The Chaco War

If this is your first wargame, read this box first.

Do not try to memorize these rules! No one does that. Wargame rules are written to create a game system that simulates military realities as far as possible. As you play the game, you'll find that things flow along according to a certain real-world kind of rhythm. After a few game turns, that rhythm will become second nature to you and you won't need to refer to the rules as often. Read the rules through in their entirety once before you punch out the playing pieces. Look up specific rules when you need to, and use a pen or highlighter to make notes and reminders to yourself on rules which give you trouble.

This is a wargame of intermediate complexity. That means if you're new to the hobby you can learn to play it on your own, though you'll no doubt find it easier to get into if you find a more experienced gamer to teach you.

We have omitted our usual set of Beginner's Rules with this game. We recommend that on your first play-through you use only the rules in those sections marked with the § symbol and play the Boqueron scenario (section 17.2).

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Thanks to the other players who worked on this game over the last 5 years. Your names have been forgotten but not your efforts. Special thanks to Jamie Esteve of Buenos Aires, Argentina.

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§ 1.0 INTRODUCTION

The Chaco War (1932-1935) is a simulation of the struggle between Bolivia and Paraguay for the desolate Chaco region in Central South America. The war which began as a series of border incidents ended as one of the most sanguinary conflicts ever fought in the western hemisphere.

Game Scale. Each hex represents 15 kilometers from side to opposite side. Each game turn represents one month of real time.

§ 2.0 COMPONENTS

2.1 In General. The components of the game are the rules, the map, and 190 counters. The other 10 counters are replacement and/or variant counters for other games — their use is explained in the Errata/Variant sections of the magazine. Several charts and other player aids are provided to ease play. You will need to provide one standard six-sided die.

2.2 The Rules. Read the rules through once before beginning play. The rules are organized by topic to assist the players in locating a rule about which they have questions. Familiarize yourself with the organization of the rules.

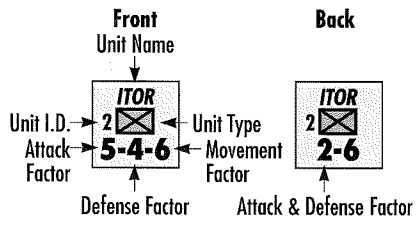
2.3 The Map. The map represents the militarily significant terrain in the Chaco region. The hexagonal grid is printed on the map to regulate the placement and movement of units. A unit is considered to be in only one hex at a time. Each hex contains terrain features which may affect the movement of units and combat between units. Terrain on the map has been altered slightly from their real-world configurations to fit within the hex grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with those same space-time dilemmas faced by their historical counterparts in the actual campaign.

2.4 The Counters. The are 190 counters in this game. Carefully punch out the counters. Trimming the dog-ears off their corners with a fingernail clipper will greatly facilitate handling and stacking during play.

There are three types of counters: combat units (2.4-2.12), non-combat units (2.13 — 2.20) and markers (2.22).

2.5 Combat Units. Each combat contains the following information: Nationality, Unit Identification, Unit Type, Attack, Defense and Movement Factors.

There is nothing on the counters to indicate the size of the unit. Most infantry/cavalry units in the game are regiments, but as the war progressed the words "regiment" and "battalion" ceased to have much meaning because they rarely gave a accurate indication of actual unit sizes. We have dispensed with the usual unit size symbols for this reason. Typically, each infantry/cavalry unit represents from 400 to 1,200 men. An artillery unit represents a battery of 12 heavy guns.



This unit in the Paraguayan 2nd (Itoro) Infantry. On its full strength side it has an attack factor of 5, defense factor of 4, and a movement factor of 6. On its reduced side its attack and defense factors are 2 and its movement factor is 6.

2.6 Nationality. The nationality of each unit is determined by the background color on the counter. Note the colors inside the unit type boxes have no effect on play. The color schemes are as follows:

Bolivian: Green
Paraguayan: Lt. Brown

2.7 Unit I.D. Most units are identified by either a number or name, some have both. Unit I.D. has no effect on play except for the initial set-up in some scenarios. The following names have been abbreviated:

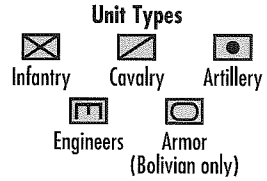
Bolivia

ABAR - Abaroa
AZU - Azurduy
BALLI - Ballivián
CAMA - Camacho
CAMPE - Campero
CAST - Castillo
CCB - Cochabamba
CHAC - Chacaltaya
CHIC - Chichas
CHOROL - Chorolque
CHUQ - Chuquisaca
COLOR - Colorados
MURG - Murguia
PARA - Parapetí
SOCA - Socabaya
VANG - Vanguardia
WARN - Warnes

Paraguay

AC - Aca Caray
AV - Aca Vera
BN 40 - Battalion 40
BOQ - Boqueron
COR - Corrales
CURU - Curupayty
ITA Y - Ita Yutuyi
ITOR - Itoro
R NU - Rubio Nu
SAUC - Sauces
SM - San Martin
TOLE - Toledo
TUYUT - Tuyuti
2 MAY - 2 de Mayo
VR - Valois Rivarola
YAC - Yacuyubas

2.8 Combat Unit Types.



Most of the combat units are infantry or cavalry. There is no functional difference between cavalry and infantry. Historically, cavalry units rapidly became dismounted units because of the paucity of forage and water for the horses. Other combat units include Artillery, Engineers and Armor (Bolivia only).

2.9 Attack Factor. The measure of a unit's ability to participate in offensive combat.

2.10 Defense Factor. The measure of the unit's ability to participate in defensive combat.

The Defense Factors of artillery units are enclosed in parentheses. This number is used only when artillery is defending and there are no other combat unit types (infantry, cavalry, engineer or armor) stacked with it.

If a combat unit has no middle number then the left number on its counter is both its Attack and Defense Factor.

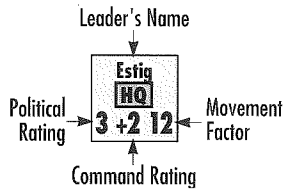
2.11 Movement Factor. The measure of a unit's ability to move across the map. The movement factor is made of movement points (MPs).

2.12 Steps. The number of "Steps" a unit contains is the measure of its ability to absorb combat losses before being eliminated. Elimination in game turns does not mean that every man is dead, but only that the unit has ceased to function effectively. All infantry/cavalry and artillery units have two steps. The front or stronger side of the unit is what shows whenever the unit is first placed on the map. A unit on its front side is forced to take a loss due to combat or attrition the unit is flipped to its reduced side.

Engineer and armor units have only one step and are eliminated when forced to take losses.

2.13 Non-Combat Units. There are four types of non-combat units: leaders, general headquarters, trucks and supply units.

2.14 Leaders. Each leader counter contains the following information: Nationality, Name, Political Rating, Command Rating, and Movement Factor. Flipping the leader to his reverse side indicates he is out of General Supply (see 8.0). Leaders with a letter in place of a name are unnamed junior commanders.



This counter represents the Paraguayan leader General Estigarribia. He has a political rating of 3, a command rating of +2 and a movement factor of 12.

2.15 Political Rating. The measure a leader's power and influence within the political/military structure of his country. The greater the number, the more "pull" he has.

2.16 Command Rating. The measure of the leader's military acumen, not only as a tactical/operational commander but as an administrator and "inspirational" figure. Command ratings affect combat supply point generation, combat resolution and retreat/rout dierolls. This number can be positive, negative or zero.

2.17 Leader Abbreviations. The following leaders' names have been abbreviated:

Bolivia

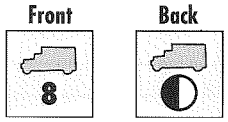
Marz - Marzana
Peñar - Peñaranda

Paraguay

Estig - Estigarribia
Ferna - Fernandez
Irraz - Irrazabal

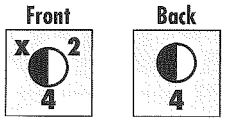
2.18 General Headquarters. These units represent the logistical and control center of the two armies. Their use is explained in Rules Section 8.5. They have only a movement factor. The OOS on the reverse side indicates the GHQ is out of General Supply.

2.19 Trucks. All truck units have a movement factor of 8. The front side (with the MF showing) indicates that the truck may be used to transport combat units and combat supply points. The back side indicates that the unit is "attached" or dedicated to its army's supply network.



Beginners Note. Ignore all references to supply units and combat supply points until you're comfortable will all the other facets of the game system.

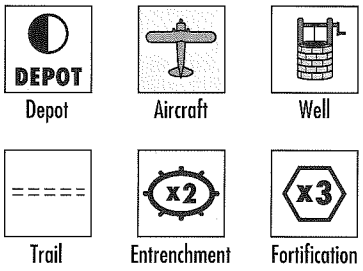
2.20 Supply Units. A supply unit is used to represent combat supply points (CSPs). All supply units have a movement factor of 4. The front side represents 1 CSP and the back side represents 2, 3, or 5 CSPs.



2.21 Mechanized and Non-mechanized Units. Armor and truck units are mechanized (mech); all other units are non-mechanized (non-mech). The distinction is important for movement purposes.

2.22 Informational Markers. The functions of these counters are explained in later sections of these rules.

Informational Markers



2.23 Charts and Player Aids. The following charts and tables are needed to play: Combat Results Table (CRT), Terrain Effects Chart (TEC), Artillery Barrage Table (optional), Supply Table, Retreat/Rout Table, Attrition Table and Loss Reference Chart. The boxes on the map are the Leader boxes, Available and Replaced Leader boxes, Reinforcement box, Deadpile box, Available Truck box, Air Marker box, and the Supply Radius box. The tracks on the map are the Turn Record Tracks (month and year), Replacement Points and Victory Point tracks.

§ 3.0 SET UP & HEX CONTROL

3.1 Set Up. Select the scenario to play and follow the instructions for unit placement on the map (see 17.0). All unused combat units are placed in the owning side's Reinforcement Box. All remaining truck units are placed in the Available Truck box. All unused leaders are placed in the Available Leader Box. Air markers are placed in their boxes. Replacement markers are placed in the zero boxes of their tracks. Victory Point markers are placed in the boxes designated by the scenario being played. Place the Month/Year markers on the correct boxes of the Game Turn Record Tracks.

3.2 Hex Control. Each hex is controlled by only one player at a time. The control of a hex switches instantly from one side to the other as soon as a combat unit from the enemy side enters it. Each scenario describes the beginning areas of hex control. Control is important for adjudicating victory.

4.0 THE TURN SEQUENCE

4.1 In General. Each game turn is divided into two player turns. Each player turn is subdivided into several phases. Each action taken by a player must be taken in the appropriate phase. Once a player finishes a phase, he may not go back to perform some forgotten action unless his opponent graciously permits it.

4.2 Outline Sequence. The complete Turn Sequence is given below in outline form. The rest of the rules are organized so as to explain things in the order they are encountered as you progress through the Turn Sequence.

I. Weather & Truce Check

II. Paraguayan Player Turn
- A. Supply Phase
- B. New Unit Phase
- C. Movement Phase
- D. Bolivian Reaction Movement
- E. First Combat Phase
- F. Bolivian Reaction Combat
- G. Second Combat Phase
- H. Construction Phase
- I. Political Phase

III. Bolivian Player Turn
- A. Supply Phase
- B. New Unit Phase
- C. Movement Phase
- D. Paraguayan Reaction Movement
- E. First Combat Phase
- F. Paraguayan Reaction Combat
- G. Second Combat Phase
- H. Construction Phase
- I. Political Phase

IV. Victory Check

Beginners Note. Ignore all references to Weather (Rainy Season), Truces, Leaders, Supply and Combat Supply, Armor, Aircraft, Artillery, Engineers and the Political Phase.

