directly into another EZOC. The unit may enter another EZOC if first entering a hex with no EZOC.

6.2 Combat Effects

There is no requirement to attack enemy units because the units are in an EZOC.

- Each time a force retreats into a hex in an EZOC, that force suffers one numerical hit to one unit in the force (15.5.3).
- Units may advance after combat into and/or through EZOC with no penalty. EZOC never affect advance after combat (15.7).

6.3 Other Effects

EZOC affect other game functions.

- Fortresses and ports in EZOC do not generate AP.
- Reinforcements cannot deploy into hexes containing EZOC.

Important: Units may be placed in EZOC during set up.

- Fortresses and towns in EZOC do not count for end game VP (4.0).

Important: The above restriction does not apply to Juarez or Maximilian when determining VP (4.2).

7.0 HOW TO SET UP THE GAME

Players set up the game in the order below.

7.1 Game Length & Turns

The game lasts between six and nine GTs. Prior to the start of play, the Allied player rolls one die. Cross reference the result with the table below and place the GT marker in the corresponding box on the GTRT. The game will begin on that GT. Unless a Sudden Death Victory occurs, the game will always end on GT 9.

| | |
|---------|---------------|
| 1: GT 1 | 3: GT 3 |
| 2: GT 2 | 4, 5, 6: GT 4 |

7.2 General Set-up Procedures

Players set up their units in the order given in (7.3 & 7.4).

- Do not expend AP when deploying units during set up or when deploying units due to events (9.0).
- Players can select any unit within the type (unless the instruction designates a specific strength).

Exception: *Chasseurs a Pied* (20.4) and untried units (see below).

- Deploy all multi-step units at full strength.
- Players must adhere to stacking restrictions when deploying units (5.0).
- Players may deploy units in EZOCs (6.3).
- Randomly pick untried units and then place them with untried side of the counter up (17.0).
- May use the column markers as part of initial setup (3.2.6 & 17.2).

7.3 Imperial Forces

1) Imperial AP: Place the Imperial AP marker in the box on the Imperial Action Point Track equal to the starting GT number (7.1).

2) Mexican Imperial Units:

6x Garrisons: One on each Mexican named fortress.

6x Militia: One each in any six towns in Mexico.

In any Mexican Fortresses or Towns: Leaders Maximilian, Mejia, Marquez, Miramon; 4x regular infantry, 1x veteran cavalry, 1x regular cavalry, 2x (3–5) veteran composite, 2x regular composite, 1x engineer.

3) French Units:

In any Mexican Fortresses or Towns: Leader Bazaine; 2x veteran infantry, 2x regular infantry, 1x veteran cavalry, 3x veteran composite (one each 5+5, 3+6, 2+7), 1x engineer.

In any Mexican Caribbean Port: 1x Marine.

Imperial Naval Display: 1x Naval, 1x Amphibious.

4) Austro-Belgian:

In any Mexican Fortresses or Towns: Leader Thun; 1x veteran infantry, 1x veteran cavalry, 1x veteran composite.

5) Confederados: Select any two Confederados units (leaders, infantry, and/or cavalry) and place in any Mexican fortress(es) and/or towns.

6) Supply Units: Place supply units with a total supply value equal to twice the starting GT number (7.1) in any Mexican fortress(es) and/or town(s).

7) In any two Imperial Occupied Towns: One base each.

8) Recruit Display: Place all remaining Imperial units.

9) Tactics Markers: Randomly pick one and place it in the Imperial Staging Area.

7.4 Allied Forces

1) Allied AP: Place the Allied AP marker in the box on the Allied Action Point Track equal to the starting GT number (7.1).

2) US units:

In any Towns in the US: Leaders Sheridan, Custer; 6x veteran infantry divisions, 2x veteran cavalry divisions, Scout cavalry regiment, 1x engineer, 2x bases.

In the Allied Naval Display: 1x Naval, 1x Amphibious.

3) Mexican Republic Units:

In Mexico, within four hexes of the US-Mexican Border, not in or adjacent to hexes containing Imperial Units: Leaders Juarez, Escobedo; 1x veteran infantry brigade, 4x regular infantry brigades, 2x regular cavalry brigades, 2x regular composite brigades, 2x bases.

In Mexico, within four hexes of the south map edge, not in or adjacent to hexes with Imperial units: Leader Diaz; 2x regular infantry brigades, 1x regular cavalry brigade, 1x base.

Anywhere in Mexico, not in or adjacent to hexes with Imperial units: 3x partisans.

4) Supply Units: Place supply units with a total supply value equal to twice the starting GT number (7.1) in any Mexican fortress(es) and/or town(s).

Important: Deploy at least 50% of the points in the US.

5) Recruit Display: Place all remaining Allied units.

6) Tactics Markers: Randomly pick one and place it in the Allied Staging Area.

7.5 First GT Special Rules

On the first GT, do not use the die roll modifiers listed below the Naval Superiority Table.

8.0 SEQUENCE OF PLAY

During each GT, players must follow the sequence of play, in the order of phases listed below.

Naval Supremacy Phase: Players check to see which side has naval superiority (19.1).

Allied Player Turn

Events Phase (9.0): Check the Allied Events Table and apply the results.

Action Point Determination Phase (10.1): The Allied player determines the number of AP added to the Allied Action Points Track.

Recruit Phase (11.0): The Allied player may expend APs to build reinforcements.

March Phase (13.0): The Allied player expends AP to conduct a march action. Each march action consists of one force conducting the following segments in the order given:

Movement Segment (14.0): Move one Allied force up to its movement allowance (MA) or via naval movement.

Combat Segment (15.0): If the force ends its move adjacent to an enemy force, it may attack.

Important: Upon completion of one march (both the above segments) the Allied player can initiate another march by expending AP (10.0).

Sustainment Phase (16.0): The Allied player must make a supply check for all Allied units on the map.

Important: Marches are not interactive; the Allied player completes all marches and then a Sustainment Phase before the initiation of the Imperial Player Turn.

Imperial Player Turn

Events Phase (9.0): Check the Imperial Events Table and apply the results.

Action Point (AP) Determination Phase (10.1): The Imperial player determines the number of AP added to the Imperial Action Points Track.

Recruit Phase (11.0): The Imperial player may expend APs to build reinforcements.

March Phase (13.0): The Imperial player expends AP to conduct a march action. Each march action consists of one force conducting the following segments in the order given:

Movement Segment (14.0): Move one Imperial force up to its MA.

Combat Segment (15.0): If the force ends its move adjacent to an enemy force, it may attack.

