Libertad o Muerte!

Rules of Play

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1.0 Introduction

Welcome to "Libertad o Muerte!"

The political situation in the Viceroyalties of New Spain, La Plata and Perú in 1810 was deeply influenced by the French invasion of Spain and the news of the dissolution of the Junta Suprema Central of Sevilla. A succession of Local Juntas erupted across Spanish Latin America seeking self government. This was the start of a long war.

2.0 Summary of Play

Libertad o Muerte! (LoM) is a turn-based game, each turn is divided into phases in which the player can take different actions.

2.1 Turn Sequence

In Libertad o Muerte! Each turn is divided into phases.

1.- **Draw Cards**
2.- **Reinforcements**
3.- **Income**
4.- **Maintenance**
5.- **Purchase (only odd turns)**
6.- **Naval Movement**
7.- **Naval Combat**
8.- **Land Movement**
9.- **Land Combat**
10.- **Sieges (if there are any)**
11.- **New Units**
12.- **Replacements**
13.- **End of Turn**

Each player goes in turn through all these phases each turn. The Patriot side plays first, the Royalist side plays second. The player taking his turn is called the <u>phasing player</u> or <u>active player</u>.

During his turn each player will go through all the phases one by one as we explain here:

1.- First, the player draw cards from his deck (Patriot or Royalist), and also draw event cards from the 'Events Deck' and play these events immediately (as historical events), just draw the event cards with the number in his top right corner equal to the number of the current turn.
2.- Secondly check the available reinforcements in the Turn Record Track (TRT) and place them on map. Also place any new reinforcements arrived by events/cards just played.

3.- In third place comes the 'Income Phase'. The player adds new resources to his Resources Marker.
4.- In the Maintenance Phase, the phasing player pays for the cost of its regular units on the map.
5.- **Only on odd turns**, the phasing player can purchase new units and replacements in the Purchase Phase.
6 and 7.- In Phases 6 and 7, the phasing player moves his Sea units and both player resolve any naval combat.
8, 9 and 10.- Phases 8-10 are used to move the phasing player Land units and resolve any Land Combat and sieges (if any).
11.- During odd turns, the units purchased during the Purchase Phase are placed on the map. This is called the 'New Units Phase'.
Any purchased replacements are also received during Phase 12.- 'Replacements', along with those that could be supplied via the play of some cards.
13.- 'End Turn' phase (play this phase only after the Royalist turn) is the moment to check if Sudden Victory conditions are met and some 'Active Card' effect.

3.0 Game Components

3.1 Components List

• 1 mounted map
• 1 rulebook
• 1 playbook
• 2 Turn Phases cards
• 1 ten sided die
• 6 countersheets
• 209 Game cards
• 2 Armies sheets
• 2 Player Aid Cards
• 2 Libertad o Muerte! Aid Cards
• 1 Land/Sea Battle Card

3.2 The Game map

The game map consists of regions separated by an irregular frontier. The regions connected/adjacent by this frontier are said to be "adjacent" to each other. Each region's graphics show the type of terrain it contains, if there is a port, if it contains a city or a fortressed city, if it produces resources, if it is a special region and whether it counts for Victory purposes.

The map represents all of the Spanish Empire in America together with certain neighbouring areas.
There are some non playable areas marked with diagonal stripes, like Brazil, parts of the USA and the Chaco region amongst other.

The game map also contains a number of boxes and tracks to record the following game functions: The four 'Privateers squares', the 'Battlefield' box, the 'Expeditionary Forces' box, the 'In play' cards box and the 'Turn Record Track' (TRT).

Design Note : The southern part of Argentina has been scaled down to fit into the overall map. This part of South America played no part in the conflict and so is not depicted in the same scale as the rest of the map.

3.2.1 Types of terrain.

Players can find 7 different types of terrain in the regions that are present on the map:
Clear, Tropical, Desert, Jungle, Mountain, Andean and Sea.

