PIZARRO 1532–1537
CONQUEST OF THE INCA EMPIRE

This game simulates the conquest of the Inca Empire led by Francisco Pizarro, his brothers and a handful of conquistadors. The conquest begins with a surprise attack to seize the Emperor Atahualpa and is anything but a walk in the park, given the long resistance by the Inca successors until the famous siege of Cuzco of 1536-1537. This game is part of the series *L'or and l'acier*[1] (Gold and Steel) which plays the campaigns of the end of the 15th and beginning of the 16th centuries at the strategic and tactical levels. The game is played in 13 rounds. Each round represents a season (spring, summer, autumn); the winter round is not played.

In this game, the French face off against the Bretons whose great lords range from treasonous to loyal.

Note 1 : The Burgundian Wars, 1474-1477, VaeVictis n°115, The War of the Public Weal 1465, VaeVictis n°123, Cortès and the Conquest of Mexico 1519-1521, VaeVictis n°137, Marignan 1515, Ludifolie, The French-Breton War 1487-1491, VaeVictis n° 160.

1- OVERVIEW

A combatant counter represents 40 (conquistadors) to 4000 foot soldiers (Inca and Other Indian Peoples) or 30 cavaliers on the front and half as many on the back. An artillery counter represents one or two cannon of various types and calibres.

The Spanish and the Inca[2] are the adversaries with other Indian peoples vacillating between allegiance and treason.

The game is played in 6 turns for the conquest alone and in 18 turns for the conquest until the siege of Cuzco. One game turn represents one season (two turns for the dry season and one turn for the rainy season).

Note 2 : The Incas represent the nobility of the Quechua peoples.

2 - ABBREVIATIONS AND DEFINITIONS

Army : One or more stacked units, supervised by a commander whose counter is placed on top of the unit or stack.

Sides : The Kingdom of Spain and all or some of its allied "Other Peoples". The Inca Empire and all or some of its allied "Other Peoples".

Commander: a named political and/or military figure is a historic commander on the front of the counter and an anonymous commander on the back.

Garrison : a stack of one or more units that benefits from the protection of a fortress. By default, a stack in a zone with a fortress is always a garrison. If a commander is present with a stack, its counter must be placed under the stack to distinguish the garrison from an army.

Active player/inactive player: the player with the game phase is called active (attacker or besieger), the player who is not in his game phase is called inactive (defender or besieged);

TC: Tactical capacity, a characteristic of the commander indicating the number of tactical markers he may use on the battlefield;

D6 : a six-sided die.

Range of Fire (RF) : used for the resolution of fire during major battles.

Combat Factor (CF): represents the combative value of the troop;

LR: Line of Retreat, tactical zone allowing for withdrawal from a combat

Strength Point (SP) : a unit on its back side has 2 SP, and a unit on its front side has 1 SP. The CF on the back may be different from that on the front.

Movement capacity: limit of movement points (MP) that can be used to carry out movement;

Movement point (MP) : used to move on the strategical and tactical maps.

R4 : Reserve, Reinforcements, Recruitments and Retreats.

VP : Victory Points.

xD6 : x is the number of rolls for a six-sided die.

FV : Fortress Value.

SZ : Strategic zone on the strategic map.

TZ : Tactical zone on the tactical map.

3 - COUNTERS

Spanish : white background, red horizontal bar (front), red and black horizontal bar (back)

Incas : yellow background, orange horizontal bar (front), orange and black horizontal bar (back).

Other peoples : purple background, red horizontal bar (front, Spanish ally side) and purple background, orange horizontal bar (back, Inca ally side).

Markers : the cross of Saint-André (red crossed knotted sticks) is the symbol of Spain and the Andean cross (pierced white cross) is the symbol of the Inca Empire.

3.2 - UNITS

A combat unit has 2 SP on its front side and a diminished back side of 1 SP, except for the Other Peoples whose front side has 1 SP as a unit allied to the Spanish and the back side has 1 SP allied to the Inca.

The CF of certain units is the same on the front and the back; only the number of SP is different (this represents the multitude of combattants that make up the first line of combat

Combattant types :

Ab : Arbalétrier - crossbowmen

Aq: arquebusiers

Ar : Archers

Bo : Bolas throwers

Ca : Cannon

Cl: Light cavaliers (genétaires)

Eb : Swords and shields (rodeleros) or clubs and shields (Inca)

Fr: Slingers

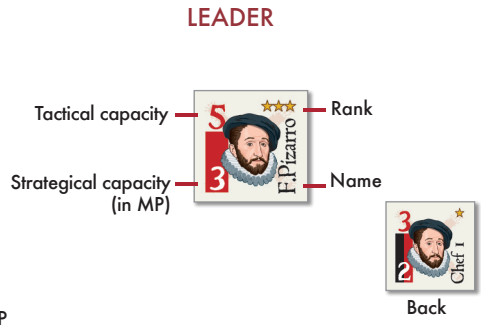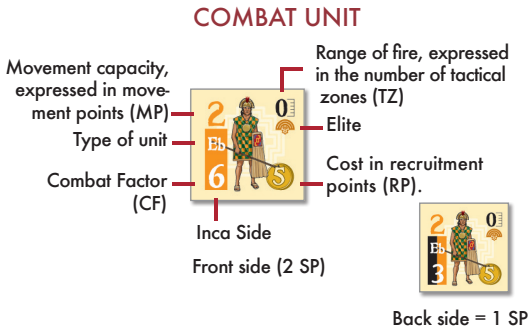**Hb** : Hallebardier, axe bearer

Jav: Javelin throwers

Pi : Pikemen

3.3 - COMMANDERS

A commander is characterised by five parameters :

Strategical (Movement) capacity expressed in

COMBAT UNIT

Movement capacity, expressed in movement points (MP)

Type of unit

Combat Factor (CF)

Range of fire, expressed in the number of tactical zones (TZ)

Elite

Cost in recruitment points (RP).

Inca Side

Front side (2 SP)

Back side = 1 SP

LEADER

Tactical capacity

Strategical capacity (in MP)

Rank

Name

Back

MP used on the strategic and tactical maps.
Tactical capacity TC

Rank is expressed by 1, 2 or 3 stars (the more stars, the higher the rank).