Important: Upon completion of one march (both the above segments) the Imperial player can initiate another march by expending AP (10.0).

Sustainment Phase (16.0): The Imperial player must make a supply check for all Imperial units on the map.

End of Turn Phase: If this is the last turn of the scenario, the game ends. Otherwise, proceed to the next turn. Move the turn marker to the next space on the GTRT and continue play.

9.0 EVENTS PHASE

Each player has an Events Phase. During that phase, players check their respective Events Table. Roll one die; cross index the result to determine the outcome.

- An event may include the addition of AP and a special effect. Apply results immediately.
- An event applies only for the current GT.
- An event may occur more than once per game.
- Rules for an event may supersede regular game rules.

Example: The Imperial player rolls a 2 and obtains the *Viva Maximilian!* event. The player implements the event instructions and gains 5 AP.

9.1 Event Reinforcements

Certain events will provide reinforcements and/or bases.

- Deploy event reinforcements per (11.4) or event instructions.
- Units recruited via events do not cost AP.
- Certain events will allow the replacement of eliminated leaders (18.0).

10.0 ACTION POINTS

Players use AP to initiate various game actions such as recruitment (11.0), initiating marches (13.0) and other functions as stated in the rules.

10.1 Action Point Determination Phase

During a player's Action Point Determination Phase, the player checks his Action Point Generation Table and adds AP for the various conditions listed.

Important: Players add APs gained due to an event during the Event Phase.

Example: The Imperial player rolls a 2 on the Events Table and gains 5 AP. The Imperial player also controls three fortresses. At the end of the Action Point Determination Phase the Imperial player has a total of 8 AP.

10.2 RECORDING AP

Players record AP on their AP Track using their AP marker. Record increases or decreases immediately.

- A player can never have more than 15 or fewer than zero AP.
- A player can accumulate AP from turn to turn.
- Events, and winning or losing a major battle (15.8) can cause players to gain or lose additional AP during a GT.

11.0 RECRUITING

Players perform recruiting during their Recruit Phase. Recruiting brings additional units into play:

- Players recruit by expending AP.
- Each unit and certain markers cost a designated number of AP. See the Recruit Chart to determine AP expenditures.

11.1 Procedure

Players perform recruitment by:

- 1) Selecting a unit from the Recruit Display.
 - 2) Expending the required number of AP (Recruit Chart) for the unit.
 - 3) Deploying the unit on the map per the deployment instructions (11.4 through 11.6).
- A player will expend the same cost for a single type of unit regardless of its combat strength, size, or unit identification.

Exception: Players will expend more AP for a veteran unit of the same type as a regular unit.

11.2 The Recruit Display

Units in a player's Recruit Display may be either those which have not yet entered play or eliminated units.

Exception: Players may not replace eliminated leaders.

11.3 Fractional AP Cost Units

Certain units cost 1.5 or 0.5 AP. You can recruit any combination if you pay the total cost. You lose any unused fractions.

Example 1: A player recruits one 1.5 composite unit and one 0.5 militia for a total of 2 AP.

Example 2: A player recruits one 1.5 composite unit. The player expends 2 AP.

11.4 Deploying Units

Placing reinforcements on the map is called "deployment". Each side and contingents of each side may have different deployment procedures.

- Players can recruit on every turn of the game.
- The number of units in the game is a limit. Players cannot recruit more units than appear on the counter sheet.
- A friendly unit or base may be required to be in a hex for a unit to be deployed in that hex (Recruit Chart). If the Recruit Chart does not list specific unit types, a unit may deploy into that hex if the other conditions listed below apply.
- Players determine the status of a hex for deployment at the start of the Recruit Phase. If a requirement for deployment is that a specific unit must be in the hex, that other unit must have been in the hex at the start of the Recruit Phase.

Example: A player deploys a base in a hex with a friendly unit. The player could not place a supply unit in that same hex in the same Recruit Phase.

- Players deploy two-step units at full-strength.
- Players must adhere to stacking restrictions when deploying units (5.0).
- Players may not deploy units in EZOCs (6.0).

11.5 Allied Deployment

US Combat Units: Deploy in:

- 1) US Staging Area; **or**,
- 2) Allied-controlled towns and bases in the US; **or**,
- 3) Allied-controlled ports in the Caribbean if the Allied player has naval superiority or parity.

Important: Riverine units only deploy in Allied-controlled port towns on the Rio Grande River.

Mexican Republic Units: Deploy in Allied-controlled fortresses, towns and bases in Mexico and the US.

Exception: Partisans deploy in any hex in Mexico not containing an enemy unit nor in an EZOC.

Allied Bases: Deploy in any non-fortress or non-desert hex containing an Allied unit not in an EZOC.

Allied Supply Units: Deploy in:

- 1) US Staging Area; **or**,
- 2) An Allied-controlled fortress or a hex containing an Allied base.

11.6 Imperial Deployment

French/Austrian-Belgian Combat Units: Deploy in:

- 1) Imperial Staging Area; **or**,
- 2) Imperial-controlled ports in the Caribbean if the Imperial player has naval superiority or parity.

Mexican Empire: Deploy in Imperial-controlled fortresses, towns, and bases in Mexico. Place garrisons in the fortress with the same name as the garrison unit. If occupied by enemy units, the garrison unit must remain in the Imperial Staging Area until the first friendly Recruit Phase that the town or fortress is Imperial-controlled.

Exception: Partisans deploy in any hex in Mexico not containing an enemy unit nor in an EZOC.

Important: Riverine units only deploy in Imperial-controlled port towns on the Rio Grande River.

Confederados: Deploy in Imperial-controlled fortresses and bases in Mexico and the US.

Imperial Bases: Deploy in any non-fortress or non-desert hex containing an Imperial unit not in an EZOC.

Imperial Supply Units:

- 1) Imperial Staging Area; **or**,
- 2) Imperial-controlled fortresses and bases.

11.7 Replacements

Players must place eliminated units and markers back in their friendly Recruit Display.

Exception: Players cannot replace eliminated leaders.

11.8 Multi-Step Units

US divisions have four steps. Certain veteran brigades have two steps. Combat results (15.0), attrition checks (16.2), and certain events (9.0) may reduce these units by one or more steps.

- If a full-strength US division or two-step brigade takes a step loss, flip the unit over to show its reduced side.
- If a reduced-strength brigade suffers a step loss, the unit is eliminated.
- If a reduced US division takes a step loss, remove the division counter, and replace it with a full-strength brigade of the same type (infantry or cavalry).



Important: The US Scout Cavalry unit is a separate unit. The Allied player cannot use it for divisional reduction.