The six Land Terrain Types

Terrain Effects (see also Game Aid Card):

- **Mountain :** *Movement costs two, no cavalry pursuit allowed in battle, artillery fire modified in battle. Limit of three combat rounds. Maximum of four units in the First Line of Fire.*
- **Andean :** *Movement costs two, no cavalry pursuit allowed in battle, artillery cannot fire in battle. Limit of three combat rounds. Maximum of three units in the First Line of Fire.*
- **Desert :** *Movement costs one, no cavalry pursuit allowed in battle. Limit of five combat rounds. Maximum of five units in the First Line of Fire.*
- **Clear :** *Movement costs one. Limit of five combat rounds. Maximum of five units in the First Line of Fire.*
- **Tropical :** *Movement costs one. Some cards can only be played against units in Tropical regions. Limit of five combat rounds. Maximum of four units in the First Line of Fire.*
- **Jungle :** *Movement costs two, no cavalry pursuit allowed in battle, artillery cannot fire in battle. <u>Stacking of combat units limited to six.</u> Limit of four combat rounds. Maximum of four units in the First Line of Fire.*
- **Sea:** *Movement costs one for ships. Not allowed for land units unless being transported.*

3.2.2 Regions details

An example of the different information which can be found in a sea or land region is described below

Image 3.2.2

We can see here a total of up to 8 characteristics which can potentially be present in a region.

1.- The name of the region.
2.- A strait double arrow.
3.- The name of the city.
4.- A small anchor representing that the city has a sea port.
5.- An icon showing that the region produces military resources.
6.- Golden star next to the city: <u>This region</u> awards Victory Points <u>at the end of the game</u> to the side in possession.
7.- A white number in a black diamond indicates the fortress level of the city (see also a wall around the city).
8.- A big anchor inside a square frame indicates the Port Box of the connected land region. The port of Lima in this case.

3.2.3 Rivers

There are a few rivers on the map. The only effect of rivers is to increase the cost of movement by one point when crossing regions with a river between them.

The River Rio Bravo between Presidio and Río Grande regions

3.2.4 Straits

There are some straits on the map. See number two in Image 3.2.2.
Straits connect two land regions. Land units can cross a strait by using their <u>full movement allowance for this turn</u>.
Land units <u>cannot cross</u> a strait if there are enemy naval units in the sea region where the 'strait' double arrow is.

Design Note : Montevideo is not an island, but it is represented in this way to require having naval control to be allowed to move to the city.

3.2.5 Boxes inside the map.

Inside the Brazil area, we have included a large box where the Battle Card is placed. There are also, at its side, two boxes for the combat cards played to be placed by each side during the battle.

There is a Turn Record Track (TRT) on the top left side of the map. You can find in each box the number of the turn, the current year and in some boxes a colored circle that brings information regarding the scenarios. *You can see more about this in the Playbook.*
There is an Expeditionary Forces' Box connected to Cadiz.
There are also four Privateers' boxes located between some of the sea regions.

Design Note : With these boxes we represent the privateers activity in the commercial routes within the sea zone they are present.

Next to the TRC there is a box for the "Active Cards".

Next to each privateers box there is a small square giving information regarding the impact of privateers on the Royalist resources collection, see 18.0.

3.2.6 Special Region Icons
There are several types of icons displayed in some regions that show additional information about those regions. See image 3.2.6.
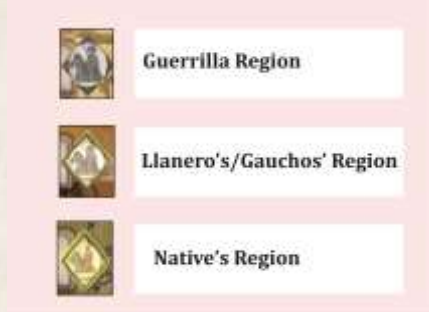

	Guerrilla Region
	Llanero's/Gauchos' Region
	Native's Region

- **Gaucho's/Llanero's regions**. Gaucho/Llanero unis cannot leave the Gaucho's/Llanero's regions. If they are forced to do this, they are eliminated as in a normal combat.
- **Guerrilla's regions**. Guerrilla units cannot leave the Guerrilla's regions. If they are forced to do this, they are eliminated as in a normal combat.
- **Native's regions**. Natives/warriors units cannot leave the relevant Native's regions. If they are forced to do this, they are eliminated as in a normal combat.

3.3 Cards.
Cards are a very important part of the game Libertad o Muerte! Let us briefly explain them here.
Each player has his own deck of cards. These can be played for the benefit of the player itself or against the other player.

Player hand: These are the cards a player has in his hand ready to be played. It is limited to five (5) or seven (7) cards depending the scenario in play.