The front side is a named historical commander and the back is an anonymous commander (numbered 1, 2, etc.) or a replacement historical commander.

4 - OBJECTIVES

Victory is determined on the final game round.

The players obtain VP by controlling strategic zones (SZ), by winning battles and sieges, through eliminated enemy units and by having allied regions in their camp. Each scenario specifies the victory conditions in terms of VP.

5 - STRATEGIC MAP

The strategic map is composed of strategic zones (SZ) characterised by a maximum of five parameters :

• an identification number ;

• a movement cost ; by default, each movement by an army in a SZ costs 1 MP; the cost is 2 MP if there is a mountain symbol present;

• An objective SZ (the objective is indicated in red)

• a fortress value (FV) of 1, 2 or 3 points.

A SZ may be controlled or disputed :

• **It is controlled when** :

– a control marker is placed in the objective SZ;

Only one camp – army or garrison – physically occupies the SZ

•**It is disputed** when two camps occupy this same SZ during a siege or a battle.

Control of an objective SZ : the SZ control marker with the colours of the camp is placed in this SZ either at the end of a victorious combat or after having been the last

unit to pass through or stop in this SZ, potentially leaving a garrison there. The presence of combat units is not necessary to control the objective SZ.

When a camp controls a SZ, it benefits from its FV and its VP.

It is impossible to take control of a SZ if there is an ennemy controled fortress which has not been taken by siege.

6 - SEQUENCE OF PLAY
6.1 - SPANISH CAMP'S PHASE
- Reinforcements & Replacements (see 7.)
- Strategic movement (see 8.)
- Fatigue and desertion (see 9.)
- Combat resolution (see 10.)
- Siege resolution (see 10.)

16.2. – INCA CAMP'S PHASE
- Reinforcements & Replacements (see 7.)
- Strategic movement (see 8.)
- Fatigue and desertion (see 9.)
- Combat resolution (see 10.)
- Siege resolution (see 10.)

16.3. SHARED ADMINISTRATIVE PHASE
– Alliances (see 11).

- At the end of the turn, move the time marker forward one space.

- Victory is determined at the end of the last round of the game (see 12.)

7 - RESERVE, REINFORCEMENTS, ETC
7.1 - RESERVE
All the counters available for the game are placed on the strategic map and in one of three reserves: Kingdom of Spain, Inca Empire and Other Peoples.

Counters that are not positioned on the map at the beginning of the scenario are placed in their corresponding Reserve. When a counter is eliminated or removed from the game, it is placed in its camp's Reserve. The reserve

is used to supply the reinforcements and recruits. The recruits / reinforcements counters are deployed by the active player to any SZ his camp controls.

7.2 - REINFORCEMENTS

A reinforcement is a counter that enters the game for the first time : it is indicated in the scenario.

When a reinforcement is available, it is placed according to the information in the scenario in the specified SZ or in the Reserve.

When a reinforcement's arrival SZ is controlled by the enemy through the presence of an army, a garrison or a fortress (SZ with FV), the reinforcement is returned to the Reserve until the SZ is liberated and controlled by the reinforcement's camp.

If the reinforcement's arrival SZ is only controlled by the enemy through a control marker, the reinforcement may be positioned there and his camp takes the control.

7.3 - RECRUIT

A recruit is a counter that comes from a Reserve and has been bought with RP.

Each combating counter has a cost in RP, except commanders who are replaced by an anonymous commander (back).

The cost in RP is indicated on the front and back of each counter. RP may be spent to return to full strength (2 SP) a diminished counter (1 SP) that is already present on the map; in this case the purchase cost corresponds to the difference between the front side of the counter at full strength and the back side at diminished strength. Any RP that are not spent during the turn are lost.

The RP available for the Kingdom of Spain and the Inca Empire are determined by a D6 roll indicated in the scenario (see 13.).

• Recruitment of Other People

The RP available for a camp to recruit Other peoples are determined by a D6 roll indicated by the position of the Other peoples' diplomatic cursor on the Alliance Table (see 11.). This D6 roll is performed in addition to the D6 specific to the Inca and to the Spanish as indicated in the scenario. Depending on the position of this cursor, only one camp may recruit a number of Other peoples' counters. This recruitment of Other peoples is limited to the number of counters available in the Reserve. Each counter is positioned displaying the camp for which it was recruited. Therefore, there may be Other peoples counters for both the Inca camp and the Spanish camp on the map at the same time.

The purchased counters are all placed in any SZ controlled by their camp (control marker, presence of an army or a garrison).

7.4 - RETREATS

Certain historical circumstances require the removal of one or more counters (units or commanders) either temporarily — the counter is placed in the Reserve, or definitively — the counter is removed from the game or by reducing the number of RP available for a turn. The events that require retreats are :

• **Embassy** : a Spanish commander leaves for Spain to report to Charles V. Roll 2D6 for each historical commander present on the map. A commander is removed on a roll of 12. Once a commander is designated, turn the counter over or replace him with an anonymous commander. He automatically returns to the game three turns later and is repositioned during the Reinforcement sequence.

• **Harvest** : August and September (turns 2, 5, 8, 11, 14 and 17) are harvest months that require major manpower and keep men from going off to war. The available RP for the Incas

for these turns are determined by rolling 2D6, not 3D6.

• **Uprising** : for every Spanish or Other peoples counter, roll 1D6 ; on a 6 the counter is reduced by one SP. No effect for any other result.

8 – STRATEGIC MOVEMENT

1 – OVERVIEW

Only commanders with units (i.e. an army) may carry out strategic movements. Units may not move on their own on the strategic map.

A commander may move alone at the same cost as if he were accompanied by an army. During a movement by the opponent in a SZ where he is alone, he is simply moved to an adjacent SZ controlled by his camp. If all the adjacent SZ are controlled by the opponent, he is eliminated.

An army must complete its movement before the player can move on to other movement.

It is not permitted for a unit to begin its movement with one commander and finish it with another.

Each unit may only move once per round. It is therefore not permitted to take back a unit that has already moved, whether a garrison or an army.