11.9 Replacements

- A player can restore two-step units to full-strength by expending AP per the Recruit Chart.
- The unit must be in a hex in which the player could otherwise deploy reinforcements for that contingent.
- If a two-step unit loses its second step and is eliminated, the player may subsequently recruit the unit back as a full-strength (two-step) unit.
- The Allied player cannot rebuild US infantry and cavalry brigades into divisions, nor may they combine into divisions.

12.0 FORCES

Players use forces to conduct marches. A force can consist of a single unit, up to all units stacked in a hex.

- All units in a force must start in the same hex, then move together.

Exception: All units in a hex form a single combined force for attacking and defending. Any units in the final hex of a force's movement can participate in any attack even if they were not part of the moving force's march.

Example: The Allied player moves a force of three units into a hex containing one Allied unit. The Allied player could then initiate an attack using all four units in that hex as one combined force.

- If a player has more than one unit starting in a hex, the player may form any number of the units in the hex into one force and may leave the units that are not part of that just-created force in the hex. Those units not part of the moving force may later form one or more forces to move and/or conduct combat if the player expends the required AP.

Example: A player has three units in a hex. The player could form them into:

- a) One combined force of three units; **or**,
- b) Two forces (one of two units and a second of one unit); **or**,
- c) Three forces of one unit each.

13.0 MARCHES

Important: Upon completion of one march (both Movement and Combat Segments), the player can then initiate another march for another or the same force by expending AP (10.0).

A march is defined as a single force that moves and/or initiates combat as a single action.

- To conduct a march, a player must expend one AP (10.0). This is regardless of the number of units in that force.
- A player conducts marches sequentially within a March Phase, with individual forces moving and/or attacking individually.
- A given force may conduct any number of marches in a March Phase if the player expends the required APs.
- A force does not have to move to initiate combat, nor does a marching force have to attack.
- A player may conduct marches in any order.
- There is no requirement for a player to march any force.

Example: The Imperial player initiates one march (by expending one AP). The player moves one force to a hex adjacent to an Allied force. The Imperial player then initiates combat against that Allied force (the combat costs no additional AP). Following the combat, the Imperial player could initiate another march with a different or the same force by expending one AP for each force, each time it conducts a march.

RIO GRANDE WAR

UNITED STATES VS MAXIMILIAN'S EMPIRE

24.0 OPTIONAL RULES

24.1 Burning Supply



Players may expend (remove from the map) any number of supply units without using them during any friendly Sustainment Phase.

24.2 Siege

A fortress or town hex is besieged if it is surrounded by adjacent enemy units, EZOC, and/or sea hexes.

- A besieged hex cannot be used to deploy reinforcements.
- Units in a besieged fortress or town hex must make sustainment checks unless expending a supply point as per (16.2).
- Units in a besieged fortress fail their attrition check on a DR of six and units in a besieged town fail on a DR of five or six.
- Towns or fortresses that are also port hexes can be besieged. The above conditions must be met, plus the besieging side must have naval superiority. A port cannot be besieged if the side occupying it has naval superiority or there is naval parity.

Important: The player controlling the port can land supply and reinforcements in besieged ports via naval movement if he has naval supremacy or parity (19.1).

24.3 Running the Guns



Riverine units can attempt to move through hexes containing EZOC (but not enemy units).

- The moving force must be composed of riverine units (plus any transported units).
- There is no limit to the number of EZOC a riverine unit may attempt to move through (subject the DR below).
- Move the force into the hex containing EZOC. Roll one die and apply the results below:
 - 1 to 3:** Riverine force ceases movement.
 - 4 to 6:** Riverine force continues moving.

24.4 Espionage

Players can examine enemy stacks as an action. This is in place of a march action.

- Expend one AP. Designate one enemy stack. Examine all units in it.
- If the hex contains a column marker, examine the units in its corresponding display.
- If an untried unit is in a stack being examined, do not flip it to its front side.

24.5 Railroad Construction & Operations



Either player may build railroad hexes between Veracruz and Mexico City using road and/or rail path hexes from either Veracruz (hex 1517) or Mexico City (hex 1512).

Note: The railroad is built on the railroad path between Puebla and Veracruz and the road between Puebla and Mexico City.

- Railroad construction is done during the friendly Recruit Phase.
- To initiate construction, the player must:
 - a)** Have an engineer and a supply unit in the start hex (Veracruz or Mexico City); **and,**
 - b)** Expend one supply point in that hex and place a railhead marker in the hex.
- Then move the railhead marker one hex along the rail path or road (within the restrictions below).
- Once rail construction has commenced, construction must continue in the same direction, hex by hex. This applies to both sides.
- A maximum of one rail hex may be constructed by each player per GT.
- To further extend the railroad, move supply units into the railhead hex. Then in an ensuing Recruit Phase, follow the procedure above.
- The player may repeat this process until the railroad connects Mexico City and Veracruz (at which point it can go no further).
- If railroad hexes are being constructed from both Veracruz and Mexico City and they meet at an intermediary hex, then the railroad is completed.

24.5.1 Railroad Movement

To use railroad movement, a unit starts or moves into a railroad hex. Expend one MP and move the unit an unlimited number of hexes via contiguous completed railroad hexes. If the unit has movement factors left, it can continue to move normally.

- Railroad and non-railroad movement can be combined in the same Movement Segment.
- A unit may start in an EZOC when it begins rail movement. It must cease its rail movement when entering a hex in an EZOC.
- Both sides can use the railroad (even in the same GT).
- Players may use completed sections of the railroad before it connects Mexico City to Veracruz.
- Once built, a railroad hex cannot be destroyed.
- The railhead marker has no other effect on play.