5.0 WEATHER

The January and February game turns are Rainy Season turns. December turns are possible Rainy Season turns. All other turns are considered to be dry weather. At the beginning of each December turn either player rolls one die and on a result of '1', '2' or '3' that turn is a Rainy Season turn. Flip the Month/Game Turn marker to its 'Rainy Season' side as a reminder. Rainy Season turns increase terrain costs for unit movement and for tracing Lines of Communication.

6.0 TRUCES

6.1 In General. At the beginning of each game turn either player rolls one die to see if the diplomatic community has arranged a truce. On a roll of a '1' there is the possibility of a truce and a second die is rolled. On a '1' or '2' a truce is in effect for this game turn.

6.2 Refusing the Truce. If a truce comes into effect, either player may refuse the truce by reducing his Victory Point total by 10 VPs and the turn is played normally. The player with the most VPs gets first opportunity to decline the truce. If both VP totals are equal, roll a die for right of first refusal.

6.3 Effects of a Truce. During a truce turn all game functions are performed normally except for the following:

1) neither side may initiate any combat;

2) units may not move into enemy zones of control (EZOCs, see 7.0) unless that hex is already friendly occupied (units already in EZOCs may move out of them);

3) units may not enter enemy-controlled settlement hexes; and

4) EZOCs have no supply effects (but the presence of enemy combat units still blocks supply).

6.4 Duration of Truce. In the Weather & Truce Check of subsequent turns either player rolls one die to see if the truce continues into that turn. On a '1' or '2' the truce continues unless one of the players refuses it (and pays the 10 VP cost). A truce can go on indefinitely as long as a '1' or '2' is rolled each turn and neither player refuses it.

Design Note. As both sides were totally dependent upon arms and financial support from the outside, any serious effort by the League of Nations or by neighboring American nations to end the conflict would likely have succeeded. The League was relatively unconcerned and the neighboring countries had no strong motive to stop the war. The truces that were arranged never developed into an end to the war largely due to the fear of both governments of presenting their own people with a defeat after their extensive propaganda campaigns had whipped the people to a frenzy. However, when one side had essentially what it wanted, and the other had lost too much to continue the fight, a peace

was possible. This is reflected in game terms with the possibility of a "truce" becoming a permanent ceasefire.

§ 7.0 ZONES OF CONTROL

7.1 In General. Most units exert "Zones of Control" (ZOCs) into the six surrounding hexes. There is no qualitative difference between a hex containing a ZOC exerted by one unit and a hex containing ZOCs exerted by more than one unit. The ZOCs of both sides may be exerted simultaneously into the same hex. Only infantry/cavalry units exert a ZOC. NO other unit type exerts a ZOC. ZOC-exerting units stacked with them would continue to do so.

7.2 Limits. ZOCs do not extend into Mountain hexes, or across river hexsides or international borders.

7.3 Movement Effects. During the Movement Phase, a unit may not enter an enemy ZOC (EZOC) unless a friendly leader is moving with the unit ***or*** a friendly leader is already in the EZOC hex. The unit must stop in the first hex entered which contains an EZOC.

Units in EZOCs may not perform Reaction Movement (10.10). A unit beginning its Movement Phase in an EZOC may move out of the EZOC, provided the first hex it enters contains no EZOC. A leader is not required for a unit to exit an EZOC. A unit that exits an EZOC could enter another EZOC in the same Movement Phase, provided a leader is present, but would have to stop there.

Design Note. The importance of leadership in getting troops into contact cannot be overstated. Move your leaders first!

7.4 Combat Effects. ZOCs have no effect on combat — units are not required to attack adjacent enemy units.

7.5 Retreat/Rout Effects. Retreating/routing combat units may not enter EZOCs. If a combat unit is unable to complete its retreat/rout due to EZOCs it ends its retreat/rout movement in the last available hex and takes a step loss or, if it only has one step, is eliminated.

Non-combat units forced to retreat through EZOCs are treated as follows: truck and supply units are eliminated; leaders are placed with nearest friendly unit, and GHQ's are removed from the map for 1 game turn.

7.6 Advance After Combat Effects. Advancing units ignore EZOCs when they enter the vacated enemy hex.

7.7 Supply Effects. Unnegated EZOCs block the following:

— the Line of Communication (LOC) between the GHQ and a supply source;

— the supply radius between a supplied leader/GHQ unit, depot or supply source hex and a unit receiving supply; and/or

— the path between a GHQ and a potentially "isolated" combat unit.

7.8 Negating ZOCs. For the purposes of supply and retreat effects, the presence of a friendly *combat* unit in a hex where an EZOC is being projected "negates" that EZOC even if that friendly combat unit type does not exert a ZOC itself (i.e. artillery, armor and engineers). EZOCs are never negated for movement.

8.0 SUPPLY

8.1 In General. There are two types of supply, General and Combat. General Supply represents the basic needs for survival and decent morale (food, water, clothing, mail, etc.). General Supply is not represented by any counters, but is measured abstractly by tracing lines of supply. General Supply is determined for each combat unit at the beginning of each player turn and is explained in sections 8.3-8.13. Combat Supply represents what is required over and above General Supply to carry out effective combat operations (ammunition, weapons, equipment, etc.). Combat Supply is represented by supply units on the map and is determined at the instant of combat (see sections 8.14-8.15 and 12.12).

Design Note. A detailed logistical simulation of the Chaco War would warrant a game all its own. On the other hand, the total abstraction of supply would leave the players without an inadequate simulation of the difficulties faced by their real life counterparts. The supply mechanics presented here are accurate in their effects, appropriate for the game's scale and (we hope) intuitive enough that the player's will not have to constantly refer to the rules after learning them.

8.2 The Supply Table. Each player consults this table during his supply phase to determine the availability of new combat supply, replacements and new trucks he will receive that turn. The roll is modified by the length of his army's primary LOC (8.6), and by the quality and location of his Army Commander (15.1).

Roll one die and adjust the result according to the Supply Table modifiers. Cross-reference the modified result with the appropriate Line of Communications length column. The left number is the number of new Combat Supply Points (see 8.14). The right number is the number of new replacement points received (see 9.1). A 'T,' if present, indicates a new truck unit is received (see 9.6).

8.3 General Supply. Every combat unit must receive General Supply during the owning player's supply phase or it is subject to attrition (8.12). General Supply originates at a friendly Supply Source (8.4). The primary method of delivering it to combat units is along the Line Of Communications (8.6) the army's General Headquarters (8.5). The length of the Line of Communications determines the army's supply radius (8.7) for that turn. Combat units can draw General Supply from the GHQ, depots (8.8), a supply source, and/or any leader (8.9) within the supply radius of the GHQ, a depot, a supply source, or another leader already in supply.

A player checks his units for General Supply once in each of his player turns. Only combat units need General Supply. An attrition check is the only effect on combat units not in General Supply. Truck and supply units do not check for General Supply.

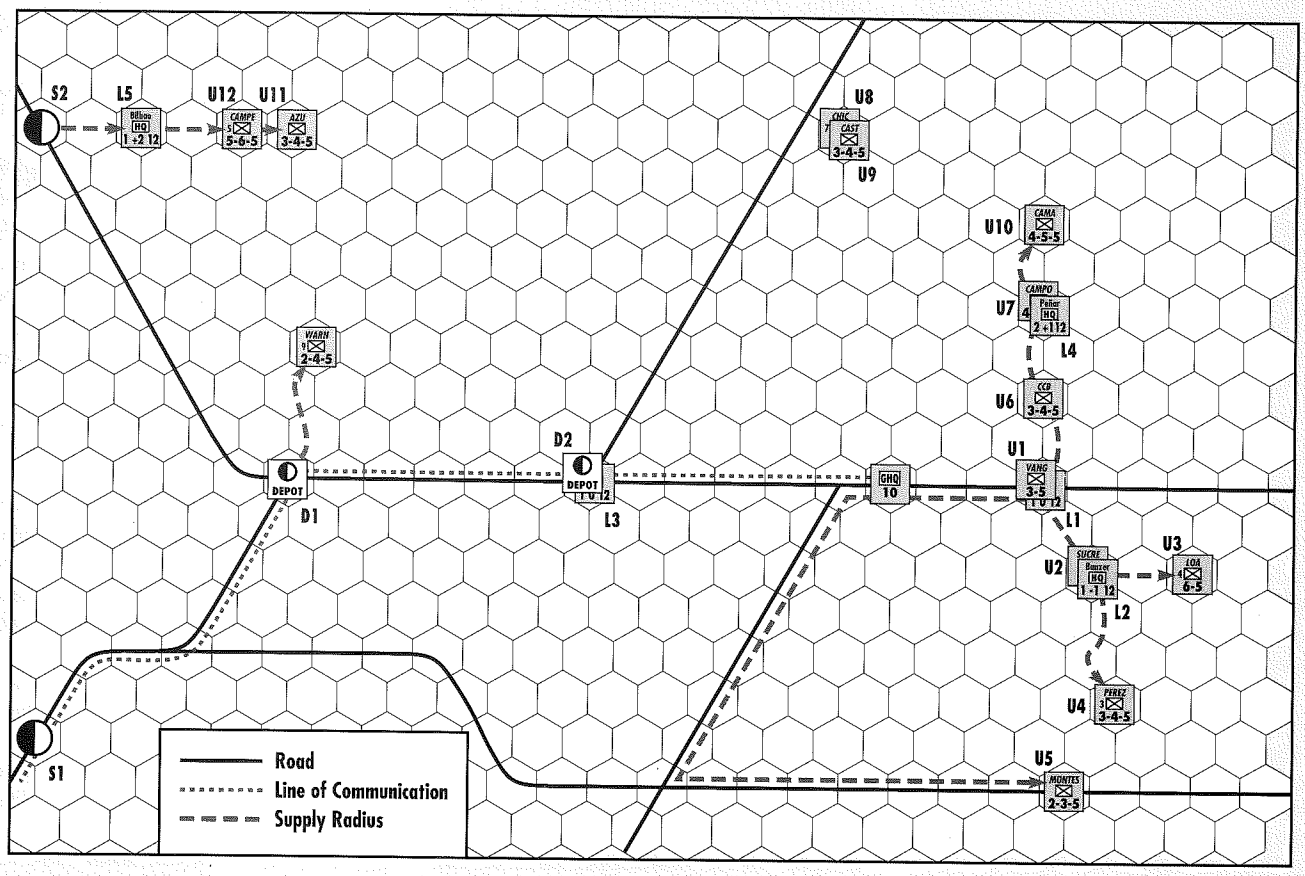
Design Note. Each army has only one LOC, which is the primary supply route for that army. The length of the LOC determines the supply radius for the entire army. Think of the LOC as the trunk of a tree and the GHQ, leaders, and depots as branches.

8.4 Supply Sources. Supply source hexes are printed on the map with a ◑ symbol. All supply sources are on the map's edges except for two: the Paraguayan railhead (3447) and Villa Montes (2807). The railhead and all supply sources on the south map edge are Paraguayan; Villa Montes and all the sources on the north map edge are Bolivian. Only friendly-controlled supply source hexes that are not in enemy ZOCs may be used as supply sources. Supply source hexes are always in General Supply.

The railhead serves as a supply source

(and is in General Supply) only if the terminal hex and all the other railroad hexes are free of Bolivian combat units and their unnegated Zones of Control (ZOCs). Villa Montes serves as a supply source (and is in General Supply) only if its hex and all the hexes adjacent to the river (Rio Cuevo) between Villa Montes and the north map edge are free of Paraguayan units and their unnegated ZOCs.