2 – PROCEDURE

An army's movement capacity corresponds to the movement capacity of its army commander, indicated in MP (commander with the highest rank present, located on top of the stack). The army is moved from one SZ to another by paying 1 MP (clear terrain) or 2 MP (mountain) to enter the SZ. One may only move from an SZ to an adjacent SZ or one with a connection. An army in an SZ may separate, without surcharge in MP, into as many armies as commanders are present to carry out various strategic movements. Several armies from the same camp that meet up in the same SZ are consolidated in the form of a single stack, garrison or army with the highest-ranking commander.

At no extra cost in MP, an army that carries out a movement may leave or pick up on the way units of a garrison or another army if the latter has not already carried out its movement.

A garrison may be transformed into an army by placing its commander on the top of the stack and spending 2 PM; this is considered a movement for fatigue and desertion. On the other hand, an army may be transformed into a garrison freely by placing the commander at the bottom of the stack.

An army that enters an occupied enemy SZ stops its movement. A siege or battle marker is immediately placed there, as appropriate (10.1). If the enemy SZ is unoccupied, the army may continue its movement and place a control marker, if need be.

Commanders and subordination : all commanders of the same camp, regardless of their nationality, may command all the allied units of this camp.

9 – FATIGUE AND DESERTION

Armies and garrisons may be diminished by fatigue and desertion. It is required for each stack to check if SP have been lost, regardless of whether it performed movement during the previous movement sequence.

The number of SP of a stack comprising an army or a garrison is used to determine the column on the Fatigue and Desertion Table. Proceed as follows: roll 1D6 adding any modifiers (all cumulative), cross the result of the modified die roll with the determined column. The indicated number corresponds to the losses in SP to be eliminated, as the owner chooses. The eliminated counters are placed in his camp's Reserve on the game help.

10- COMBAT

10.1 - OVERVIEW

Combat ensues when units from the opposing camps are in the same SZ. If both camps have armies, this is a battle. If one of the camps has a fortress with or without a garrison, it is a siege. In the latter case, if a commander is present in the garrison, it is possible to combat as an army in a battle (as the inactive player chooses).

For each disputed SZ, place a siege or battle marker, then resolve the combats – battles then sieges – in the desired order.

Major battles and sieges are resolved on the Tactical Map.

10.2 - MINOR BATTLE PROCEDURE

For any battle **strictly** involving **fewer than 10 SP** for either camp (thus not bestowing VP; see 12), the battle is resolved quickly, in a single round, with no deployment on the tactical map.

Battle resolution procedure

1. Establish a ratio between the CF of the attacker and the defender.

2. Roll 1D6.

3. Consult the result on the Combat Table.

4. End of the battle

No modifiers are used. A result that corresponds to a retreat (R) outside of a TZ is replaced by a retreat outside of the battle's SZ.

Battles involving more than 10 SP on either side and sieges are resolved on the tactical map.

10.3 - MAJOR BATTLE PROCEDURE

The Tactical map is dedicated to tactical movements and combats and is divided into two equivalent parts for each of the camps, or five TZ ; left wing, right wing, 1st line, 2nd line, 3rd line, and a LR for units that retreat after a tactical movement to leave the battlefield. The conditions for combat are :

- a melee between units located in two TZ

connected by a dotted line ;

- shots are carried out between two TZ within fire range.

10.3.1 - Deployment

Beginning with the defender, each player deploys to the five TZ on his side of the tactical map, with the following constraint: at least one third of the SP must be deployed to the TZ 1st line.

- The Spanish camp may occupy the five TZ on the tactical map.

- The Inca camp must deploy only to three TZ[3] on the tactical map. The number of TZ occupied during the battle is not limited;

The army commander is placed freely and must be visible (highest ranking commander or the commander chosen by the player in the case of a tie).

Note 3 : it is an Inca custom to split among three divisions.

10.3.2 - Determination of random events

The active player rolls **1D6** and checks its result on the Random Events Table. The consequences of each random event are valid for all the combat turns of this battle.

The specifics of each event and its consequences are described below:

1- Nothing: to random event.

2- Treason : these events only apply to the active player.

a-Treason of Other peoples : All the active camp's Other peoples units that are present and whose alliance marker on the Alliances Table is in the doubt zone do not combat. The counters are immediately placed in the Line of Retreat (LR) zone (these SP count in the 10 SP that determine the attribution of VP during a battle). No redeployment may be carried out. If this event leads to the retreat of a camp's entire army present on the tactical map, it's a victory for the adversary,

eligible for obtaining VP if the conditions are met.

b-Treason of Spanish commanders : this only concerns the Spanish commanders Almagro and/or De Soto if they are present at the battle. Roll **1D6** for each commander ; if the result is less than or equal to his TC, he is placed in the LR with as many Spanish counters (Spanish player's choice) as the D6 result.

Note : when the battle is over, all the counters present on the tactical map (TZ and LR) are regrouped normally; the random event is considered to be a passing episode.

3- Bad weather : this event applies to the Spanish camp only during the rainy season and in the mountainous zone (turns 3, 6, 9, 12, 15, 18). No weapons can be fired – canons (Ca) or arquebusiers (Aq). This units may only combat in melee. During the dry season, treat this event as having no effect (Nothing).

4- Lack of powder : roll **1D6** ; the result divided by two and rounded down indicate the number of counters - canons (CA) and arquebusiers (Aq) - that cannot fire (owning player's choice).

5- Presence of the Inca : the Inca Emperor is symbolically present during the battle and this galvanises his troops. Add a **+1** bonus to the **D6** during the melee resolutions for each combat round. If Atahualpa or the Emperor is already present, ignore this event.

6- No prisoners : the Spanish losses indicated on the combat table are doubled for all rounds of the battle.

10.3.3 - Choice of Tactical markers
10.3.3.1 - Overview
Each camp has tactical markers that may or may not be specific to the camp. Tactical markers may only be used once per battle during a determined combat round.