ALLIED DISPLAYS

| | | |
|-----------------|----------------------|----------------|
| Recruits | Naval Support | Tactics |
|-----------------|----------------------|----------------|

Allied Column Holding Boxes

| | | |
|--------------------|-------------|--------------|
| Observation | Gulf | Norte |
|--------------------|-------------|--------------|

Allied Action Points

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 |
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 |

ALLIED EVENTS TABLE (9.0)

| Die Roll | Event | AP Added (10.1) |
|----------|--|-----------------|
| 1 | Monroe Doctrine! Shift Naval Superiority to the Allied side. Then recruit and deploy one US infantry or cavalry division. | 6 |
| 2 | Viva Juarez! Recruit and deploy two Mexican Republic brigades. Pick, replace and deploy one eliminated Allied leader (either faction). | 5 |
| 3 | Partisans! Recruit two Partisan units and deploy them on any hexes in Mexico not containing Imperial units or ZOC. | 4 |
| 4 | Filibuster! Recruit one Mexican Republic untried cavalry or infantry unit and two supply points. Deploy on one coastal hex (Caribbean or Pacific); the hex cannot contain Imperial units or ZOC. | 3 |
| 5 | Fracas at Home! You cannot recruit US divisions this turn. | 2 |
| 6 | Yellow Jack! If this is a Weather turn (GTs 1–3), then each player must roll one die (Allied, then Imperial). Each player then selects that number of friendly combat units or supply points on or adjacent to Caribbean coastal hexes and eliminates or reduces them. On non-Weather turns, each player recruits and deploys one Supply unit (Allies first). | 1 |

ALLIED ACTION POINTS GENERATION (9.0)

| Events Table | Per result |
|--|------------|
| Action Point Determination Phase | |
| Allied leaders on the map | 1 each |
| Allied-controlled ports on the Caribbean | 1 each |

IMPERIAL DISPLAYS

| | | |
|-----------------|----------------------|----------------|
| Recruits | Naval Support | Tactics |
|-----------------|----------------------|----------------|

Imperial Column Holding Boxes

| | | |
|----------------------|----------------|----------------|
| Expeditionary | Central | Reserve |
|----------------------|----------------|----------------|

Imperial Action Points

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 |
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 |

IMPERIAL EVENTS TABLE (9.0)

| Die Roll | Event | AP Added (10.1) |
|----------|---|-----------------|
| 1 | Napoleon III Turns West! Shift naval superiority to Imperial. Then recruit and deploy two French brigades/regiments. | 6 |
| 2 | Viva Maximilian! Recruit and deploy one Mexican Imperial brigade. Pick, replace and deploy one eliminated Imperial leader (any faction). | 5 |
| 3 | Confederados! Recruit and deploy one <i>Confederados</i> unit. | 4 |
| 4 | Attrition! Each player must roll one die (Imperial, then Allied). Each player then selects that number of friendly combat units or supply points (anywhere on the map) and eliminates or reduces them. | 3 |
| 5 | Crisis in Europe! Imperial player cannot recruit French combat units this turn. | 2 |
| 6 | Morale Check! Imperial player gains one AP for each Imperial-controlled fortress. Allied player gains one AP for each Allied-controlled Caribbean port. | 1 |

IMPERIAL ACTION POINTS GENERATION (9.0)

| Events Table | Per result |
|----------------------------------|------------|
| Action Point Determination Phase | |
| Imperial leaders on the map | 1 each |
| Imperial-controlled fortresses | 1 each |

RIO GRANDE WAR

UNITED STATES VS MAXIMILIAN'S EMPIRE

24.0 OPTIONAL RULES

24.1 Burning Supply



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- A besieged hex cannot be used to deploy reinforcements.
- Units in a besieged fortress or town hex must make sustainment checks unless expending a supply point as per (16.2).
- Units in a besieged fortress fail their attrition check on a DR of six and units in a besieged town fail on a DR of five or six.
- Towns or fortresses that are also port hexes can be besieged. The above conditions must be met, plus the besieging side must have naval superiority. A port cannot be besieged if the side occupying it has naval superiority or there is naval parity.

Important: The player controlling the port can land supply and reinforcements in besieged ports via naval movement if he has naval supremacy or parity (19.1).

24.3 Running the Guns



Riverine units can attempt to move through hexes containing EZOC (but not enemy units).

- The moving force must be composed of riverine units (plus any transported units).
- There is no limit to the number of EZOC a riverine unit may attempt to move through (subject the DR below).
- Move the force into the hex containing EZOC. Roll one die and apply the results below:
 - 1 to 3:** Riverine force ceases movement.
 - 4 to 6:** Riverine force continues moving.

24.4 Espionage

Players can examine enemy stacks as an action. This is in place of a march action.

- Expend one AP. Designate one enemy stack. Examine all units in it.
- If the hex contains a column marker, examine the units in its corresponding display.
- If an untried unit is in a stack being examined, do not flip it to its front side.

24.5 Railroad Construction & Operations



Either player may build railroad hexes between Veracruz and Mexico City using road and/or rail path hexes from either Veracruz (hex 1517) or Mexico City (hex 1512).

Note: The railroad is built on the railroad path between Puebla and Veracruz and the road between Puebla and Mexico City.

- Railroad construction is done during the friendly Recruit Phase.
- To initiate construction, the player must:
 - a)** Have an engineer and a supply unit in the start hex (Veracruz or Mexico City); **and,**
 - b)** Expend one supply point in that hex and place a railhead marker in the hex.
- Then move the railhead marker one hex along the rail path or road (within the restrictions below).
- Once rail construction has commenced, construction must continue in the same direction, hex by hex. This applies to both sides.
- A maximum of one rail hex may be constructed by each player per GT.
- To further extend the railroad, move supply units into the railhead hex. Then in an ensuing Recruit Phase, follow the procedure above.
- The player may repeat this process until the railroad connects Mexico City and Veracruz (at which point it can go no further).
- If railroad hexes are being constructed from both Veracruz and Mexico City and they meet at an intermediary hex, then the railroad is completed.

24.5.1 Railroad Movement

To use railroad movement, a unit starts or moves into a railroad hex. Expend one MP and move the unit an unlimited number of hexes via contiguous completed railroad hexes. If the unit has movement factors left, it can continue to move normally.

- Railroad and non-railroad movement can be combined in the same Movement Segment.
- A unit may start in an EZOC when it begins rail movement. It must cease its rail movement when entering a hex in an EZOC.
- Both sides can use the railroad (even in the same GT).
- Players may use completed sections of the railroad before it connects Mexico City to Veracruz.
- Once built, a railroad hex cannot be destroyed.
- The railhead marker has no other effect on play.

Important: A player can move and fight with any number of forces if there are available AP.

13.1 Concentration on a Leader

Concentration is a special march:

- A player can move any number of units/leaders from any hexes that can reach one hex occupied by any friendly leader, providing those units can reach the leader's hex in that Movement Segment.
- A player cannot move the leader in the same Movement Segment.
- Units must move using ground movement (including railroad, but not naval movement).
- During the Combat Segment, the force may attack adjacent enemy units.

14.0 LAND UNIT MOVEMENT

A player moves a force during the Movement Segment of the March Phase. Units in the moving force move from hex to adjacent hex, expending movement points from its movement factor (MF) for hex entered. A force cannot exceed its printed MF.

Important: See the effect of EZOC on movement (6.1).