8.5 General Headquarters (GHQ). This counter represents each army's administrative and logistics center. Its location on the map determines the Line of Communication for General Supply and for generating new Combat Supply Points, Replacements and truck units.



SUPPLY EXAMPLE

Bolivian Supply Phase (all hexes are BUSH hexes)

General Supply LOC Determination, Depot Placement and Supply Radius Determination. The Bolivian player traces an LOC from a supply source hex (S1) to his GHQ unit. He places two depots on settlements in hexes D1 and D2. It is not a rainy season turn so the LOC length is 20. The Supply Table shows that the supply radius for an LOC of that length is 8. He place the supply radius marker with the 8 side showing in his Supply Radius Box.

Check Combat Units & Leaders. Since there is an LOC between the GHQ and the supply source, the GHQ counter is not flipped to its OOS side and it has a supply radius of 8 movement points. Combat unit 5 (U5) is within this radius via the road as is U1 and leader 1 (L1) who in turn has an 8 MP radius for being in General supply. This puts U2, U6, U7, L4 and L2 in supply. U10, U3 and U4 are within the supply radii of L2 and L4. U8 and U9 are not in supply even though there is a leader (L3) with an attached truck at D2. This is because the supply radius to them would have to combine Mech and Non-Mech movement rate which is not allowed. L5 is within the supply radius of S2 and he extends supply to U11 and U12.

Attrition Check. U8 and U9 must make attrition dierolls. Neither unit has water nor is isolated so the die roll for each is modified by -1.

New Combat Supply Points. The Bolivian player rolls one die and subtracts 1 from it for his army commander's command rating (which happens to be Peña who is stacked with the GHQ unit). The result is a 6, reduced to a 5. On the 0-20 column (the LOC length) on the Bolivian side of the Supply Table, a 5 results in 4 CSPs, 4 replacements, and 1 new truck. The replacements are added to the Bolivian Replacement Track for distribution in the New Units Phase. The truck is taken from the Available Truck Box and will be placed on S1. The 4 CSPs could be distributed among any of the leaders and the GHQ since all are in General supply

(Had this been a rainy season turn the LOC length would be 40 and the supply radius 4 MPs. This would mean that units 11, 8, 9, 10, 7, 4, and 5, and leader 4 would be out of general supply. L4 would be flipped to its OOS side and would have no supply radius.)

The GHQ has two sides: a General Supply side and an Out Of Supply side. If, in its Supply Phase, the GHQ cannot trace a valid LOC, the GHQ counter is flipped to its Out Of Supply side. If a player's GHQ is off the map or not able to trace an LOC he does not make a supply die roll and receives no new CSPs, trucks or replacements for that turn.

The GHQ does not count for stacking and has no combat strength or ZOC. If an enemy unit enters the hex occupied by the GHQ, the GHQ is removed from the map and is returned to the map on the following turn during the owning player's New Unit Phase (see 9.0). It may be placed on any hex not in an enemy ZOC to which a valid LOC can be traced. If, in his Supply Phase, a player cannot trace a LOC for his GHQ because of the presence of terrain, enemy units and their ZOCs, he may voluntarily remove the GHQ from the map and return it to play on the next turn as described above.

8.6 Line Of Communication (LOC). An army's LOC is a path of contiguous hexes traced from a supply source to the GHQ. Any one supply source can be used, and it need not be the same source every turn. The length of the LOC is measured using the LOC cost column on the TEC. The path may NOT include hexes occupied by enemy combat units or their unnegated ZOCs, swamp hexes (unless traversed by a road), or enemy-controlled settlement hexes. Enemy non-combat units and markers *do not* block an LOC. LOCs may be of any number of hexes in length — the only effects of a longer LOC is a shorter supply radius and fewer benefits from the supply table.

8.7 The Supply Radius. The length of the LOC determines that army's supply radius for that turn. Consult the Supply Table. If the turn is a Rainy Season, use the Rainy Season movement costs. A box labeled Maximum Supply Radius is located on the map, and each player has a supply radius counter with 8 on one side and 4 on the other. If the supply radius is 8, place the counter in the box with the "8" side showing. If the supply radius is 4, place the counter in the box with the "4" side showing. If the supply radius is 6, remove the marker from the box. Once determined, the supply radius remains the same until the player's next supply phase.

The supply radius is measured in Nonmech movement points (see 2.21 and 10.4). Any combat unit within the radius is in General Supply and is eligible to receive combat supply. When measuring the radius, do count the hex the unit is in, do not count the hex providing supply.

The radius cannot extend into a hex containing impassable terrain, enemy combat units or their unnegated ZOCs, or enemy-controlled settlements. Non-combat units DO NOT block supply radii.

If an LOC does not exist (either because the GHQ is off the map or is blocked from all supply sources) the Supply Radius is set to 4.

8.8 Depots. A depot represents a supply terminus along the LOC. Depots project a supply radius. A depot may be placed on any settlement along the LOC. There are four depots that are used by both sides. Any number of the depot markers can be used (from zero to four) and different settlements can be used for depot placement each turn so long as each settlement is on the LOC. After each player's supply phase, remove the depots from the map.

8.9 Leaders. Each leader who is in General Supply projects a supply radius. A leader is in General Supply if he is within the supply radius of the GHQ, a supply source, a depot, or another leader who is in turn in General Supply. A leader in General Supply may deliver General Supply to combat units or to other leaders within the supply radius of the providing leader. Note that it is possible to make a chain of leaders from the GHQ, a supply source or a depot. Each leader in the chain can provide General Supply to all combat units in his radius and to the next leader(s) in the chain.

8.10 Drawing General Supply. All friendly supply sources, a GHQ with a valid LOC, depots and leaders in General Supply may provide General Supply to any combat unit within its supply radius. Any combat units within the supply radius of any of these sources is in General Supply. All other combat units are out of general supply and must roll for attrition.

8.11 Attached Trucks. A player may attach a truck unit to any hex from which a supply radius is being projected. The attached truck allows the radius distance to be measured at *either* the Mech or non-Mech movement rates. When tracing a supply radius to a particular hex, Mech and non-Mech movement rates may *not* be mixed.

The truck unit may be attached at anytime during the player's Supply Phase and is indicated by flipping the truck unit to its "attached" side. Attached truck units may not move, even if the leader/GHQ unit to which they were attached moves. They must remain in that hex until the next friendly Supply Phase, at which point any attached truck not stacked with a leader, GHQ or supply source hex *must* be flipped back to its normal truck side. Those still stacked with a leader, GHQ or supply source may remain attached if the player wishes. Trucks may not be attached to a depot marker that is not stacked with a friendly leader.

Attached trucks are destroyed (placed in the Available Truck Box) if forced to retreat/rout or if enemy units enter their hex.

8.12 Attrition. If a combat unit fails to receive General Supply it must check for attrition. Only combat units are subject to attrition. Roll one die for *each* unsupplied unit. Modify the die roll if any of the conditions listed in 8.13 applies.

If the modified die result is greater than "1", there is no effect on the unit. On a result of '0' or '1' the unit losses one step (a unit with only one step remaining is eliminated). If the result is less than '0' (i.e. negative) the unit is eliminated regardless of the number of steps it has — it has surrendered and is worth extra victory points (see 16.2). It is possible for some units in a stack to surrender while others are simply reduced and/or unaffected.

If all the units in a hex are eliminated by attrition and a leader is left alone in the hex, displace him to the nearest friendly combat unit and roll for the loss of Victory Points (see 10.3 and 16.2)

There are no cumulative effects for being unsupplied on consecutive game turns. If a unit survives the attrition die-roll, even if it takes a step loss, it functions normally for the remainder of the turn.

8.13 Attrition Modifiers. The following three conditions modify the attrition die roll. The conditions are cumulative and may cancel each other out.

Water. If a unit has no water subtract 1 from the die roll. A unit has water if: 1) it is on a "wet" settlement or "well" hex; 2) it is adjacent to a river hexside; or; 3) the turn is a rainy season game turn.

Isolation. If a unit cannot trace a supply path of any length through hexes free of enemy units or unnegated EZOCs it is "isolated." Subtract 2 from the die roll.

Air Supply. The Bolivian player may expend 1 unused air marker to "drop"

supplies to *one* combat unit (not stack) rolling for attrition. The air marker is flipped to its "USED" side. The unit receiving air supply may be anywhere on the map. Add 1 to the die roll. Air supply does *not* put a unit in General supply. Only one air supply drop may be made per turn. There is no combat air supply and no Paraguayan air supply at all.

8.14 Allocating Combat Supply Points (CSP). CSPs received from the Supply Table die roll may be placed on any supply source, the GHQ or any leader. The hex of placement must be in General Supply at the moment of placement. CSPs are expended during the Combat Phases allowing combat units to fight at their full effectiveness (see 12.12). A player receives new CSPs once in his player turn, during his Supply Phase. CSPs may not be withheld from the map — any new CSPs which are not allocated are lost. CSPs may be allocated to depots only if a friendly leader is stacked there also.

8.15 Supply Units. CSPs are represented on the game map by Supply Units. The back of each supply unit represents 1 Combat Supply Point and the fronts show multiples of x2, x3, and x5 CSPs. The units/points may be combined or broken down as needed. When stacked with a leader they may placed on that leader's Leader box to help reduce large stacks. There is no counter limitation for supply units and extras may be constructed as needed.

Supply units move at the non-Mech movement rates and may be carried by trucks (see 10.11). Supply units have no combat strength and do not project a ZOC. Supply units may be captured and used by the enemy (see 10.3 and 12.9).

§ 9.0 NEW UNITS

9.1 Replacements. Replacement points represent troops and equipment used to replenish combat units already in play. There are no counters representing the replacements themselves — keep track of the number of unused replacement points available using the Replacement Point Track on the map.

Replacement points are received from the Supply Table roll during each supply phase (see 8.2). Adjust the track marker to record the new replacement points. Unused replacement points may be accumulated from turn to turn but no more than 9 may be saved. Any points saved above that limit are lost.

9.2 Eligible Units. Only infantry and cavalry type units on their reduced sides may receive replacements. Units receiving replacements must be in General Supply at the instant of receipt. No unit in the dead pile may receive replacements.

9.3 Effect of Replacements. A unit receiving a replacement point is flipped from its reduced side to its full strength side and that player's replacement point total is reduced by one. There is no limit to the number of times a reduced unit may be returned to full strength.

9.4 Reinforcements. Reinforcements are new combat units which enter play during the course of the game. The number of new units each side receives is dependent on its reinforcement schedule. The particular counter(s) that are used are drawn randomly from the player's Reinforcement Pile. If the Reinforcement Pile is exhausted the player's Dead Pile becomes his Reinforcement Pile and a new Dead Pile is started. If both piles are empty the player receives no reinforcements that turn; they may not be accumulated. Reinforcements arrive at full strength and are placed on the map on any friendly-controlled supply source hex(es) within stacking limits.

Reinforcement Schedule

Bolivia
September 1932: 2 units
All other turns: 3 units

Paraguay
Sept. 1932 to Jan. 1933: 3 units
All other turns: 2 units

9.5 Call-Ups. At the beginning of his Reinforcement Phase, a player may declare a "call-up" of reservists and pay an immediate VP cost. For each call-up, the player rolls one die and draws that many combat units from his reinforcement pile. These units are taken *in addition* to the units he would normally draw for that turn. The Bolivian player may make as many call-ups as he wishes during the game. The Paraguayan player may only make two. Each call-up costs that player 5 VP's.