10.3.3.2. Presentation of markers
Applicable for the fire sequence

Terrifying noises : this marker is placed in a Spanish TZ adjacent to an Inca TZ. Roll 1D6 for the designated zone: on a result of 1, 2 or 3, one Other peoples' unit allied to the Spanish retreats one TZ toward its LR; on a 4, 5 or 6, two units of Other peoples allied to the Spanish retreat (the retreat TZ may be different). No Spanish units are affected by this marker.

War dogs : this marker may be played by the Spanish camp if a Spanish unit participates in the combat. It is placed in an Inca TZ adjacent to a Spanish TZ. Roll **1D6** for the designated zone :
• On a **1, 2 or 3**, an Inca unit retreats one TZ toward its LR ;
• On a **4, 5 or 6**, two Inca units retreat two TZ toward their LR.
The units that retreat are only Inca units Ar, Bo, Fr or Jav and are chosen by the Spanish camp. The Inca Eb do not retreat from the war dogs.

Smoke : the marker is placed on an Inca TZ to perturb the Spanish fire. This marker gives a penalty of +1 on the D6 for each Spanish fire on this Inca TZ.

Harceler : useable for each Bo or Fr fire. The losses inflicted on the opposing camp for each fire are doubled[a].

Palissade : useable only if a Spanish infantry unit is present during the deployment. This marker positioned in a TZ does not prevent fire but only cancels[b] the effect of a tactical marker rain of arrows or harassment for each shot except for fire from the rear or on the flanks. The effect of this marker is valid for all the battle rounds for this TZ. Since this is a prepared element, if it is used it must be revealed during the first combat round.

Fiery rocks : this marker may only be used if a Fr counter is present. It cancels out the effect of the palissade marker for the duration of the battle.

Rain of arrows : useable for each fire involving Ar or Ab. The rain of arrows marker doubles the lossesa, even if the random event bad weather is drawn.

Note a: the result only applies to the targeted unit. If it suffers a loss of 1 SP x 2 and has 2 SP, it is eliminated. If it suffers a loss of 1 SP x 2 and only has 1 SP remaining, it is eliminated; the excess loss is not transferred to another unit but is ignored.

Note b: the loss of 1 SP is applied without being doubled.

Applicable for the melee sequence

Cavalry charge : useable for a melee involving at least one cavalry unit (Cl). The defender's losses are doubled. If the attacker suffers losses, they must be taken first by the units that allowed this marker to be played.

Shock : This marker is useable by the Inca camp if at least one Inca Eb units attacks.

Roll **1D6**, on a result of :

• **1 or 2** : one Spanish or allied Other Peoples unit from the attacked TZ retreats one TZ toward its LR.

• **3 or 4** : two units retreat one TZ toward their LR (the retreat TZ may be different).

• **5 or 6** : three units retreat one TZ toward their LR (the retreat TZ may be different).

The retreating units must be Other peoples Ar, Jav or Bo units, or Spanish Ab or Aq. Spanish Ca, Eb, Hb, Pi do not retreat after shock.

To the death: This marker may be used by the Spanish camp when a single TZ is occupied only by Spanish units. The CF of each Spanish unit is doubled for this combat round only.

Santiago ! : This marker is useable by the Spanish camp with a Spanish Eb unit. It has two possible effects (player's choice) : either it cancels the effect of the adverse Shock marker (in which case it must be revealed immediately after the Shock marker was used), or it allows the player to choose the adverse unit that suffers the first loss of SP during the melee resolution. If the combat produces no losses for the adversary, the marker has no effect and is discarded.

Down with the commander : This marker may be used by the Spanish camp as soon as a Spanish Cl unit is present in the TZ and by the Inca camp as soon as an elite Eb unit (identified by a small golden mask; these are the elite units from Hurin and Hanan) is present in the attacker's TZ. At the end of the melee round, if the combat result is an asterisk (*), roll **1D6**: the commander who commands the enemy army is eliminated on a roll of **1, 2 or 3**. After applying the losses, the battle ends and all the units of the camp whose army commander is eliminated retreat to an adjacent SZ.

Tercio : useable when Aq, Hb and Pi counters are located in the same zone. The losses inflicted on the opposing camp for the melee are doubled.

Applicable for the tactical movement sequence

Ambush : this marker may only be used if the battle takes place in a Mountain SZ. The Inca player chooses a TZ where there are enemy units. Roll **1D6** and compare the result to the Inca army commander's TC :

• The result of the **D6 < TC** (strictly less than) : a Spanish unit loses 1 SP of the Inca player's choice and no unit from the Spanish

camp may carry out tactical movement during this combat round.

• The result of the **D6 = TC** (equal) : no unit of the Spanish camp may carry out tactical movement during this combat round.

• The result of the **D6 > TC** (strictly greater than) : the ambush fails, the Spanish camp's units may carry out their tactical movements normally.

Hidden reserve : The Inca player may hide up to three counters and redeploy them to any empty TZ on the tactical map (excluding LR) of his camp or the Spanish camp (this does not count as one of the three deployment TZ). The player writes down the chosen TZ on a piece of paper. The counter or counters are revealed — as well as the note on the paper — during the opponent's tactical movement and then is placed in that TZ. This unit may be used during the following combat round. If the opponent moves to the TZ where this counter/these counters are located, they are revealed immediately ; movement in this TZ is prohibited. This marker is kept until it is revealed. If it is not revealed at the end of the battle, the counter(s) are placed in their respective Reserve.

10.3.3.3 - Choice of tactical markers
Each player secretly chooses a number of markers **less than or equal** to the TC of his army commander. He places them face down near the army commander for use during the combat rounds.

10.3.4 - Combat Rounds
A battle is fought in one or several rounds. Each round is divided into sequences during which actions are executed : fire, melee, counter-attacks and tactical movements.
The active player must attack on the first round. At the end of this round, the attacker keeps the initiative to continue or stop the combat. All combat rounds that are begun must be completed.

10.3.4.1 - Tactical choice
During this tactical sequence, the defender announces how many tactical markers, among those selected, he will use for this round, then the attacker does the same. Each player may use **0 to 2** tactical markers per round. The markers chosen for a round are revealed and used during this combat round – fire, melee, counter-attacks and tactical movements -, then discarded with the exception of the palissade marker which is kept for the duration of the combats.
The markers that are selected but not used during the round are kept for another combat round and are placed face down on the tactical map, near an army commander.