- A unit cannot enter a hex containing an enemy unit.
- Players move units as a force, and only one force can move per March Segment (**Exception: Concentration on a Leader (13.1)**).
- A moving force can drop off units during the conduct of a march. The dropped off units cannot move further or attack in that same march.
- A moving force cannot pick up units during the conduct of a single march.
- Only mobile units can move. A unit may expend any number of its MF.
- Static units cannot move.
- A unit cannot exceed its printed MF.
- If units in the same force have different MF, the force can only expend the MF of the unit with the lowest number of MF, unless the player drops off units with the lower MF and continues moving the units with the higher MF.
- A force may always move one hex (regardless of MF expenditure) per friendly Movement Segment if it does not move into prohibited terrain, across prohibited hexsides, or through an EZOC (including moving from one EZOC directly into another EZOC).
- A player may move an eligible force in any direction via adjacent hexes.
- Units may move into any non-prohibited hex anywhere on the map.

Exception: Partisans cannot cross international borders.

14.1 Terrain Effects

Units pay the number of MFs to enter a hex listed in the TEC. A unit must have enough MFs to enter a hex.

Exception: Minimum movement (14.0).

Hexsides: A unit that crosses a river hexside pays the additional MF indicated on the TEC. This is in addition to the terrain on the other side of the river.

Sea Hexes: Normally, land units cannot enter sea hexes. **Exception:** See naval movement and amphibious operations (19.0).

Roads & Railroads: A force that moves from one road or railroad hex to another connected road or railroad hex pays one-half (0.5) a MF per hex. This is regardless of other terrain in the hex. Treat all railroads as roads (constructed or not, see optional rule 24.5).

River crossings: A road or railroad negates any extra movement costs of a river hexside.

15.0 COMBAT

Combat occurs during the Combat Segment of the March Phase. A combat consists of one force attacking a single adjacent enemy-occupied hex. Resolve combat on the CRT.

- The player conducting the march is the attacker, while the other player is the defender.
- Only the marching force and any other friendly units in the same hex can initiate an attack.

Important: Friendly units in other hexes adjacent to the defender cannot participate.

- A force may only attack one enemy occupied hex, even if the attacking force is adjacent to more than one enemy-occupied hex.
- Multiple forces in different hexes cannot combine into a single attack.
- The attacker does not have to use all friendly units in the hex as participants in the attack.
- All defending units in a hex defend as a single combined force.
- Players may attack the same enemy-occupied hex any number of times in a single March Phase (using separate actions). A single marching force can only attack once per Combat Segment.
- Static and supply units can never attack. They defend normally.

15.1 Combat Sequence

Resolve combat according to the following sequence.

1) Deploy units: Both players reveal and line up all their units in a convenient area. Place a spare marker along the hexside separating the attacking hex from the defending hex.

2) Determine Battlefield Advantage: Determine battlefield advantage by each player rolling one die and then adding the following modifiers to his own die roll result:

+1: If a player has one or more leaders involved in the combat.

+1: If a player's force contains one or more veteran units.

+#: If a player plays a tactics marker, add the value printed on the marker (only one per side; attacker decides first (22.1)).

The player with the higher modified die roll wins the battlefield advantage for that battle.

Important: In the event of a tie, the TEC designates the side that has the battlefield advantage. Use the terrain of the defender's hex.

3) Withdrawal Decision: If the defending side has the battlefield advantage, that player may select one of the following:

a) Conduct a withdrawal of his force (15.5.3); **or,**

b) Engage in combat.

Important: The attacking side cannot select a withdrawal.

4) Engage in Battle:

a) First Combat Round: The player with the battlefield advantage resolves his fire using the procedures in (15.3).

b) Second Combat Round: The player without the battlefield advantage resolves his fire using the procedures in (15.3).

Important: Combat is not simultaneous. The player without battlefield advantage fires after implementing the results of the fire of the side with the battlefield advantage.

5) Victory Determination: Determine which player won the battle and execute any advances after combat.

15.2 Battle Conclusion

The combat comes to an end after victory determination. Each side has one opportunity to fire, and there are no continuing rounds.

Important: After completion of the battle, the attacker could initiate another march and immediately attack the same defending hex (or a different hex) by expending AP to conduct another march.

15.3 Combat Procedure

Players execute combat on the CRT using the steps below:

- 1) Total the printed combat factors of all units in the firing force.

Important: Static units can only fire if part of the defending force.

- 2) Go to the column on the CRT corresponding to that combat strength (this is the base column).
- 3) Determine the cumulative shifts for the firing side and the side receiving the fire.
- 4) Roll one die, then cross index the result with the column. This determines the combat result.
- 5) Apply the result.

15.4 Combat Shifts

Various conditions will shift the base column to the final column on the CRT.

- Advantages to the firing side shift to the right (plus); advantages to the receiving side shift to the left (minus).
- Determine all shifts for both sides, subtract the receiving side's shifts from the firing side's shifts, then use the difference to determine the final shift.

Important: Resolve shifts that go beyond the extreme right-hand column on the 45 (+) column. Resolve any shifts that go below the 1–2 column on the 0 (–) column.

15.4.1 Supply Shifts

Each player can expend up to one supply point per combat round during Step 3 of the combat procedure (15.3 & 16.0). The supply point must be in the hex occupied by the owning player's combat units. The player that does not have the battlefield advantage must declare first. If a player expends a supply point:

- The firing side shifts the column one to the right.
- The receiving side shifts the column one to the left.

15.4.2 Naval Support Shifts

If a side has naval superiority, that side can commit a naval support unit to one battle per player turn (attacking or defending).

- Both the attacking and defending forces must be in Caribbean Sea coastal hexes and/or port hexes. Naval support can be used in regular combat or amphibious assaults (19.2).
- Naval support provides a one column shift to the right when the owning side is firing and one to the left when the owning side is the receiving side.

15.4.3 Attacking Engineers & Fortresses

Important: This shift only applies to the side that initiates the combat (the attacker) when that side is the firing side.

If an engineer unit is part of a force attacking an enemy fortress, then shift one column to the right when the attacking force is the firing side.

- Determine this shift at the start of the combat. This shift applies to the entire force.
- Elimination of the engineer unit in the first combat round does not negate this shift.
- The attacker receives only one shift regardless of the number of engineers in the force.

- The defending side does not receive engineer shifts.

15.4.4 Terrain Shifts

Important: This shift only applies to the side that does not initiate the combat (the defender) when that side is the side receiving fire.

In-Hex Terrain: A defending force benefits from the terrain in the hex it occupies.

- a) Terrain in hexes occupied by attacking units has no effect on combat.
- b) The effect of terrain on combat shifts the firing column to the left.