9.6 Trucks. New truck units received from the Supply Table die roll are placed on the map like combat unit reinforcements. The number of truck unit counters available to each side is a design limitation. Additional truck counters may not be added to the counter mix if all a player's truck counters are in play. If all are in play and more are called for on the Supply Table, the new ones are ignored. Any time a truck unit is destroyed, put it back in the Available Trucks box on the map.

§ 10.0 MOVEMENT

10.1 In General. A unit's movement factor (MF) represents its relative ability to move across the map. The MF is made up of movement points (MPs). A unit's MPs may not be saved from turn to turn, nor may they ever be transferred or loaned from one unit to another. Units that do move need not expend all their available MPs.

A unit moves from hex to hex in any direction of combination of directions during its move; no skipping of hexes is allowed. Finish moving one unit before starting the movement of another. Once a player has started moving another unit, he may not go back to adjust previously-moved units without his opponent's permission.

Each player moves his units during the Movement Phase of his own player turn and, under more restricted conditions, in the Reaction Movement Phase of his opponent's player turn (see 10.10). During his Movement Phase he may move all, some or none of his units.

See 11.4 for movement of stacks of units.

10.2 Enemy Units. A moving unit may not enter a hex containing an enemy combat unit, and must cease movement on entering a hex in an EZOC.

10.3 Non-Combat Units. Friendly non-combat units may not enter hexes occupied by enemy units. Friendly combat units may move through hexes occupied by enemy non-combat units. The effect on the enemy unit varies by unit type as follows:

Leader: move him to the nearest friendly (to the leader) combat unit. If he is a named leader, the moving player adds VPs equal to the leader's political rating times one dieroll. This procedure is also used for leader displacement per sections 8.12 and 12.9.

GHQ: remove it from the map for one turn per 8.5.

Truck: it is eliminated; removed it from the map and place it in the Available Trucks box.

Supply unit: roll one die for *each* supply point in the hex. It is captured on a '1' or '2,' otherwise it is eliminated. Replace the captured CSP(s) with a supply unit of the correct color. It is treated as a friendly CSP from then on.

SUPPLY TABLE

		Paraguay			Bolivia		
LOC Length / Supply Radius		0-20 / 8	21-40 / 6	41+ / 4	0-20 / 8	21-40 / 6	41+ / 4
DIE ROLL	-3	1/0	0/0	0/0	2/1	1/1	0/0
	-2	1/0	1/0	0/0	2/2	1/1	0/0
	-1	2/0	1/0	0/0	2/2	1/1	1/0
	0	2/1	1/0	1/0	3/2	2/2	1/0
	1	3/1	2/1	1/0	3/3	2/2	1/1
	2	3/1	2/1	1/0	3/3	3/2	1/1
	3	3/1	2/1	2/1	4/3	3/3	2/2
	4	4/1	3/1	2/1	4/3/T	3/3/T	2/2
	5	4/2/T	3/2/T	2/1	4/4/T	4/3/T	3/2/T
	6	4/2/T	3/2/T	2/1/T	5/4/T	5/4/T	3/3/T
	7	5/2/T	4/2/T	3/1/T	5/4/T	5/4/T	3/3/T
	8	5/2/T	4/2/T	3/1/T	5/4/T	5/4/T	4/3/T

Results: Combat Supply Points/ Replacement Points/T (New Truck)

DIEROLL MODIFIERS:

+/- Army Commander's Command Rating

-1 if the Army Commander is not stacked with his GHQ

-3 if the Army Commander is cut off from his GHQ, i.e. if a path of hexes of any length cannot be traced from the Army Commander's hex to his GHQ without entering entering unnegated EZOCs.

TERRAIN EFFECTS CHART

Terrain Type	Movement Cost Non-Mech	Mech	LOC Cost	Combat Effect
CLEAR	1 (2)	2 (P)	2 (4)	-1 from dieroll if 50% or more of attacker strength attacking from or into.
BUSH	2 (3)	P (P)	3 (6)	-1 from dieroll if at least 1 defender is in this terrain.
MARSH	3 (P)	P (P)	P	-1 from dieroll if at least 1 defender is in this terrain.
ROAD	1/2 (2)	1/3 (2)	1 (2)	NO EFFECT
HILL	2 (2)	3 (P)	3 (6)	-1 from dieroll if at least 1 defender is in this terrain.
MOUNTAIN	3 (3)	P (P)	P	-2 from dieroll if at least 1 defender is in this terrain.
RIVER HEXSIDE*	+2 (P)	+4 (P)	+6 (P)	Strength of all units attacking across is halved (rounded up). Prohibited on Rainy Season Turns
FERRY (2807/2707)	+1 (+2)	+2 (+4)	Same as River Hexside	
CLEARING HEXSIDE	Same as Clear		Same as clear	
SETTLEMENT	NO EFFECT		NO EFFECT except if overprinted with an Entrenchment or Fortification symbol	
RAILROAD	NO EFFECT		NO EFFECT	

* An engineer unit that is adjacent to the hexside allows units to cross at the FERRY movement rate. Also, engineers allow units and LOC to cross rivers during a Rainy Season turn at the regular non-Rainy Season River hexside cost.

Non-Mechanized (Non-Mech) units are all infantry, cavalry, artillery, engineer, GHQ, leader and supply units. Mechanized (Mech) units are trucks and armor unit types.

COMBAT RESULTS TABLE
ODDS RATIO

Die Roll	1-2	1-1	2-1	3-1	4-1	5-1	6-1
-1	E/-	E/-	50R/-	25R/10	25R/25	25/25	25/25R
0	E/-	50R/-	50R/10	25R/25	25/25	25/25R	25/50R
1	50R/-	50R/10	25R/10	25/25	25/25R	25/25R	10/50R
2	50R/10	25R/10	25R/10	25/25	25/25R	25/50R	10/E
3	25R/10	25R/10	25/25	25/25	25/50R	10/50R	10/E
4	25R/25	25R/25	25/25	25/50R	10/50R	10/E	-/E
5	25R/25	25/25	25/25R	25/50R	10/E	10/E	-/E
6	25/25	25/25	25/25R	10/50R	0/E	-/E	-/E

Odds less than 1-2 are treated as 1-2 but all defender results are '-'
Odds greater than 6-1 are treated as 6-1
Modified dierolls less than -1 are treated as -1
Modified dierolls greater than 6 are treated as 6.

Results:
ATTACKER/DEFENDER #: Minimum Percentage Loss of printed strength points
E: Elimination
R: Retreat/Rout Check
-: No Effect

RETREAT/ROUT TABLE

Dieroll	1	2	3-6
Bolivian	ROUT	ROUT	RETREAT
Paraguayan	ROUT	RETREAT	RETREAT

Dieroll Modifier: Command Rating of the leader in the stack with the greatest Political Rating

BARRAGE TABLE (Optional)

Die Roll	Number of Artillery Units Barraging 1	2	3	4
1	1	1	2	2
2	0	1	1	1
3	0	0	1	1
4	0	0	1	1
5	0	0	0	1
6	0	0	0	0

Result: 0, 1 or 2 = number of steps from D
Add 1 if the hex is entrenched or fortified.

ATTRITION TABLE

Attrition Dieroll Result:
2+ no effect
0 — 1: unit loses 1 step
< 0: unit is eliminated or, if isolated, surrenders

Attrition Dieroll Modifiers (cumulative):
No Water: -1
Isolated: -2
Air Supply: +1 (Bolivian only)

LOSS TABLE

CF	10	25	50
1	1	1	1
2	1	1	1
3	1	1	2
4	1	1	2
5	1	2	3
6	1	2	3
7	1	2	4
8	1	2	4
9	1	3	5
10	1	3	5
11	2	3	6
12	2	3	6
13	2	4	7
14	2	4	7
15	2	4	8
16	2	4	8
17	2	5	9
18	2	5	9
19	2	5	10
20	2	5	10
21	3	6	11
22	3	6	11
23	3	6	12
24	3	6	12
25	3	7	13
26	3	7	13
27	3	7	14
28	3	7	14
29	3	8	15
30	4	8	15
31	4	8	16
32	4	8	16
33	4	9	17
34	4	9	17
35	4	9	18
36	4	9	18
37	4	10	19
38	4	10	19
39	4	10	20
40	4	10	20

CF = Combat Factors

10.4 Terrain. A unit expends one or more MPs to enter each hex. The terrain in each hex will affect the number of MPs expended. To enter a hex, a unit must have enough MPs remaining to pay the full MF cost for it — a unit is *not* guaranteed the ability to enter one hex per turn.

The MP cost and other movement effects of each terrain type are summarized on the Terrain Effects Chart, and some of the more important distinctions are given below.

10.5 Rivers. River hexsides cost non-Mech +2 MPs and Mech units +4 to cross in addition to the terrain cost of the hex being entered. An engineer adjacent to a river, on either its combat or building side (see 14.2), allows all friendly units to cross adjacent river hexsides at the Ferry crossing rate of +1 non-Mech and +2 Mech MP cost instead. The engineer may have moved and/or move later in the phase and still provide this river crossing benefit.

During a Rainy Season turn rivers may be crossed only with the assistance on an engineer but at the regular (+2/+4) MP costs. Exception: the Pilcomayo River may be crossed in the Rainy Season without an engineer, but only at the ferry through hexside 2807/2707.

10.6 Clearings. Clearings exist along hexsides rather than inside hexes. Units may move *along* clearings as though they were clear hexes. Each clearing hexside costs 1 MP. The clearing hexside may *not* be in a EZOC. A clearing hexside is in an EZOC when *either* of the two adjacent hexes is covered by an EZOC. A unit may not end its movement on a clearing hexside; it must end its movement in a hex. This means that a unit moving along a clearing hexside must have enough MPs remaining to enter one of the adjacent hexes before it can cease movement. Clearing hexsides can be treated as clear hexes for LOC paths, supply radii, isolation determination, and movement. Units may *not* use clearing hexsides for retreat/rout movement or advances after combat.

10.7 Roads allow units to ignore the MP costs of other terrain in the hex. Non-Mech units pay 1/2 (one half) MP per road hex entered. Mech units pay 1/3 (one third) MP per road hex entered. To use a road, a unit must move across the hexside crossed by the road; that is, it must travel along the road. Entering a road hex through a hexside not crossed by the road does not generate any movement benefits - in such cases the unit pays regular terrain costs. A unit may combine road and off-road movement in any way during a Movement Phase.

10.8 Rainy Season turns increase the movement costs of some terrain and prohibits movement into some terrain. Rainy season terrain costs are shown in parentheses next to the regular terrain costs on the Terrain Effects Chart. If the rainy season cost is a "(P)" that terrain is prohibited during rainy season turns.

10.9 Other Prohibitions. Except when on roads Mechanized units may not enter Marsh or Mountain hexes nor may Artillery units enter Marsh hexes.

10.10 Reaction Movement. During the Reaction Movement Phase of the opponent's player turn, a player may move some, none or all of his units which meet the following conditions and restrictions (all other movement rules apply normally):

1) the unit may not begin its Reaction Movement Phase in an EZOC;

2) the unit must begin the Reaction Movement Phase stacked with a leader and must remain with that leader for the entire move (the leader may not move off after the unit stops);

3) the unit may move only 1/2 half its MF (round up)

4) a unit may not be picked up by a moving stack; and

5) a unit dropped off a moving stack must end its movement when dropped.

10.11 Truck Transport. Unattached truck units may be used during the Movement and Reaction Movement Phases to carry combat and supply units. Each truck may carry one combat unit, whether full strength or reduced, or two CSPs. Artillery can be transported by truck and counts as one combat unit. Bolivian armor units cannot be transported by truck. Any number of leaders and GHQ units may be transported by one truck in addition to any other cargo.