10.3.4.2 - Fire
Only units with a non-zero range of fire (RF) are able to shoot. Beginning with the active player, the players alternate their shots - one of the attacker's units and one of the defender's. A unit's RF is determined from the TZ it occupies (of his camp or the enemy camp if it is conquered). A shooter with a RF of 1 that is located in his 1st line or on one of his wings can fire on both wings and the 1st line of the enemy camp. In the same position, a unit with a RF of 2 can also fire on the 2nd enemy line, and so on.
The fire is all-out : the TZ of the unit that fires does not have to be linked to the TZ of the targeted unit ; it must simply be within firing range. The same unit can be the target of several shots.

Fire procedure
Before shooting, the attacker and defender simultaneously reveal their tactical markers chosen for the fire, where necessary. If one

player chooses not to play, this does not prohibit the other from doing so. A marker is valid for all the fire of this combat round.

- The attacker chooses a target in a TZ located in the RF of the firing unit (see the tactical map). If the result of the **D6** is less than or equal to the shooter's CF, the shot is successful and 1 SP is removed from the targeted unit. This effect may be modified by the tactical marker. If the result is greater than the shooter's CF, the shot is a failure

- The defender then does the same.

- The players alternate their fire in this way. If a camp still has units that can fire and his opponent does not, he has them shoot one after another until they have all fired.

- **On a result of 1**, a historical commander present in the targeted TZ can be eliminated : roll **1D6** for each commander present in the targeted TZ. On a result of 1, the commander is eliminated and placed in his camp's Reserve. He may return to the game as an anonymous commander during the R&R sequence, unless otherwise specified in the rules.

10.3.4.3 - Melee
Melee procedure

A single TZ of the inactive player can be attacked in a melee per combat round.

• The active player indicates the enemy TZ that is attacked and its TZ that participates in the attack. These TZ must be adjacent (linked by a dotted line).

• The tactical markers chosen for the melee are revealed simultaneously by the players, except in the case of an exit from a siege. The tactical markers may be kept and revealed during a counter-attack.

- The total CF of all the attacking units (including those that fired) is divided by the total CF of all the units of the attacked TZ. The attacker/defender ratio obtained is reduced to a ratio of 1/2, 1/1, 3/2, 2/1, etc. rounded in

the defender's favour. Ex. : 9/10 becomes 2/3 on the Combat Table.

- The attacking player checks whether he has a tactical advantage that provides a modifier (this modifier only benefits the attacker when he attacks from a conquered enemy TZ), as follows:

+1 : attack from the 1st or 2nd line toward the enemy 2nd or 3rd line respectively (i.e : the enemy line is broken).

+2 : attack from one of the two wings toward any enemy central line (i.e : flank attack) or from a central line toward a wing on the same side.

+3 : attack from the 2nd or 3rd line toward the enemy 1st or 2nd line respectively (i.e: rear attack).

The attacker rolls **1D6**, to which he adds any tactical advantage modifier. On the Combat table, he crosses the modified result with the column that corresponds to the established ratio.

10.3.4.4 - Combat results

1,2,3... : This result gives the losses in SP for the attacker/defender. These losses are to be allocated as the owner chooses among the units of the TZ, barring any specifications regarding the tactical markers.

The elimination of SP occurs before determining a retreat (in the case of a 3R result, for example). For a siege, the FV losses are recorded with the cursor on the Siege Table.

R : indicates an obligatory retreat toward an adjacent TZ for a battle and an exit for a siege. For a siege – without exit – this result is ignored by the besieger and the besieged.

Note: Cannon cannot retreat even if they have a non-zero movement capacity.

The elimination of cannon after a retreat does not count to fulfil a loss of 1 SP.

A retreat takes place by placing the units on a line located behind and adjacent to the TZ

of origin (the retreat from the 3rd line or from a wing occurs toward the LR). If retreat from a TZ is impossible (presence of enemy units), the troops remain in place and suffer an additional loss of 1 SP (one counter is diminished, player's choice).

Advance after combat : after the evacuation of the TZ by retreat or elimination of enemy units, the victor may advance all or part of his units that participated in this combat in the TZ that is left free, except for the cannon.

* : a historic commander can be eliminated. Roll **1D6** for each commander present in the concerned TZ. On a result of 1, the commander is eliminated and placed in the Reserve of eliminated units. He can return to the game as a standard commander – except where otherwise indicated in the specific rules (see 13.1) – during the R&R sequence.

Elimination of a historic commander

- If the army commander whose TC was used to determine the number of tactical markers allocated is eliminated, he is immediately replaced during the combat round by the historic or anonymous commander ranked just below him, present on the map. In the case of equivalent ranks, the choice is made by their owner. The number of tactical markers remaining must not exceed the TC of the new army commander. The excess is eliminated, as the owning player chooses.

A new army commander does not choose new markers, he keeps those that were selected minus those that have already been used, as his TC allows.

- If a historic or anonymous commander finds himself alone in a TZ after the elimination of his units :

• During a battle – during a random event or after combat –, he is immediately placed in the closest TZ in terms of movement cost containing units of his camp, including the LR. If no units of his camp are present in the five TZ of the tactical map, he is eliminated.

• During a siege, he is placed in an adjacent SZ controlled by his camp, otherwise he is eliminated.

• An eliminated commander is placed in the Reserve and may return on the following turn during his camp's R4 sequence, without spending RP, in the form indicated on the back of the counter (anonymous commander or historical successor).

His placement follows the same rule as for a unit.

• If the army finds itself without a commander, it loses the battle and the remaining units retreat according to 10.5.1.

Special case of the Inca Emperors

When the Emperor Atahualpa is eliminated, the back indicates the generic title of Emperor by simplification (the historical order of succession was as follows: Tupac Hualpa / Manco Inca / Paullu Inca). If the Emperor is eliminated again, the counter is placed in the Reserve and may return to the game during the R4 sequence of the turn following his elimination.