Hexsides: The hexside terrain shift applies when a force attacks across a river hexside.

Multiple Terrain Shifts: If the defender can gain more than one enhancement for terrain, he chooses the single best one.

Example: The defender is in a town hex and the attacking force is attacking across a river hexside. The defender would only receive one left column shift for terrain.

15.4.5 Base Shifts

Important: This shift only applies to the side that does not initiate the combat (the defender) when that side is the side receiving fire.

If there is a base marker in the hex containing the defending force, then shift the CRT column one to the left; this is in addition for any shift for terrain.

15.5 Combat Results

Numerical Results: The number on the CRT is the number of hits inflicted on the receiving side.

R (Retreat): After inflicting any hits: the enemy player must retreat all units in that force.

E: Eliminate all units on the receiving side.

15.5.1 Application of Hits

Apply each numerical hit as follows:

One-Step Unit: Eliminate the unit.

Two-Step Unit: If at full-strength, reduce the unit. If already reduced, eliminate the unit.

Important: Do not eliminate a reduced US division that takes a hit. Instead, replace it with a US brigade of the same type and at full-strength. If no US brigades are available, the division is eliminated.

Supply Units: Are not affected by numerical hits. They are affected by "R" and "E" results (see 16.0).

Naval Units: Combat results have no effect on naval units.

15.5.2 Loss Determination

The player whose side received the fire determines the affected units.

- Apply results to each unit (owning player's choice) regardless of type or strength.
- In the case of a #+R result, the receiving side must apply all numerical hits first and then execute the retreat with any surviving units.
- If a force suffers more hits than the force can absorb, the excess does not carry over to other battles.

Example: The Imperial force inflict two hits against an Allied force; the Allied player could eliminate one full-strength US division (and replace it with a brigade) or reduce one division and eliminate one other brigade.

15.5.3 Retreat

A retreat can occur in one of two ways:

Withdrawal: If the defending side has the battlefield advantage, that player may declare a withdrawal. If selecting a withdrawal, then no firing takes place (15.1).

Retreat: A force (attacking or defending) that receives a retreat result against it must retreat.

- In both above cases, the affected player rolls one die. The player must move all units in that force the number of hexes equal to the die roll. Once the retreat is complete, the battle comes to an end.

Exception: Leader and veteran units may, at the option of the owning player, retreat only one hex no matter the result of the die roll. All other units in the force would retreat normally.

Example: The side with the battlefield advantage fires and inflicts a retreat on the enemy force. The player receiving the fire rolls one die with a result of 3. The force contains 2 veteran units, one leader and two regular units. That player decides to retreat the veterans and leader one hex, and the remaining units three hexes. The player without the battlefield advantage would not be able to fire and the battle would be complete.

- Retreat is in terms of hexes, not MF. A unit may exceed its printed MF in a retreat if the die roll calls for it.
- The retreating force must end its move the number of hexes from its original hex equal to the die roll (**Exception: Veterans and leaders**). There is no doubling back.
- All units in a force must retreat along the same path. If veterans/leaders only retreat one hex, other units must retreat through the hex in which the veterans/leaders stopped in. Those other units then continue their retreat and must end the retreat in the same hex.
- A retreat cannot be into hexes containing enemy units, all-sea hexes, or hexes which the units could not otherwise enter. Eliminate all units that cannot complete their retreat due to the above.
- Static units cannot retreat. Eliminate all static units in the retreating force.

Exception: Static units in a fortress or base hex are not eliminated.

- Units may retreat into or through EZOC. Each time a force retreats into a hex in an EZOC, that force suffers one numerical hit to one unit in the force.
- If a force retreats more than one hex, eliminate all supply units in that force. If a force contains veteran/leader units and the owning player chooses to retreat them only one hex (no matter the retreat result), the supply units may remain with the veteran/leader units and survive.
- A force (attacker or defender) which is in the same hex as a friendly base or fortress hex may ignore a retreat result. The owning player can choose to retreat; however, then all units must retreat (eliminate the base and any static units in the force) per normal retreat rules.

Important: If the player without the battlefield advantage negates a retreat for a force in a base/fortress, the battle ensues normally.

- If a player retreats a force into a hex containing a friendly base or fortress, the player can end the retreat in that hex, even if short of the full retreat length requirement.

15.6 Winning Battles

Winning: A side (attacker or defender) wins a battle if, at the end of the combat, that side has at least one surviving non-retreated combat unit and the other side has eliminated or retreated all units.

Losing: A side (attacker or defender) loses a battle if, at the end of the combat, that side has eliminated or retreated all combat units and the other side has at least one surviving non-retreated combat unit.

Draw: A battle ends in a draw if a player withdrew at the start of the battle (15.1(3)) or both players have surviving un-retreated units.

15.7 Pursuit (Advancing After Combat)

If one side (attacker or defender) loses a battle, or if the defender withdraws (15.1(3)), then the other player may move any number of friendly mobile units into the other side's vacated hex.

- The pursuit can include all mobile units in the owning player's hex (including supply units), whether they participated in the combat or not.
- The player executes the pursuit immediately.
- There is no AP or MF expenditure.
- Pursuing units can move into or through EZOC with no penalty.
- All units with a MF of seven or more can pursue up to two hexes. The first hex must be the one formerly occupied by the enemy; the second may be in any direction. All units advancing a second hex must end up in the same hex.

15.8 Major Battle Advantage

If the losing side began the combat with six or more units (do not count supply units) of any size:

- 1) The winning side adds one AP to its AP track.
- 2) The losing side deducts one AP from its AP track.

Important: These additions and subtractions cannot move a player's total AP below zero or above 15.

16.0 SUPPLY & SUSTAINMENT



The number of supply points (SP) represented by the supply unit is printed on the counter. Players can exchange supply units to reflect the number of supply points when used.

Example: A player has a three SP supply unit in a hex. One SP is expended, the player would exchange the supply unit for a two SP supply unit.

- Supply units are mobile units.
- Supply units provide the following functions in the game:
 - **Supply Shifts** (15.4.1)
 - **Sustainment** (16.1)
- When expending a supply point, the supply unit must be in the hex to provide the expenditure benefit.
- At any time, if a unit enters (via movement or advance after combat) a hex containing an enemy supply unit, the supply unit is captured. The capturing player reduces the number of supply points by one-half (round down) and places a friendly supply unit with the appropriate number of supply points in the hex.
- Players keep unused or expended supply units in their Recruit Display; they are available for purchase or to exchange out when expending supply points from an on-map supply unit.