To carry a unit, the truck moves to the unit's hex and expends 2 MPs to pick up the unit. The truck and its cargo is then moved as one unit with the normal movement restrictions. The carried unit may be dropped off at any point during the truck's movement. Transported units are automatically dropped off when the truck unit ceases its movement. A truck unit may transport any number of units/points in one Movement Phase provided it does not exceed its MF. Transported units cannot expend their own MPs in that Movement Phase.

Trucks used for transport in the Reaction Movement Phase may only carry units which meet the conditions listed in 10.10.

10.12 Off-Map Movement. Both sides may move units between certain hexes on their friendly map edges by using off-map movement via the off-map movement boxes printed along the edge of the map. Units move from the entrance/exit hexes onto the connected off-movement boxes and reenter the map at the entrance/exit hex at the other end. Enemy occupied entrance/exit hexes may not be used to reenter the map. Combat is not permitted between units in an entrance/exit hex and an adjacent off-map box. Friendly units may not use enemy off-map movement boxes. Units may end their movement on off-map boxes and may change their direction, if desired. Units that begin the Supply Phase on an off-map box are always considered to be in General Supply. There are no stacking restrictions for off-map movement boxes. Each off-map movement box indicates a movement cost of either 1 MP or 1 Turn. A unit wishing to moving along "1 MP" boxes simply pays the 1 MP cost for each box entered. Both regular and reaction movement may be used to move along "1 MP" boxes. For a unit to enter a "1 turn" box it must begin its Movement Phase in an adjacent entrance/exit hex and is then placed in the "1 turn" which completes its movement. A unit that begins its Movement Phase in a "1 turn" box may move normally starting with either connecting entrance/exit hex. Reaction movement may not be used to enter or exit "1 turn" boxes.

10.13 Mounted Cavalry Units (Optional). Players have the option of using cavalry units as true mounted cavalry instead of being dismounted as they were historically. When used as mounted cavalry they receive a movement bonus but lower their chances of survival. The option to use mounted cavalry must be declared at the beginning of the game and *must* be used for the duration of the game. All cavalry units, on both sides, must be treated as mounted if this option is in effect.

Effects. 1) All cavalry, on both sides, has a movement allowance of 8. 2) If an attacking force is composed of half or more cavalry units the combat die roll is decreased by 1. 3) Cavalry units *always*

roll for attrition, whether in General Supply or not. If they are not in General Supply their attrition die roll is modified by an extra -1.

§ 11.0 STACKING

11.1 In General. Stacking is the placing of more than one unit in a single hex. Each player has a limit on the number of units which may be in a hex. That limit must be met at the end of each player's Movement and Reaction Movement Phase, and at the end of each individual combat. If a hex is overstacked at any one of those times, the excess units (owner's choice) must be removed and put into the dead-pile. Any number of units may pass through a hex in a given turn.

11.2 Stacking Limits. The terrain in each hex determines the number of units that may stack in that hex. No more than 6 infantry/cavalry or artillery units may stack in a clear hex or in *any* hex containing an entrenchment or fortification. No more than 4 infantry/cavalry or artillery units may stack in any other type of hex. Reduced units count the same as full strength ones.

11.3 Stacking Exceptions. Leaders, GHQs, engineers, trucks and supply units are never counted for stacking.

11.4 Movement Of Stacks. During his Movement Phase, a player is never forced to move stacked units together - each may be moved individually. If units are to be moved together, they must start the Movement Phase already in the same hex. If units with different MFs are moving together in a stack, the entire stack uses the MF of the slowest unit. Slower units may drop off the stack to enable the faster units to continue moving.

If a stack of units is moving together and the player wants to split off one or more units, the stack may be temporarily stopped while that unit(s) is moved off. The parent stack may then finish its movement.

During the Reaction Movement Phase, unit movement and stacking is more restricted. (see 10.10).

§ 12.0 COMBAT

12.1 In General. Combat can occur at three times in a single player turn: in the First Combat Phase, in the Reaction Combat Phase, and in the Second Combat Phase. The procedure for resolving combat applies to all three of these combat phases. During his Combat Phase(s) a player's units attack opposing units in adjacent hexes. The player making the attack is the attacker and the other player the defender, regardless of the overall situation. Combat is always voluntary. The attacker may make as many or as few attacks as he wishes, within the combat restrictions, and need not announce all attacks in advance. He may resolve them in any order he wishes. Each attack is resolved before the next is begun.

12.2 Restrictions. A combat unit may attack if it is stacked with or adjacent to a friendly leader at the instant the attack is declared. One leader allows any number of units to attack provided they are all stacked with or adjacent to that leader. No attacking unit may be involved in more than one attack and no enemy unit may be attacked more than once per combat phase. A leader may initiate any number of attacks. A unit's attack and defense strengths are indivisible and may not be divided among different battles, either on attack or defense. Once an attack is declared it must be executed regardless of what the final combat odds are.

12.3 Multiple Hex/Unit Combat. A stack of units defending must defend as a single unit. Attacking units stacked in one hex need not all attack, and if they do attack they need not attack the same defending hex. Attacking units in two or more hexes may attack together into a single hex provided they are stacked with or adjacent to a friendly leader or leaders. Attacking units in one or two or more hexes may attack together into two or more hexes, providing that *all* attacking units are adjacent to *all* defending units and there are enough attacking leaders present. Any number of leaders may participate in a single attack but only one can be used to modify the combat dieroll. In an attack with defenders in more than one hex and with different terrain types in those hexes, the one type of terrain that most benefits the defender is used for combat calculations.

12.4 Combat Procedure.

1. Determine Combat Strengths: The attacking player allocates his combat supply to the attacking units, if/as he wishes, and totals the attack factors of the attacking units; supplied attackers attack at full strength and unsupplied attackers at half strength. The attacker's total is then modified for terrain effects. The attacker may allocate one of his unused air markers to the combat. The defending player allocates his combat supply to the defending units, as he wishes and totals his defense strength; supplied at full and unsupplied at half. The defender's total is then modified for terrain effects. The defender may allocate one of his unused air markers to the combat.

2. Compute Odds: Divide the defender's total combat strength into the attacker's total combat strength, rounding any remainder in the defender's favor. The result is the odds ratio (odds).

3. Resolve the Combat: Find the column heading corresponding to the odds obtained in the previous step. Roll a six-sided die, modify the result for terrain effects, aircraft and the attacking leader's command rating. Cross-index the modified dieroll result with the odds column and apply the combat result. At odds higher than 8:1, the 8:1 column is used. At odds below 1:2, the 1:2 column is used but the defender suffers no effect, only the attacker results are applied.

12.5 Combat Results. The result to the left of the slash applies to the attacker and that on the right to the defender. The results are applied to the appropriate force as a percentage of combat strength lost, retreats, or elimination. A "-" means the units of that side are not affected in any way. An "E" result means that all involved units of that side are "Eliminated" (12.9). A "10", "25" or "50" is the percentage of combat factors lost by the affected side. (12.6). An "R" result means that the affected side must check for retreat or rout in addition to any loss in combat strength (12.7-12.8). Apply the defender's result first.

12.6 Percentage Losses. When an attacking or defending force is required to lose a percentage of its combat strength the owning player satisfies this loss by either flipping units to their reduced sides or by eliminating them altogether. The amount of combat strength lost must be equal to or greater (any remainder is rounded up) than the percentage called for in the combat result. Losses are based on the total, unmodified combat factors of the involved units. Artillery units always use their parenthesized defense factors when used to take losses. Use the Loss Chart for a quick and easy determination of the numbers of factors lost.

Loss distribution is entirely at the owning player's discretion as long as the minimum loss requirement is met. When

a unit is flipped from its full strength to its reduced side, the combat factor difference between those sides is counted.

A force can be entirely eliminated by percentage losses even though the combat result was not an "E". When a percentage or "E" result causes BOTH the attacker and defender to be eliminated, the combat result is changed to "-/-" (No Effect) and there are no losses to either side.

12.7 Retreat/Rout Check. Combat units that receive a "R" combat result must check to see if they retreat or rout. The owning player rolls one die for each of affected units and consult the Retreat/Rout Table. If a leader is present in the hex the dieroll is modified by the leader's command rating. If there is more than one leader in the hex the one with the highest political rating must be used for all retreat rolls in that hex. Each unit's retreat/rout check and movement is completed before the next unit is checked. Each player retreats/routs his own units.

12.8 Retreat/Rout Movement.

Retreating combat units move 1 hex away from the enemy that caused the retreat result. The hex must not be in an unnegated EZOC and stacking limits may not be violated. A river hexside may not be crossed. Units unable to retreat take a step loss instead.

Routing combat units move their full movement allowance (just as though they were moving normally, pay all terrain costs) as far away from the enemy as possible and toward a friendly supply source. Rout movement should be through clear hexes and along roads when possible but always towards a supply source. No hex may be entered more than once. A routing unit stops, after it has moved at least one hex, anytime it enters a hex containing a friendly leader/GHQ unit or an entrenchment or fortification. A routing unit may not enter an enemy ZOC (even if negated) or cross a river. If forced to do either it takes a step loss instead. Units may rout into and through enemy-controlled hexes. Units may not retreat/rout onto any off-map movement boxes.

Non-Combat Units. Leader unit(s) in that hex must be placed with either the retreated or routed units, owning player's choice (note there is no VP loss from leader displacement — see 10.3). Unattached truck and supply units are placed with any *retreated* units. Trucks may only retreat to hexes they could normally enter, otherwise they are eliminated. If all combat units are *routed*, any truck and supply units are eliminated. *Attached* truck units are always eliminated if forced to retreat/rout.

12.9 Elimination. On an "E" combat result all combat units and trucks, both attached and unattached, of the affected side are removed from the map. Combat units are placed in the deadpile box; trucks go into the Available Truck Box. Leaders are placed with the nearest friendly combat unit and that side loses victory points equal to the leader's political rating x 1 dieroll, if he is a named leader (see 10.3). CSPs are subject to capture (see 10.3) only if the attacker chooses to advance after combat; otherwise they are eliminated.

12.10 Further Combat. If a unit retreats or routs into a hex in which other units are involved in a defense later in the phase, the retreated/routed unit does not contribute to the defense of the new hex. If the subsequent combat result yields an 'R' or 'E' result or if all the original defenders are lost due to a percent result, the previously retreated/routed units are automatically destroyed. Their destruction does not satisfy any of the new hex's combat result.

12.11 Advance After Combat. After any combat in which the defending hex(es) are emptied of defending combat units, all units, combat and non-combat, in the attacking hex(es) may move into the vacated hex. This one hex advance is not considered part of regular movement. Advancing units may ignore EZOCs. Advancing units may not enter prohibited terrain and must observe stacking limits. After any combat in which the attacking units have been eliminated or retreated and the defender's combat result was '10' or '-', any or all of the defending units may occupy the attackers vacated hexes. Advance after combat is optional for the victorious side but the option must be exercised immediately.

Beginners Note. Ignore Rule 12.12.

12.12 Combat Supply. CSPs may be expended during the Combat Phase to provide attackers and defenders with combat supply. Units without combat supply have their combat strengths halved (rounded up).

A unit is in combat supply when it is: 1) stacked with a CSP or 2) within the current supply radius (as described in 8.7) of a leader/GHQ unit or a supply source hex that is stacked with a CSP. The CSP must be expended (remove it from the map, it is available for re-use). Depots do not provide combat supply and should not even be on the map at this time.

One CSP will supply any number of units *for one combat*. The point is expended when the player allocates it to the combat. Providing combat supply is not mandatory; a player may withhold combat supply if he wishes.

The attacker always allocates his combat supply point first.