10.3.4.5 - Counter-attack

The inactive player may initiate his own melee (a counterattack, without fire sequence) under certain conditions, from any TZ, even the one that was just attacked, toward any eligible TZ of the adverse camp, including the TZ from which he was just attacked.

The conditions are as follows:

- The inactive player must possess at least one commander in the TZ chosen for the counter-attack.

- The **1D6** roll result must be **less than or equal** to the TC of the commander, otherwise the counter-attack does not occur. If the result allows, carry out a melee according to the rules of section 10.3.4.3. In this case, the inac-

tive player is considered the Attacker and the active player is considered the Defender. An advance after combat is possible for the camp that counter-attacks.

Tactical markers may be revealed by the two camps during this sequence, before the die roll. These markers are lost for the two camps if the counter-attack does not occur.

Only one counter-attack may be attempted per combat round. Once it has been attempted, regardless of the result, move on to the following sequences of tactical movements.

10.3.4.6 - Tactical movements

These movements occur in addition to the advance after combat. Players, starting with the active player, may move an unlimited number or commanders and x units (at full or reduced strength), where x is **less than or equal** to the TC of the army commander.

The movement takes place by spending the necessary MP, indicated on the dotted lines connecting the TZ, to penetrate the TZ of its camp or of the enemy camp if it doesn't contain enemy units.

It is prohibited to penetrate a TZ that contains enemy units, except if they are cannon, (which are then captured and turned to their back side or eliminated, as the player chooses).

A unit that spends MP to enter the LR is placed in an adjacent SZ at the end of the battle, according to the rules explained in 10.5.1.

10.3.4.7 - End of the combat round

At the end of the combat round, the active player has the option to fall back or to continue with the combat.

- If the player decides to continue with the combat, begin a new, complete combat round starting with the tactical choices sequence (see 10.3.4.1) ;

- If the player decides to retreat, the inactive player may immediately counter-attack (without a test) without using a tactical marker, only if he has troops able to attack one of the active player's TZ with a tactical advantage bonus (i.e. he has units positioned in the enemy's part of the tactical map, and therefore is in a good position to counter-attack). Then, the battle ends, regardless of the result of the counter-attack.

10.3.5 - End of the battle

The battle ends as soon as :

• all the units of a camp are eliminated (this camp loses the battle) ;

• all the units of a camp have retreated beyond the battlefield to their LR (this camp loses the battle) ;

• the units of one camp are left without a commander (historical or anonymous) (this camp loses the battle) ;

• the active player decides to end the combat (this camp loses the battle).

Proceed with the verifications of the battle consequences (see 10.5).

10.4 - SIEGE PROCEDURE

10.4.1 - Siege rounds

The **1D6** roll with the added modifier proportionate to the size of the besieging army (in SP) indicates the number of siege rounds (Round = Fire + Assault + Exit), limited to six rounds :

• 6-10 SP : **+1**

• 11-20 SP : **+2**

• 21-30+ : **+3**

Adjust the siege round cursor on the track on the Siege Table.

10.4.2 - Deployment

• There is no deployment if there are no units in garrison.

• If a garrison is present, all the units of the

besieged and the besieger are deployed to their respective side on the tactical map: TZ second line for the besieged and TZ first line for the besieger. The TZ of the 1st line of the besieged is left free to resolve a possible exit. No random event is determined for the resolution of a siege.

10.4.3 - Artillery fire

The active player carries out his artillery fire:
- The FV cursor is placed on the space corresponding to the FV of the fortress on the Siege Table counter.
- He rolls **1D6** per artillery unit : the roll is successful if the result is less than or equal to the artillery unit's CF.
- Each success reduces the FV by 1 for the resolution of the assault. A FV can never be negative; the cursor is placed at minimum on 0.
- Adjust the FV cursor on the Siege Table track to record each successful cannon shot. Then, the following sequences in order:

10.4.4 - Assault

- **Attack Factor** = total CF of all the besieger's units[4].
- **Defence Factor** = total CF of all the units of the besieger[4] + modified FV (reduced by one or more successful shots).
- Determine the simplified Attack Factor/ Defence Factor ratio in the form 1/2, 1/1, 3/2, 2/1 etc, rounding in the defender's favour. This ratio indicates the reference column on the Combat Table ;
- On the Combat Table shift x columns to the left, where x is the FV modified after the successful artillery fire;
- No tactical marker is used ;
- The inactive player rolls **1D6** and applies the results according to 10.3.4.4. An R result for the besieged or the besieger is ignored, except for an exit.
- The SP losses are applied first to the garri-

son then to the FV. A fortress is seized when these two values are zero.
Note 4 *: Tally the cavalry's CF – it is unseated and acts like a temporary infantry – and the artillery CF..*

10.4.5 - Sally

The inactive player (besieged) has the option of carrying out a single sally attempt per combat round. Once the attempt has been made, regardless of the result, move on to the following sequence. The exit conditions are as follows :
- A commander must be present among the besieged
- The **1D6** roll result must be **less than or equal** to the TC of the commander that leads the exit, otherwise the exit does not take place. If the result allows, carry out a melee according to 10.3.4.3, but with the following special features :
- The besieged player's choice of a number of units (except artillery) and the commander whose TC was used to determine the exit must be placed in the 1st line TZ of the the tactical map ;
- No tactical marker is used.
– The inactive player (besieged) is considered as the attacker and the active player (besieger), as the defender.
- Advance after combat is not possible for either side. If there is only artillery unit remaining in the besieger's TZ (the one that defends during the exit) and there are still besieged units remaining (the one attacking during the exit), the artillery unit is eliminated.
- An R result for the besieger eliminates one artillery counter. An R result for the besieged simply puts an end to a sally.

10.4.6 - Continue or lift the siege ?

If the result of the assault or the sally leads to neither the elimination of the besieged nor

that of the besieger, the active player has the option of continuing a complete siege round - respecting the number of siege rounds determined by the D6 - or ending the siege and pulling his army back to a SZ according to 10.5.1.

• **If the siege continues**

- Move the siege round cursor down one space on the Siege Table track.
- The fortress' modified FV is maintained for the following round(s).