Example: A player may exchange an on-map supply unit with two supply points for two supply units with one supply point or replace a two-point supply unit that expends one point for one supply unit with one supply point.

16.1 Sustainment Supply Check

A player must check friendly units for sustainment supply during the friendly Sustainment Phase. Units not in sustainment supply are subject to attrition checks.

- The following units/markers do not check for sustainment:
 - **Leaders**
 - **Static Units**
 - **Bases**
 - **Combat units with a MF of seven or more**
 - **Units stacked in a hex with a base**
 - **Riverine Units**
 - **Partisans**
 - **Supply Units**
 - **Naval Support**

- Units in the following locations do not check sustainment supply:
 - **Staging Areas**
 - **Towns or Fortresses**
- All other units require the expenditure of one supply point per hex occupied by friendly units.
- Supply units can supply any friendly unit regardless of contingent.

16.2 Attrition Check

During a player's Sustainment Phase, the player must roll one die for each unit (including untried units) not in sustainment supply. The TEC column for Supply Attrition gives the die roll range for a fail.

Fail: The unit takes one numerical hit (15.5.1).

Other Result: No effect to the unit.

- Place units eliminated via attrition in the Recruit Display, they are available for recruitment.

17.0 UNTRIED UNITS & FOG OF WAR



Units with a question mark on their reverse side are untried. When recruiting an untried unit, pick and deploy it so that the untried side is showing.

- Neither player can examine the facedown side of an untried unit (including their own).
- Untried units operate as mobile units.
- Players reveal untried units (flipped face up) the first time they engage in combat.
- Untried units remain revealed until eliminated, at which point the owning player returns it to the Recruits Display with its unrevealed side up.
- Players make attrition checks for untried units without revealing them (16.2).

17.1 Fog of War

A player may only examine enemy player's forces after declaring an attack. This includes those units in a column box. The attacking player cannot call off an attack after the defending player reveals the defending units. Players may always examine their own units (**Exception:** Units on their untried side (17.0)).

17.2 Column Markers



Players may place column markers on the map as substitute counters to reduce counter congestion and enhance fog of war. Place the units in the corresponding column display. Those units function normally.

18.0 LEADERS



Leader units represent individual leaders and the staff/guard units that typically accompanied leaders on the battlefield. They are combat units. Leaders are one-step mobile units, with the following special abilities:

- Each side receives one AP for each friendly leader on the map.
- Leaders fire in combat normally and provide a die roll modifier when determining battlefield advantage (15.1).
- Leaders may perform a concentrate on leader action (13.1).
- Eliminated leaders are set aside, they cannot be replaced.

Exception: The *Viva Juarez!* and *Viva Maximilian!* events allow a leader to be replaced.

19.0 NAVAL OPERATIONS

19.1 Naval Supremacy



During the Naval Supremacy Phase, the Allied player rolls one die and consults the Naval Superiority Table to determine who has naval supremacy.

Important: Events may change the above results.

- The player with naval supremacy may:
 - a) Conduct naval support during combat once each game turn.
 - b) Conduct one amphibious operation per game turn.
 - c) Deploy reinforcements at Caribbean ports.
- The player without naval supremacy cannot conduct any of the above actions.
- If the result of the naval supremacy is naval parity:
 - a) Neither player can conduct naval support or amphibious operations.
 - b) Both players can deploy reinforcements at Caribbean ports.

19.2 Naval Movement & Amphibious Assaults

The player can conduct naval movement to move ground units in one of two ways:

Important: Ground units cannot move from the Caribbean Sea coastal or port hex directly to a coast or port hex in the Pacific Ocean (or vice versa).

- 1) A force starts in a friendly port hex or the Staging Area and then moves directly to any coastal or port hex; **or,**
 - 2) A force starts on any coastal hex and then moves directly to any friendly port hex or its Staging Area.
- Naval movement costs one AP if the naval move begins in its Staging Area or friendly port and ends the move in a friendly port or its Staging Area.
 - Naval movement that begins or ends in a non-port coastal hex costs two AP.
 - Players may not make naval moves into hexes containing enemy units (but may attempt amphibious assaults on enemy-occupied ports: see 19.3).
 - Players may make naval moves from and into EZOC.
 - Naval movement does not require the expenditure of MF (units may move an unlimited number of all-sea hexes).
 - A force making a naval move (completed in a coastal or port hex) may attack an adjacent enemy-occupied hex during the Combat Segment.



Important: The amphibious marker is a mnemonic; use it at your option. Players may use it any number of times in a game turn if you pay the AP cost.

19.3 Amphibious Assaults

Players may conduct an amphibious assault from an all-sea hex against enemy-occupied port hexes only.

- The force conducting the amphibious assault must consist of at least one marine unit (20.3).
- The owning player expends two AP to conduct an amphibious assault.
- During the Combat Segment the amphibious assault force conducts an attack normally.
- The attacking and/or defending forces can use naval and supply support.
- If the attacking force wins the battle, it must advance into the port hex.
- If the defending force wins the battle or if the battle is a draw, the owning player must place all units conducting the amphibious assault in a friendly occupied port in the same sea or ocean (Caribbean or Pacific). Additionally, if in the Caribbean, the force can be returned to the friendly Staging Area. If in the Pacific and no friendly occupied port is available, the force is instead eliminated.

19.4 Naval Support



Naval support markers are kept in the Naval Support Display. When used, the player places them on the map for the duration of the current battle and returns them to the Naval Support Display.

- A player may use a naval support marker to support ground combat (15.4.2).
- There is no AP cost when using a naval support marker.

- A player can only use each naval support marker once per game turn.
- A player can only use naval support when both sides occupy coastal/port hexes, or when a player is conducting an amphibious assault.
- Naval support markers cannot attack by themselves.
- Combat results never affect naval support markers.
- Naval support markers are always in sustainment supply, do not count for stacking, and do not possess ZOC.

19.5 Riverine Warfare



Riverine units represent river transports and gunboats. Riverine units conduct operations along major river hexsides as a modified form of ground operations and can transport mobile units. Riverine units are affected by EZOC (6.0).

- Riverine units have ZOC and operate as ground units, with the following special cases:
 - a) Players may only deploy riverine reinforcement units in Matamoros and Ft. Brown if friendly-controlled.
 - b) Riverine units can only move into hexes containing an adjacent connected major river hexside (they may be placed in any hex that contains a major river hexside that is not occupied by an enemy unit). They can move an unlimited number of such hexes.

Important: Major river hexsides include the Rio Grande from the Gulf Coast to the hexside between hex 3502 (El Paso del Norte) and 3603 (Fort Bliss).