12.13 Terrain Effects On Combat. All effects are summarized on the Terrain Effects Chart (TEC). All effects are cumulative.

The attacker subtracts one from the combat die roll if at least one-half of his combat strength points are attacking from a Clear hex or across a Clearing hexside.

The attacker subtracts one from his combat die roll when attacking into a Bush, Hill or Clear hex.

The attacker subtracts two from his combat dieroll when he attacks into a Mountain hex.

The combat strength of all units attacking across a River hexside is halved (rounded up). Attacks across rivers is prohibited on Rainy Season Turns.

Units defending in an entrenchment hex have their combat strengths doubled.

Units defending in a fortification hex have their combat strengths tripled.

12.14 Leader Effects On Combat. The command rating of the attacking leader modifies the combat dieroll. Add the rating if it is positive; subtract it if it is negative. If more than one attacking leader is involved in the combat the one with the greatest political rating *must* be used unless the army commander is one of them and then his command rating *must* be used. Defending leaders never modify the combat dieroll.

13.0 ARMOR, ARTILLERY & AIRCRAFT

13.1 Bolivian Armor. In any Bolivian attack in which 1) an armor unit participates and 2) the defenders receive an 'R' combat result *and* 3) more than one-half of the defender strength was in Clear terrain without a fortification or entrench-

ment, the Paraguayan player subtracts 1 from the Retreat/Rout dieroll.

Armor units are mechanized. The armor units cannot be replaced — once lost, they are gone for good. There are no Paraguayan armor units.

13.2 Artillery Barrage (Optional and not for Beginners). In any combat phase both players may use their artillery to barrage adjacent enemy units. All barrages are resolved before any regular combats. All attacker barrages are resolved first and then all the defender's. The barraging player totals the number of eligible artillery units (reduced artillery units count as 1/2) that will barrage the same hex. He rolls one die and modifies the result. This result is cross referenced on the Artillery Barrage Table with the number of barraging units (drop fractions). The barrage result is given is steps lost by the defending units. The owner allocates the losses to his units. Barrage attacks require the presence of a leader as in regular combats. Each barraging artillery unit (full or reduced) expends one CSP. Artillery without combat supply cannot barrage. Artillery units that have barraged may participate in any following regular combats.

13.3 Aircraft. The air markers are an abstract representation of the tiny and variegated air forces available. The Bolivian side has three markers and the Paraguayan one. An air marker may be used once per game turn; when used flip it to its 'USED' side as a reminder. All air markers are returned to their front (unused) sides at the beginning of each new turn. Air markers may be used to provide ground support during any combat. After the combat odds have been determined but before the die is rolled one aircraft marker may be allocated to the combat, attacker first. An attacking air marker increases the combat die roll by 1 a defending air marker decreases it by 1.

The Bolivian player may use one air marker per turn to provide modify the Attrition die roll one combat unit (8.12).

14.0 ENGINEERS

14.1 General. In addition to functioning as regular combat units, engineers can construct entrenchments, fortifications, wells (Paraguay only) and trails. Engineers adjacent to rivers allow friendly units to cross those river hexsides at a reduced movement cost (see 10.5).

14.2 Construction. To build one of the fixtures, an engineer unit must not move or participate in combat, either attacking or defending, during its entire player turn. At the beginning of its Movement Phase flip the unit to its 'building' side. If it is still on its 'building' side, in the Construction Phase of the same player turn, it completes the fixture and the unit is flipped back to its combat side. The owning player may move an engineer unit while it is on its 'building' side but it is flipped back to its combat side and no construction may be done by it that player turn. A 'building' engineer may participate in combat but it is flipped back to its combat side for doing so. If attacked during the enemy Reaction Combat Phase it must defend normally and may not complete a construction. Construction may take place in an EZOC.

14.3 Entrenchments. One entrenchment marker may be built in a hex containing any type of terrain except marsh. Entrenchments double (x2) the defense combat strengths of any units that occupy the hex. Entrenchments are permanent and may be used by either side.

14.4 Fortifications. An engineer builds a fortification by upgrading an existing entrenched hex. When the construction is completed flip the entrenchment marker to its fortification side. Fortifications triple (x3) the defense combat strengths of any units that the hex. Entrenchments and fortifications may not exist in the same hex. Fortifications are permanent and may be used by either side.

14.5 Trails. Engineers may build trails in bush, hills and mountain hexes. Place a trail marker in the engineer unit's hex when completed. A trail marker causes the hex to be treated as a Clear hex for all purposes. Trails can be used by either side. Trails must be maintained by engineers or they will revert back to their original terrain (remove the trail marker). One engineer unit can maintain trails in every adjacent hex including the one it occupies. (It helps if the Trail marker is placed with the arrow pointing to the engineer unit maintaining it.) It does not have to be on its 'building' side to do so and the maintaining unit does not have to be the one that built it. Trails do not have to be maintained. If a trail is in the same hex as an unnegated EZOC, it may be maintained only with the permission of the enemy player. If permission is denied the trail goes. Maintenance of trails is determined at the conclusion of the Construction Phase.

14.6 Wells. Paraguayan engineers (only) may dig wells in any hex. In the Paraguayan player's Construction Phase he rolls one die for each 'building' engineer attempting to dig a well. On a result of '1', '2', or '3' the attempt is successful and a well marker is placed on the hex. The hex now serves as a water source and can be used by both sides. A well can be destroyed by moving a unit into (or through) the well hex and declaring it 'destroyed' removing the marker. Only two wells may be on the map at one time but the markers can be used repeatedly.

15.0 LEADERS

15.1 In General. Each side has 10 leader counters. Each side may have no more than five leader counters on the map at any time. At the beginning of each scenario one of these five leaders one is designated by the scenario instructions as being the army commander. The other four are his subordinates. All other leaders are placed in the Available Leader Box. To aid in remembering which leader is army commander, place the 'Army Cmndr' marker in his Leader Box printed on the map. The army commander can never be an unnamed leader.

In his Political Phase a player's army commander *or* one of his subordinates may be replaced. He may do one or the other, not both. If he is forced to make an army commander replacement attempt, he may not make any other attempts that Political Phase.

15.2 Replacing the Army Commander. An attempt to replace the army commander *must* be made when that leader's command rating was used in a combat, either attack or defense, in which his side suffers a "50" or "E" result (as a reminder, flip the Army Commander marker to its "?" side) and one of his subordinates has a greater political rating. If there are several with higher political rating the one with the highest is used (select randomly if there is a tie). This leader is known as the "challenging subordinate."

15.3 Procedure. The owning player rolls one die. Add the difference between the army commander's political rating and that of the challenging subordinate. Add '1' for each additional subordinate with a political rating greater than the army commander's. The player may also add

or subtract '1' to the dieroll result, as he wishes, by expending 5 VPs for each '1' added or subtracted. A maximum of 15 VP's ('3' added or subtracted) may be expended per attempt.

Results. 1) If the modified die result is least two times greater than the army commander's political rating, he is replaced. Place his counter in the Replaced Leaders box and make the challenging subordinate the new army commander. Draw a new leader counter, at random, as a subordinate replacement for the new army commander.

2) If the result is greater than but less than two times the army commander's political rating, he survives the challenge and there is no other effect.

3) If the result is equal, place the challenging subordinate in the Replaced Leaders box and the owing player selects (his choice) a new leader from any of those in the Available Leaders box.

4) If the result is less than the army commander's political rating the challenging subordinate is put into the Replaced Leaders box and a new leader is drawn at random from the Available Leaders box.

15.4 Voluntary Replacement of the Army Commander. A player may voluntarily attempt to replace the army commander in any Political Phase (without condition) in the same manner described above except the player *may* add '1' for each subordinate with a higher political rating than the army commander's. This addition is optional and if used the player must indicated which subordinates are supporting with the +1.

Results. 1) If the result is at least two times greater than the army commander's political rating he is replaced as in result **'1'** of rule 15.3. If the player used subordinate support that subordinate becomes army commander (select one at random if several supported). Draw a replacement leader at random.

2) If the result is equal to or greater than the army commander's political rating but by less than two times, the replacement fails and that player's VP total is reduced by the army commander's political rating number plus one dieroll.

3) If the result is less than the army commander's political rating, the replacement fails and the owning player's VP total is reduced by the army commander's political rating number plus 2 times one dieroll.

15.5 Replacing a Subordinate. Players may not attempt to replace a subordinate whose political rating is greater than the army commander's. To replace any other subordinate the player rolls one die. He may add '1' to the result at a cost of 2 VPs, up to a maximum of 6 VPs.

Results. 1) If the result is greater than the leader's political rating he is placed in the Replaced Leader's box and a new leader is drawn at random from the Available Leader box.

2) If the die result is equal to or less than the leader's political rating the replacement attempt fails and the player's VP total is reduced by that leader's political rating number plus one dieroll.

15.6 New Leaders. New leaders enter only when drawn as a result of a replacement of an existing leader. All new leaders are taken from the Available Leader box. When this box is exhausted all the leaders in the Replaced Leader box are put in the Available Leader box for later use if necessary. New leaders are placed on the map on any friendly supply source or unisolated friendly unit.

Unnamed leaders may only be subordinates. If one is drawn for the army commander position, draw another leader counter. Draw from the Replaced Leaders box for the army commander if there are only unnamed leaders in the Available Leader box.

§ 16.0 VICTORY

16.1 In General. Victory is determined by the number of Victory Points (VPs) the players have accumulated. A victory check is made at the end of the scenario being played and at the end of every truce turn. The player with the most VPs wins; the difference between the VP totals will determine the extent of the victory.

If at the end of a truce turn one player has 50+ VPs more than his opponent, he is automatically declared the winner and the game is over (a negotiated settlement has been reached).

16.2 VP Schedule. Players add and subtract Victory Points (VPs) throughout the game. VPs are recorded on each player's VP Track using the VP counters. VP's are added and subtracted (immediately) according to the following schedule:

- for each eliminated enemy combat unit: +1
- for each enemy combat unit surrendered due to isolation: +2 (*instead* of the '1' added for elimination, not in addition to it)
- for each captured (not destroyed) enemy CSP: +1
- for each enemy-controlled settlement (except for those listed below) captured as a result of an advance after combat: Roll 1 die and add the result to the VP total. For Villa Montes, Charagua, Isla Poi and Nanawa roll 2 dice and add the result to the VP total.
- for each enemy-controlled settlement (except for those listed below) captured during a friendly movement phase: Roll 1 die, double it and add the result to the VP total. For Villa Montes, Charagua, Isla Poi and Nanawa roll 2 dice, double their sum and add the result to the VP total.
- for each friendly combat unit exited off the opponent's map edge: +1
- for each reinforcement "Call Up" made by the player: -5
- for each named Leader displacement (8.12, 10.3, 12.8 & 12.9): 1 dieroll x the leader's political rating
- VPs expended to modify a leader replacement attempt dieroll (Advanced Rule only).
- VPs lost for failed leader replacement attempts.

16.3 Victory Levels. The game is won by the player with the greater number of victory points. If both have the same number, flip a coin. To determine the degree of victory subtract the losing player's total from the winner's. If the difference is:

50 or more:	Decisive Victory
20 to 49:	Substantive Victory
1 to 19:	Marginal Victory

16.4 Sudden Death. The *instant* a player's VP total goes negative (less than '0'), he loses, the game ends and that player is expected to do the honorable thing.