• **Stop** : the siege ends after the final siege round or when the besieged units are eliminated and the FV reduced to 0. The besieger must retreat to a SZ if he has not eliminated the besieged and reduced the FV to 0. If the siege is successful, he remains in the SZZ and controls its FV. The Siege and FV cursors are removed.

In both cases, as soon as the siege is over, the fortress returns to its original FV (indicated on the map)[5].

***Note 5**: the fortress is considered to be back in working order.*

10.5 - CONSEQUENCES OF THE BATTLE OR SIEGE

10.5.1. Retreat of the defeated

Once the battle is over, the army that voluntarily ended the combat or that has all its units in its LR retreats to an adjacent SZ free of enemy units.

- The besieger remains in his SZ if he has eliminated all the besieged units or leaves the SZ if he voluntarily stops the siege or after the final siege round and must then retreat to an adjacent SZ.
– If the army retreats to an enemy controlled SZ (with only a marker) takes control of the SZ.
- An army cannot retreat in a SZ with an enemy FV (with or without a garrison)
- An army that retreats into a SZ that already contains an army or garrison of its own camp is immediately added to it and remains in this same form, army or garrison. If no other unit is present, the army may remain in this form or become a garrison, as the player chooses.

An army that cannot retreat is eliminated.

10.5.2 -Control of the SZ

If the active player is victorious, he takes control of the SZ, in the form of an army or garrison, as he chooses.

10.5.3 - Following combat

The active player carries out the following combat (battle or siege). The combat sequence ends after all the combats and sieges have been resolved.

Note: the besieger stopping the siege voluntarily or after a retreat has no bearing on diplomacy.

11 - ALLIANCES

The Inca called their empire Tahuantinsuyu, meaning « The four regions together ». Each of the four suyus or regions (Chinchaysuyu, Cuntisuyu, Collasuyu, Antisuyu) had diverse populations, environments and resources. Ties between these populations were rather tenuous. In terms of the game, each region has an alliance cursor that moves along the Alliances Table, between a region allied with the Inca camp or allied with the Spanish camp, passing through an intermediary zone of doubt[6]. Some spaces are prohibited for the cursors.

All cursors are systematically moved one space as follows :

• Toward the victor's camp when a battle or siege of FV=2 or 3 is won [7].

• Toward the Spanish camp when the Inca Emperor is eliminated (Atahualpa then for each successive elimination of the Emperor)[8].

The counters of the four allied regions are not identified in this game; only the Other Peoples counters are specified[9]. When the Other peoples cursor changes camp, the Other peoples counters already on the map are not turned over. Only the recruited counters may enter the map, displaying the side of newly allied side (see 7.3).

Note 6 : In this last situation, the random event treason may apply before a combat.

Note 7 : A defeat of the principal power (Empire Inca, Kingdom of Spain) is momentous enough – loss of prestige and credibility – to break or threaten an alliance.

Note 8 : The Emperor is considered to be taken prisoner then executed rather than killed in battle which destroys the cohesion of the suyus and reinforces the Spanish position.

Note 9 : Even if all the cursors are in the Spanish camp, there are still the Quechuas and a multitude of peoples to supply the Inca army and continue the fight.

12 - DETERMINATION OF VICTORY
12.1 – POINTS DE VICTOIRE (VP)

The VP are indicated on the VP counter track from 0 to 9 by placing the VPx1 and VPx10 cursors for either camp on the appropriate numbers. Victory points are attributed for each of the following actions:

• **Major battle** won engaging at least 10 SP from each camp: **+2 VP** to the victor.

• **Siege** won by the besieger or the besieged (in which case the besieged is eliminated or retreats) in a SZ with the FV = 2: **+2 VP**, if the FV = 3 : **+3 VP**. No VP for a FV=1.

• **Diplomatic cursors**: **4 VP** on the last turn for each Major allies diplomatic cursor and **2VP** for the Minor ally cursor (Other peoples) present in a camp.

• **SZ objective** : **1 VP** for each SZ controlled on the last game turn and **2 VP** for Cuzco.

• For each eliminated **commander**, a number of VP equal to his tactical capacity.

12.2 - VICTORY

The camp that obtains a greater level of victory is the victor. There are three victory levels:

• **Crushing victory** for a number of VP greater than or equal to 20. Kingdom of Spain : the sun sons are subjugated and marriages between Spanish and Inca establish a new governing elite dominated by the Pizarro family. Empire Inca : the Spanish are pushed out to sea and the Inca continue to dominate the Indian peoples until a new Spanish invasion...

• **Decisive victory** for a number of VP between 15 and 19. Kingdom of Spain : the Inca dynasty is overthrown but some seditious households remain. Empire Inca : the conquistadors are pushed back to the confines of the Empire for a while.

• **Marginal victory** for a number of VP between 10 and 14. Kingdom of Spain : a status quo is established and the Spanish control the coast and some strategic regions to return in strength. Empire Inca : the dynasty survives but its reputation is shaken and certain Indian peoples await the return of the conquistadores to revolt.

13 - SCENARIOS

Note : there is no R4 sequence during the first turn of the game.

Recruitment points (RP) available for the two scenarios :

Kingdom of Spain : **1D6** per game turn.
Except :

• **Turn 3** : SZ 26 or 31 ; reinforcements Almagro, De Soto, Benalcazar and the units bought with **3D6**.

• **Turn 6** : SZ 31 or 37 ; reinforcements Alvarado and the units bought with **5D6**.

• **Turn 12** : SZ 11 or 15 ; the units bought with 4D6.

Modifiers (all cumulative) :
• **–2** for each D6 if SZ 36 is controlled by the Inca camp.
• **–1** for each D6 if all the SZ 26, 31 and 37 are controlled by the Inca camp.

Inca Empire : **3D6** per game turn.
Except
• Turns 2, 4, 8, 10, 14 and 16 : **2D6**

Modifier :
• **–1** for each D6 if the SZ 0 (Cuzco) is controlled by the Spanish camp.
• **–1** for each D6 for each Allied major (Chinchaysuyus, Cuntisuyus, Collasuyus, Antisuyus) in the Spanish camp.
Example : if Antisuyus and Collasuyus are allied with the Spanish, that is -2 for each D6 or -6 on a 3D6 roll).