- c) Riverine units do not count for stacking.

19.5.1 Riverine Combat

Riverine units cease movement when entering EZOC. They engage in combat normally, **except:**

- Riverine units can only attack enemy units on hexes connected by major river hexsides. They can attack alone or in conjunction with other friendly units in the hex.
- If an attacking force contains any riverine units, negate the defenders one column shift for the river hexside.
- Riverine units defend normally. If defending by themselves (no land units in the hex) then the defense receives no terrain bonuses.
- Riverine units advance and retreat only along connected major rivers (19.5) hexes. If participating in a combat with other units, the other units must adhere to the above. If they do not, the riverine unit is eliminated.

19.5.2 Transport

A riverine unit may embark friendly mobile land units that begin the Movement Segment in the same hex as the riverine unit, forming a force per the march rule (13.0). There is no additional AP cost to embark land units. Effectively, the riverine unit is part of the moving force.

- The riverine unit and the units moving with it can move an unlimited number of hexes along the major river.
- The riverine unit must cease its movement when disembarking units. Players must disembark all transported units at this time. Players cannot drop off embarked units prior to the riverine completing its movement.
- A riverine unit can transport:
 - a) Supply points (maximum of four); **or,**
 - b) One division or three brigades/regiments; plus,
 - c) Any number of leaders.
- Riverine units cannot move as part of a force with un-embarked units. They can attack along with un-embarked units.

20.0 SPECIAL UNITS

20.1 Engineers



An engineer unit functions as a combat unit and has special abilities.

- If an engineer unit is part of a moving force, then that force pays no additional MF to cross river hexsides.
- See (15.4.3) for the effect of engineers attacking fortresses.

20.2 Partisans



A partisan unit functions as a combat unit. They possess the following capabilities and restrictions:

- Partisans are untried units (17.0).
- Partisans pay one MF to enter any type of land terrain; they do not pay extra to cross river hexsides.
- Partisans are always in sustainment supply.
- Partisans cannot cross the US-Mexican border.
- The *Cortina* and *Vidaurre* partisans are veteran units when revealed. They have higher MF when revealed.

20.3 Marines



A force conducting an amphibious assault must contain at least one marine unit (19.3).

20.4 French Chasseurs a Pied



The Imperial player can recruit the *ChaP* unit only in 1866 turns (GT 5 to GT 9 inclusive). (This is a hypothetical unit armed with the new Chassepot bolt action or other rapid-fire rifles.)

21.0 BASES



Each player has a unique set of base markers. Bases provide locations to deploy reinforcements and enhance defense.

- There can only be a maximum of one base per hex.
- All friendly contingents can use their side's bases.
- Bases are not units. They do not count for stacking and do not possess a ZOC.
- The counter mix limits the number of base markers available to each side.
- Players can build bases in any type of hex, except fortresses and desert hexes.
- Players build bases during the friendly Recruit Phase.
 - a) There must be a friendly unit in the hex.
 - b) Expend one AP and place a base marker.
- Bases have the following capabilities:
 - a) Players must have a friendly base in the hex to deploy specific reinforcements (11.5 & 11.6).
 - b) A base provides a one-column defensive shift for friendly defending units (15.4.5).
 - c) A player can negate retreat results against friendly units when occupying a hex containing a base (15.5.3).
 - d) Units stacked with a base do not check for sustainment supply (16.1).
- Players remove a base from the map when:
 - a) No friendly units are in the hex with the base marker.
 - b) A player voluntarily removes the base marker during any friendly phase.
 - c) If enemy units enter a hex with a base.

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22.0 TACTICS MARKERS



Players may recruit tactics markers and use them for their special effects.

- Prior to the start of the scenario, place all tactics markers into one wide mouth opaque container (bin).
- During the friendly Recruit Phase, the player may expend one AP to randomly pick one tactics marker from the bin. Place the marker in the Tactics Display.
- A player can recruit more than one tactics marker per Recruit Phase.
- Players cannot examine tactics markers in the bin.
- Players can examine tactics markers that they have drawn.
- A player cannot examine tactics markers drawn by the opposing player until it is played by that player.

22.1 Employing Tactics

During any Combat Segment, after a player declares an attack but before determining battlefield advantage:

- The attacker and then the defender may each select and then commit a maximum of one tactics marker to that combat. Place the marker with the tactic bonus side down.
- After both sides have made their decision, both players reveal their markers.
- After resolving the combat players return the markers to the bin.

22.2 Effects of Tactics

There are four types of tactics markers:



Maneuver: Both the attacker and defender can play this marker. When played the players add the number on their marker to their battlefield advantage die roll.



Black Decree: Only the attacker can play this, and only if the defending force contains only partisans and/or militia units (ignore leaders and supply units). If played, the attacker automatically gains the battlefield advantage.



Honors of War: Only the attacker can play this if:

- 1) The attacking force contains a leader; **and,**
- 2) The defending force occupies a fortress.

- If the attacking player gains the battlefield advantage, the attacking player moves all mobile units in the defending force two hexes in any direction. Defending static units are eliminated.

- The attacking player may place the displaced units in any hex not occupied by units friendly to the displaced defender and not through or into a hex containing prohibited terrain. The displacement may be through and/or into ZOC projected by either side.
- The attacker may then advance his force into the hex. This ends the combat.
- If the attacking player does not gain the battlefield advantage, the combat comes to an end without any firing.
- Regardless of outcome, the battle is a draw.



Turncoat: Only the attacker can play this marker. If the attacker wins a major battle, add two AP to his total instead of one (15.8).

23.0 STAGING AREAS

The US Staging Area represents bases north of the area on the map. US forces and supply units can deploy in the US Staging Area. The Imperial Staging Area represents bases in the Caribbean and across the Atlantic. French and Austro-Belgian ground reinforcements and supply units can deploy in the Imperial Staging Area.

- Staging Areas have unlimited stacking.
- Staging Areas are friendly ports.
- Units in a Staging Area are always in sustainment supply.
- When forming a force, a Staging Area counts as one hex.
- ZOC do not extend into or out of Staging Areas.
- Units may not attack into or out of Staging Areas.

23.1 Entry & Exit

Both sides can move units to and from the Staging Area via naval movement including conducting an amphibious assault from the Staging Area. The Allied player can also move US units from the Staging Area onto the map by ground movement.

- Units moving from the US Staging Area via ground movement enter anywhere on a northern map edge.
- Units expend one MF to move onto the map.
- Units may exit the map and enter the Staging Area using ground movement. The unit must expend one MF to exit the map.
- A unit cannot both enter and exit a display in the same GT.