16.5 VP Option. The variable VP's awarded for captured enemy settlements accurately reflects how politicians and media overstated and, at times, understated the significance of these settlements to national morale. Generals would abandon a worthless settlement only to learn that journalists were claiming that it was being "defended to the death." However, some players strongly feel that the VP's awarded for capturing enemy settlements is *too* variable. If you feel that the variable VP method is too much like "YATZEE in the jungle" use the following VP schedule for captured settlements:

for each enemy controlled settlement (except for those listed below) captured as a result of an advance after combat: +3

VPs. For Villa Montes, Charagua, Isla Poi and Nanawa: +5 VPs.

for each enemy controlled settlement (except for those listed below) captured during a friendly movement phase: +6 VPs. For Villa Montes, Charagua, Isla Poi and Nanawa: +10 VPs.

17.0 SCENARIOS

17.1 In General. Each scenario starts begins the game at pivotal point in the war. The scenario instructions gives an situational briefing, the scenario length, starting and ending turns, unit selection and deployment instructions, starting Victory Point levels, starting supply radius number (for Bolivia only), army commander, and settlement control.

In each scenario trucks may be attached or not, as desired ,and engineer units must begin the game on their combat sides. All leaders, combat units and trucks that are not initially deployed on the map are placed in their appropriate boxes. In all scenarios Bolivia starts with 3 air markers and Paraguay with 1 air marker.

> **Design Note.** It is strongly recommended the Boqueron scenario be played first (several times) before proceeding to the others.

§ 17.2 Boqueron: The First Paraguayan Offensive. In this scenario, the war has only recently begun. The initial fighting over the outpost at Lake Pitiantuta has resulted in the Bolivian seizure of Boqueron and several other Paraguayan outposts. Instead of seeking a negotiated settlement, the Paraguayans, under Felix Estigarribia, hope to take advantage of their ability to concentrate troops in the combat area more quickly than the Bolivians and seek a quick victory. The desperate Bolivian defense of Boqueron proved that this would not be just another Latin American opera bouffe war.

Game Length: 6 Turns (September 1932 — February 1933)

Bolivian Deployment:

- Boqueron (2440): Leader Marazana (Marz), 21st infantry and 1 CSP
- Acre (2241): Leader Peñaranda (Peñar), 14th and 16th infantry, 1 artillery unit and 1 CSP
- Saavedra (1741): Leader Peña (Peña), 5th cavalry, 1 truck and 3 CSPs
- Corrales (2635): 5th infantry (reduced)
- Toledo (2836): 4th infantry (reduced)
- Camacho (3034): Leader A, 3rd infantry (reduced) and 2 CSPs
- Muñoz (1537): Leader B, GHQ, 20th infantry, 1 artillery unit, 1 truck and 2 CSPs
- Villa Montes (2807): Montes, Azu and 47th infantry units; 1 engineer and 1 artillery unit; 2 trucks and 2 CSPs
- Starting Supply Radius: 6
- Starting Victory Points: 20
- Peña is the Army Commander

Paraguayan Deployment:

- Tte Montania (3038): Leader A, 5th infantry (reduced) and 1 CSP
- Hex 2837: 7th infantry (reduced), entrenched.
- Within one hex of Isla Poi (2741): GHQ, leaders Estigarribia (Estig), Franco (Franco) and Fernandez (Ferna); 1st, 2nd and 4th infantry; 2nd cavalry, 1 engineer, 2 artillery and 2 truck units; 6 CSPs
- Nanawa (1845): Leader Irrazabal (Irraz), 13th infantry, 1 CSP
- Hex 3351: 3rd and 6th infantry, 2 CSPs
- Starting Victory Points: 15
- Estigarribia is the Army Commander

Settlement Control: All settlements south of the demarcation line are Paraguayan controlled except Toledo (2836) and Boqueron (2440).

17.3 Alihuata: The First Bolivian Counteroffensive. After the fall of Boqueron and the subsequent collapse of Bolivian morale, the Bolivians were eventually able to establish a defensive line at Kilometer 7 north of Saavedra and the fighting settled down to bloody trench warfare. With the arrival of General Hans Kundt as the new Bolivian army commander, along with massive Bolivian reinforcements, the Bolivians sought to break the stalemate with strong offensives both to recapture Alihauta and Acre in the north and to advance toward the River Paraguay by taking Nanawa in the east. The overextension and dispersion of Bolivian forces eventually opened the way for the devastating Paraguayan encirclement of the 4th and 5th Divisions at Campo Via.

Game Length: 14 Turns (March 1933 — April 1934)

Bolivian Deployment: Place the following infantry/cavalry units in a cup or other opaque container: 1x8-6-5, 1x6-5, 1x6-5-5, 1x5-6-5, 2x5-4-5, 2x4-5-5, 2x4-5, 2x3-4-5, 2x3-5, 1x2-4-5, 1x2-3-5. When an infantry/cavalry unit is called for randomly draw one of the counters from the above group.

- Alihuata (2141) and/or hex 2140: Leader Kundt, 6 infantry/cavalry units, 1 artillery and 1 CSP
- Hex 2042: 1 infantry/cavalry unit (reduced)
- Saavedra (1741): Leader Penaranda (Peñar), 1 infantry/cavalry unit, 1 engineer and 2 CSPs
- Muñoz (1537): Leader Bilbao, GHQ, 1 infantry/cavalry unit, 1 truck and 4 CSPs
- Hex 1844: Leader Peña, 2 infantry/cavalry units, 1 artillery and 1 CSP
- Camacho (3034): Leader Banzer, 1 infantry/cavalry unit, 1 CSP
- Corrales (2635): 1 infantry/cavalry unit (reduced)
- El Cruce (2234): 1 infantry/cavalry (reduced)
- Villa Montes (2807): 2 infantry/cavalry units, 3 trucks and 5 CSPs
- 2 Entrenchment markers may be placed on any friendly occupied hexes.
- Starting Supply Radius: 6
- Starting Victory Points: 20
- Kundt is the Army Commander

Paraguayan Deployment: Place the following infantry/cavalry units in a cup or other opaque container: 1x10-7-6, 1x6-6, 1x6-4-6, 1x5-6, 3x5-4-6, 3x4-6, 2x4-3-6, 2x3-4-6. When an infantry/cavalry unit is called for randomly draw one of the counters from the above group.

- Acre (2241): Leader Estigarribia (Estig), 4 infantry/cavalry units, 1 engineer, 1 artillery and 3 CSPs
- Isla Poi (2741): GHQ, Leader A, 2 infantry/cavalry units, 2 truck and 4 CSPs
- Nanawa (1845): Leader Irrazabal (Irraz), 2 infantry/cavalry units, 1 artillery and 2 CSPs
- Hex 3447: 1 truck and 1 CSP
- Gondra (2043) and/or hex 2142: Leader Franco, 4 infantry/cavalry units, 1 artillery, 1 engineer and 3 CSPs
- Plantanillos (2236): Leader B and 1 infantry/cavalry unit
- Toledo (2835): 1 infantry/cavalry unit (reduced)
- 2 Entrenchment markers may be placed on any friendly occupied hexes.
- Starting Victory Points: 25
- Estigarribia is the Army Commander

Settlement Control: The following are

Paraguayan controlled: Toledo (2836), Boqueron (2440), Tte Montania (3038), Mennonite Colonies (2839), Arce (2241), Gondra (2043), Nanawa (1845), Isla Poi (2741), Guarani (2543), Castanillo (3344). All others are Bolivian controlled.

17.4 Ballivián: Paraguay's Second Offensive. After the Campo Via disaster, the Bolivians continued to retreat westward, but thinning Paraguayan ranks and Bolivia's huge manpower advantage permitted them to reestablish a defensive line anchored on the fortified position of Ballivián. Both sides tried daring outflanking maneuvers to the north, but it was the brilliant Paraguayan seizure of the wells at Irendagüe which collapsed the Bolivian line yet again and forced another retreat.

Game Length: 9 Turns (May 1934 — February 1935)

Bolivian Deployment: Place the following infantry/cavalry units in a cup or other opaque container: 3x3-5, 6x3-4-5, 3x4-5, 2x4-5-5, 2x5-4-5. When an infantry/cavalry unit is called for randomly draw one of the counters from the above group.

Within 1 hex of Ballivián (1823): Leader Toro, GHQ, 5 infantry/cavalry units, 1 artillery, 3 CSPs, and 1 truck

Hex 2319: Leader Bilbao, 3 infantry/cavalry units and 1 CSP

Irendagüe (4016): Leader Banzer, 2 infantry/cavalry units and 1 CSP

Garapatal (3224): 1 infantry/cavalry unit, and 1 CSP

Cañada Oruro (2817): Leader Peñaranda (Peñar), 2 infantry/cavalry units, 1 truck and 2 CSPs

Palo Marcado (2711): 1 engineer and 1 truck

27 Noviembre (4516): 1 infantry/cavalry unit (reduced) and 1 CSP

Villa Montes (2807): Leader A, 2 infantry/cavalry units, 1 truck and 3 CSPs

2 Entrenchment markers may be placed on any friendly occupied hexes.

Starting Supply Radius: 6

Starting Victory Points: 15

Bilbao is the Army Commander

Paraguayan Deployment: Place the following infantry/cavalry units in a cup or other opaque container: 1x6-4-6, 1x5-6, 2x5-4-6, 3x4-6, 3x4-3-6, 3x3-4-6. When an infantry/cavalry unit is called for randomly draw one of the counters from the above group.

Hexes 1825, 1924 and/or 1725: Leader Estigarribia (Estig), 3 infantry/cavalry units, 1 engineer, 1 artillery, 2 CSPs and 1 truck

Cañada Strongest (2322): Leader Franco, 3 infantry/cavalry units, 1 engineer, and 1 CSP

Cañada La Paz (3228): Leader Garay, 2 infantry/cavalry units, and 1 CSP

El Cruce (2234): Leader Fernandez (Ferna), 2 infantry/cavalry units and 2 CSPs

Camacho (3034): Leader Irrazabal (Irraz), 2 infantry/cavalry units, 1 engineer, 2 CSPs and 1 truck

Saavedra (1741): GHQ, 1 truck, 2 CSPs and 1 infantry/cavalry unit (reduced)

Isla Poi (2741): 3 CSPs and 1 truck

Hex 3447: 1 truck and 1 CSP

2 Entrenchment markers may be placed on any friendly occupied hexes.

Starting Victory Points: 30

Estigarribia is the Army Commander

Settlement Control: All settlements south of hexrow xx26 (inclusive) are Paraguayan controlled. All others are Bolivian controlled.

17.5 Villa Montes: The Last Bolivian Counteroffensive. With their backs to the Andes and their oilfields now in danger, the Bolivian High Command finally organized its only successful offensive of the war. The logistical tables were now reversed, with the Bolivians close to their railhead at Villazon and the Paraguayans forced to truck their supplies over hundreds of kilometers of dusty roads across the Chaco. The truce and eventual peace settlement finally stopped the Bolivian advance, but it is arguable that had they proceeded much further from their bases, they would have been subject to yet another stinging defeat at the hands of the exhausted but still dangerous Paraguayan Army.

Game Length: 5 Turns (February 1935 — June 1935)

Bolivian Deployment: Place the following infantry/cavalry units in a cup or other opaque container: 1x3-5, 8x3-4-5, 1x4-5, 1x5-6-5, 1x5-4-5, 1x6-5-5. When an infantry/cavalry unit is called for randomly draw one of the counters from the group listed above.