13.1 – THE CAMPAIGN OF FRANCISCO PIZARRO (1532-1533)
Tactical markers : place the counters in two groups – Spanish and inca - on either side of the tactical map.
Turn marker : place the marker on the time track/counter on May-July 1532.

Duration : 6 turns. Start : May-July 1532 - End : November 1533-April 1534.
VP cursors: place each camp's cursor on 0 on the VP tally scale.
Alliances table : place the diplomatic cursors Chinchaysuyus, Cuntisuyus, Collasuyus, Antisuyus, Other peoples in the designated spaces on the Alliances table.
SZ control markers : place an Inca control marker in SZ N° 0, 9, 11, 15, 26, 27, 36.
Spanish positions
SZ 34 (Guyaquil) : F.Pizarro, H.Pizarro,

J.Pizarro, G.Pizarro, 1 x Ab (1PF), 1 x Aq (1PF), 1 x Ca, 2 x Cl, 4 x Eb.
Inca and Other peoples allies positions.
SZ 0 (Cuzco) : (Incas) Quizo, 2 x Eb (elite), 4 x Eb, 1 x Hb, 1 x Jav, 1 x Ar, 1 x Fr, 1 x Bo
SZ 6 (Machinguengua) : (Other peoples allies) 1 x Ar
SZ 7 (Piro) : (Other peoples allies) 1 x Ar
SZ 11 (Pachacamac) : garrison (Other peoples allies) 1 x Jav, army (Incas) Atahualpa, Chalcuchimac, Rumiñahui, 4 x Eb, 1 x Hb, 1 x Jav, 1 x Ar, 1 x Fr, 1 x Bo
SZ 15 (Paramanga) : garrison (Other peoples allies) 1 x Jav
SZ 27 (Huancabamba) : (Other peoples allies) 1 x Jav
SZ 31 (Tumbez) : (Other peoples allies) 1 x Jav
SZ 36 (Quito) : (Incas) Quizquiz, 2 x Eb

13.2 – CONQUEST AND OCCUPATION OF THE INCA EMPIRE (1532-1537)
Identical to scenario 1 except :
Duration : 18 turns. Start : May-July 1532 - End : November 1537-April 1538. ♦

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FATIGUE AND DESERTION TABLE

Modified D6	Size of the garrison or the army in SP				
	(Determined at the end of the strategic movement sequence)				
	[1-5]	[6-10]	[11-20]	[21-30]	[31 et +]
1 and -	0	0	0	0	0
2	0	0	0	0	1
3	0	0	0	0	2
4	0	0	0	1	2
5	0	1	1	2	3
6 and +	1	1	2	3	4

Modificateurs (Cumulative)
Garrison : **-1**
Movement in at least one SZ requiring 2 MP (mountain). : **+1**
Movement during a rain season Round (from novembr to april) : **+1**

Résults
1, 2, etc. : number of eliminated SP.

Remarque : An army that does not move benefits from no other modifier.

RANDOM EVENTS

D6	EVENT
1	Nothing
2	Treason [1]
3	Bad weather [2]
4	Lack of powder
5	Presence of the Inca
6	No prisoners

1- this only concerns the Spanish commanders Almagro and/or De Soto if they are present at the battle.
2- only during the rainy season and in the mountainous zone .

SIEGE MODIFIER

6-10 SP	**+1**
11-20 SP	**+2**
21-30+ SP	**+3**

COMBAT RESULT TABLE

D6	Ratio A/D				
	1/2 –	2/3	1/1	3/2	2/1 +
1	6*R/0	4*/0	2*R/0	2/1	1R/1
2	5*R/0	2*R/0	2/0	2/1R	1/2R
3	4*R/0	2R/0	1/0	1/1R	1/3R
4	3R/1	1R/1	0/1	0/2R	0/4*R
5	2R/1	1R/2	0/2	0/2*R	0/5*R
6	1/1R	1/2	0/2*R	0/4*R	0/6*R

Modificateurs
• Siège
Fortress Value : for the besieged, shift one column to the left for every VF point not eliminated by cannon fire.

• Battle
DRM
+1 : if the inca emperor is the army commander for the battle (Atahualpa or a successor).
Modifier linked to the tactical advantage to add to the result of the 1D6 roll for a battle (it only benefits the attacker when he attacks from a conquered adverse TZ) : :
+1 : Attack from the 1st or 2nd line toward respectively the 2nd or 3rd line.
+2 : Attack from one of the wings toward any central line or the contrary.
+3 : Attack from the 2nd or 3rd line respectively toward the 1st or 2nd line.

Results

Losses are expressed in the form A/D and are applied in the order indicated.

1, 2, etc. (Battle) : : number of SP to eliminate ; front side of a counter = 2 SP (except cannon). Back = 1 SP. The tactical marker *Charge* entail for the attacker the elimination first of units that permitted the use of this marker and doubles the defender's losse.

1, 2, etc. (Siege) : number of SP to eliminate. When all the units in garrison are eliminated, the FV are eliminated..

R (Battle) : retreat of one TZ for all the units except cannon.

R (siège) : the result is ignored for the besieger and the besieged (except cannons which are eliminated) except for a sally.

* : Elimination of a historic commander (Pizarro, Atahualpa, etc.), During a battle or siege, on a result of a new **1D6** = 1. An anonymous commander (1,2, etc.) ignores this result.

ALLIANCES TABLE

	INCA EMPIRE				SPAIN KINGDOM			
	MAJOR ALLIES		**MINOR ALLIES**		**MAJOR ALLIES¹**		**MINOR ALLIES**	
	Indestructible	Doubt	Indestructible	Doubt	Doubt	Indestructible	Doubt	Indestructible
Chinchay Suyu			2D6	1D6		FORBIDDEN	1D6	2D6
Conti Suyu				1D6 OTHER PEOPLE		FORBIDDEN		2D6
Colla Suyu								
Anti Suyu	FORBIDDEN							

1 : -1 for each D6 for each major allies on the spanish side

SPANISH RESERVE

INCA RESERVE

OTHER PEOPLE RESERVE