Camaitindi (3107): Leader A, leader Toro, 2 infantry/cavalry units, 2 CSPs

Within 1 hex of Villa Montes (2807): Leader Bilbao, 4 infantry/cavalry units, 2 artillery, 1 engineer, 1 truck, and 1 CSP

Cuevo (3703): Leader Peña, 3 infantry/cavalry units and 2 CSPs

Within 1 hex of Charagua (4404): Leader Peñaranda (Peñar), GHQ, 4 infantry/cavalry units, 1 artillery, 1 truck and 3 CSPs

2 Entrenchment markers may be placed on any friendly occupied hexes.

Starting Supply Radius: 8

Starting Victory Points: 15

Peñaranda is the Army Commander

Paraguayan Deployment: Place the following infantry/cavalry units in a cup or other opaque container: 2x5-4-6, 3x4-6, 3x4-3-6, 3x3-4-6. When an infantry/cavalry unit is called for randomly draw one of the counters from the above group.

Ibibobo (2810): Leader Estigarribia (Estig), GHQ, 3 infantry/cavalry units, 1 artillery, and 1 CSP

Caprienda (3210): Leader Garay, 2 infantry/cavalry

Boyuibe (3806): Leader Fernandez (Ferna), 1 infantry/cavalry unit and 1 CSP

San Francisco (4306): Leader Franco, 3 infantry/cavalry units and 1 CSP

El Cruce (4017): 1 CSP and 1 truck

Saavedra (1741): 1 truck, 2 CSPs, and 1 infantry/cavalry unit (reduced)

Acre (2241): Leader A and 1 truck

Isla Poi (2741): 1 truck and 1 infantry/cavalry unit (reduced)

Hex 3447: 1 truck and 2 CSPs

1 Entrenchment marker may be placed on any friendly-occupied hex

Starting Victory Points: 40

Estigarribia is the Army Commander

Settlement Control: Charagua (4404), Cuevo (3703), Camaitindi (3107), VIlla Monts (2807), San Antonia (2707) and Yacuiba (2009) are Bolivian-controlled. All others are Paraguayan-controlled.

17.6 Campaign Game. To replay the entire war, set up the game per the Boqueron scenario. The game begins on the September 1932 turn and ends on June 1935 turn unless one player wins before then. All rules should be used when playing the campaign game. ✪

CHACO

PARAGUAY FRONT

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TOLE	AV	AC			BOQ	2 MAY	CURU	ITOR
2 4-3-6	1 4-3-6	3 4-3-6	4 4-3-6	5 4-3-6	7 4-3-6	6 10-7-6	1 6-6	4 5-4-6	2 5-4-6
COR	VR	SM	TUYUT	SAUC	BN 40				
3 5-6	5 4-6	7 3-4-6	13 3-4-6	10 5-4-6	6-4-6	11 4-6	15 4-6	20 4-6	21 4-6

	ITA Y	YAC	R NU						
30 4-6	4-6	4-6	4-6	36 3-4-6	40 3-4-6	28 3-4-6	39 3-4-6	22 3-4-6	19 3-4-6
16 3-4-6	1-6	1-6	1-6	4-(2)-4	4-(2)-4	4-(2)-4		Estig HQ 3 +2 12	Franco HQ 2 +1 12

Ferna HQ	Irraz HQ	Garay HQ	GHQ	A HQ	B HQ	C HQ	D HQ	E HQ	SUPPLY
1 0 12	1 0 12	1 +1 12	10	0 0 12	0 0 12	0 0 12	0 0 12	0 0 12	8 RADIUS
ARMY CMDR	8	8	8	8	8	8	8	8	8

8	x2 4	x2 4	x2 4	x2 4	x2 4	x3 4	x3 4	x3 4	x5 4
x5 4	L	L	VPs x1	VPs x10	VPs x100	REPL x1	DEPOT	DEPOT	DEPOT

DEPOT	=====	=====	=====	=====	=====	=====	=====	=====	=====
x2	x2	x2	x2	x2	x2	x2	x2	x2	x2

This is a supplement to Issue 12

BOLIVIA FRONT

LANZA	INGAVI	ABAR	CHUQ	COLOR	CCB	CAMPO	CAMA	SUCRE	LOA
5 8-6-5	4 6-5-5	1 5-4-5	6 5-4-5	41 3-4-5	3-4-5	4-5-5	4-5-5	2 4-5	4 6-5
CAMPE	MURG	AZU	WARN	CHAC	CHIC	CAST	VANG	JUNIN	SOCA
5 5-6-5	50 3-4-5	3-4-5	9 2-4-5	27 4-5	7 4-5	3-4-5	3-5	18 4-5	38 3-4-5

PARI	CHOROL	PEREZ	FLORIDA	BALLI	PARA	MONTES	JORDAN	BENI	
30 3-5	33 3-5	3 3-4-5	12 3-4-5	3-4-5	3-4-5	2-3-5	4-5	4-5	14 3-4-5
16 3-4-5	20 3-4-5	21 3-4-5	47 3-4-5	4-(2)-4	4-(2)-4	4-(2)-4	4-(2)-4	2-1-4	2-1-4

				Toro HQ	Kundt HQ	Peñar HQ	Banzer HQ	Peña HQ	Marz HQ
1-5				4 -2 12	3 -2 12	2 +1 12	1 -1 12	1 0 12	1 0 12
Bilbao HQ 1 +2 12	A HQ 0 0 12	B HQ 0 0 12	C HQ 0 0 12	GHQ 10	ARMY CMDR	SUPPLY 8 RADIUS	8	8	8

8	8	8	8	8	x2 4	x2 4	x2 4	x2 4	x2 4
x3 4	x3 4	x3 4	x5 4	x5 4	VPs x1	VPs x10	VPs x100	REPL x1	YEAR

MONTH	x2	x2	x2	x2	x2	x2	x2	x2	x2
XXX 1 7	XX I G 7	2 2	2 2	G 6 4	G 6 4	G 6 4	G 6 4	G 6 4	G 6 4

BOLIVIA BACK

LOA	SUCRE	CAMA	CAMPO	CCB	COLOR	CHUQ	ABAR	INGAVI	LANZA
4 3-5	2 2-5	2-5	2-5	1-2-5	41 1-2-5	6 3-2-5	1 3-2-5	4 3-2-5	5 4-3-5

SOCA	JUNIN	VANG	CAST	CHIC	CHAC	WARN	AZU	MURG	CAMPE
38 1-2-5	18 2-5	1-5	1-2-5	7 2-5	27 2-5	9 1-2-5	1-2-5	50 1-2-5	5 2-3-5

	BENI	JORDAN	MONTES	PARA	BALLI	FLORIDA	PEREZ	CHOROL	PARI
14 1-2-5	2-5	2-5	1-5	1-2-5	1-2-5	12 1-2-5	3 1-2-5	33 1-5	30 1-5
		2-(1)-4	2-(1)-4	2-(1)-4	2-(1)-4	47 1-2-5	21 1-2-5	20 1-2-5	16 1-2-5

Marz	Peña	Banzer	Peñar	Kundt	Toro				
SOS HQ 1 0 12	SOS HQ 1 0 12	SOS HQ 1 -1 12	SOS HQ 2 +1 12	SOS HQ 3 -2 12	SOS HQ 4 -2 12	USED	USED	USED	
			SUPPLY 4 RADIUS	ARMY ? ★ ? CMDR	SOS GHQ 10	SOS C HQ 0 0 12	SOS B HQ 0 0 12	SOS A HQ 0 0 12	Bilbao SOS HQ 1 +2 12
4	4	4	4	4					
					4	4	4	4	4

x3 x3 x3 x3 x3 x3 x3 x3 x3 Rainy MONTH Season

G 3 2 ×6

XX I G 3

XXX 1 3

CHACO PARAGUAY BACK

ITOR	CURU	2 MAY	BOQ				AC	AV	TOLE
2 2-6	4 2-6	1 3-6	6 6-4-6	7 2-1-6	5 2-1-6	4 2-1-6	3 2-1-6	1 2-1-6	2 2-1-6

				BN 40	SAUC	TUYUT	SM	VR	COR
21 2-6	20 2-6	15 2-6	11 2-6	3-2-6	10 2-6	13 1-2-6	7 1-2-6	5 2-6	3 2-6

						R NU	YAC	ITA Y	
19 1-2-6	22 1-2-6	39 1-2-6	28 1-2-6	40 1-2-6	36 1-2-6	2-6	2-6	2-6	30 2-6
Franco SOS HQ 2 +1 12	Estig SOS HQ 3 +2 12	USED	2-(1)-4	2-(1)-4	2-(1)-4				16 1-2-6

SUPPLY	E	D	C	B	A		Garay	Irraz	Ferna
4 RADIUS	SOS HQ 0 0 12	SOS HQ 0 0 12	SOS HQ 0 0 12	SOS HQ 0 0 12	SOS HQ 0 0 12	SOS GHQ 10	SOS HQ 1 +1 12	SOS HQ 1 0 12	SOS HQ 1 0 12
									ARMY ? ★ ? CMDR
4	4	4	4	4	4	4	4	4	
									4

x3 x3 x3 x3 x3 x3 x3 x3 x3 x3

THE CHACO WAR

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GAME DESIGN: BRUCE FARCAU
GRAPHICS: MARK SIMONITCH

TURN RECORD TRACK

Jan.	Feb.	Mar.	Apr.	May	June	July	Aug.	Sept.	Oct.	Nov.	Dec.

YEAR

1933	1934	1935

= *Possible Rainy Season (Die roll 1, 2 or 3)*
= *Rainy Season*

TERRAIN KEY

Road

Clear · Bush · Hill · Mountain · Marsh · River · Ferry · Wet Settlement · Dry Settlement · Railroad · Railhead · Supply Source · Entrenchment · Fortification · Demarcation Line

PARAGUAYAN LEADER BOXES

Estigarribia	Franco	Garay	Fernandez	Irazabal

A Supply Only	B Supply Only	C Supply Only	D Supply Only	E Supply Only	GHQ Supply Only

REPLACED LEADERS

AVAILABLE LEADERS

DEAD PILE

AVAILABLE TRUCKS

AIR MARKER

REINFORCEMENTS

PARAGUAYAN VICTORY POINTS

0	1	2	3	4	5	6	7	8	9

PARAGUAYAN REPLACEMENT POINTS

0	1	2	3	4	5	6	7	8	9

6
Maximum Supply Radius

BOLIVIA

PARAGUAY

ARGENTINA

ANDES MOUNTAINS

Río Paraguay · Río Cuevo · Río Pilcomayo · Río Verde · Río Confuso

2° Noviembre · Charagua · San Francisco · Sante Fe · Irendague · El Cruce · Picuiba · Boyuibe · Cuevo · Carandaiti · Syracusa · Estrella · Capirenda · Camaitindi · Villa Montes · Ibibobo · Palo Marcado · San Antonio · Garapatal · Cañada La Paz · Camacho · Tte Montania · Castanillo · Harnandez · Cañada Orozo · Toledo · Mennonite Colonies · Isla Poi · Corrales · Roqueron · Guarani · Cañada Strongest · D'Orbigny · La China · El Cruce · Plantanillos · Arce · Alihuata · Pozo Hondo · Campo Jurado · Gondra · Ballivian · Nanawa · Moreno · Saayedra · Muñoz · Las Lagunas · Linares · Esteros · Yacuiba

REPLACED LEADERS · AVAILABLE LEADERS · 6 Maximum Supply Radius · DEAD PILE · AVAILABLE TRUCKS · AIR MARKER · REINFORCEMENTS

BOLIVIAN LEADER BOXES

Toro	Kundt	Penaranda	Pena	Bilbao

Marzana	Banzer	Supply Only A	Supply Only B	Supply Only C	Supply Only GHQ

BOLIVIAN REPLACEMENT POINTS

0	1	2	3	4	5	6	7	8	9

BOLIVIAN VICTORY POINTS

0	1	2	3	4	5	6	7	8	9

1 MP · 1 MP · 1 TURN · 1 MP · 1 MP · 1 MP · 1 TURN