3.3.1 Parts of a card.
An example of the details of a card are given in the images below:

3.3.1 LoM Cards detail

1.- Card's Title.
2.- Brown or Purple banner.

3.- The scenario to which the card belongs. If it is empty the card belongs to several scenarios. '*Mexico*', '*Bolivar*' and '*La Plata*' cards belongs also to '*The Great Campaing*' scenario and some of them to the '*Early Years*' scenario.
4.- Historical Image.
5.- Condition (must be fulfilled to play the card).
6.- Historical description.
7.- Card's Instructions. Follow them to play the card.
8.- Phase of the scenario. This is to build the decks of the scenario to be played.
9.- Last action. This is the last action to perform once the card is played.
10.- Turn ('Forced historical events' cards are played in the turn indicated here).
11.- Phase of the Turn to play the card. The card only can be played in the indicated phase (if there is one). See game phases icons later (4.2).
12.- Card number (it is used to setup the scenarios).

3.3.2 Types of cards.
There are basically three types of cards in LoM:
1.- Forced historical events
2.- Purple cards.
3.- Brown cards.

Note: There are also two not playable help cards that show the Turn phases or Sequence of Play.

Forced historical event cards.
These cards have a turn number (see number 10 above) inside a white circle on the top right side of the card. This number indicates which turn the card <u>must be</u> played.

Purple Cards.
These cards are event cards and <u>have to be played</u> in their turn of draw, <u>during the indicated phase</u> of that turn.

Brown Cards.
These Cards are the main part of the deck of each side, and the players can keep them in their hands and play them whenever they want (if allowed by the rules). It is possible to play all the cards if the conditions allow it. There is no limit to the number of cards that can be played on a single turn.

Help Cards
These cards are a useful quick reminder of the turn sequence.

Back of the cards.
Each side has its own graphic for the back of its cards to easily tell wich side the card belongs.

3.3.2 Back side of Cards

In image 3.3.2 the left hand side depicts a Patriot card and the right hand side is a Royalist card.

3.3.3 Player Aid Cards and Battle Card

There are two big aid cards needed to manage your side units not present in the map.

Player Armies Card (Royalist and Patriot)
These cards are used to manage the armies. There is a card for each side.

Players Aid Card (Force Pool)
Players use these cards to manage units not yet placed on the map such as:
-   Units that are ready to be purchased (Force Pool) or that will arrive as reinforcements or by playing cards (events).
-   Newly purchased units.
-   Replacements purchased during the 'Purchase Phase'.

Battle Card
This card is needed to resolve battles. It has two sides, one for Land Battles, the other for Sea Battles.

3.4 Units.
Units means the counters that represent leaders, troops or ships. There are several types of units in LoM:
Leaders, Regular units, Militia (and warriors) units, artillery units and sea units (ships).

3.4.1 Leader units.
Leaders are a special type of unit representing military commanders. An example of a leader counter components follows:

1.- Rank.
2.- Historical Portrait with its flag nation in the back.
3.- Morale Value (MV).
4.- Tactical Value (TV).
5.- Name (for identification).
6.- Movement Points (MP).

The background color depends on the side, nation or other type of identification useful for the game.

3.4.2 Combat units.
These units represent the battalions, regiments, warriors, rebels and ships that took part in this conflict.
Let's see a combat unit detail here:

Image 3.4.2 Front and Back side of a combat unit

1.- The Icon identifying certain special units.
2.- The graphic that represents the type of unit (cavalry units show a soldier with a horse, being the rest are infatry units).
3.- The Morale Value (MV).
4.- The Combat Value (CV).
5.- The Name (for identification).
6.- The Movement Points (MP) of the unit.
7.- Number of Strength Points for this unit.
8.- Back side of a combat unit (reduced strength).

The combat units also display a colored background and a flag representing the side, nation or region of that unit.

Note: Some units have an additional identifier between the morale and movement factor values, like the Cuba Army units or some Expeditionary units.
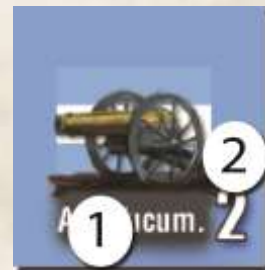Note 2: A black dot on the right of the unit graphic means this unit **cannot be purchased**.
If the unit is eliminated it leaves the game.

3.4.3 Artillery units.
These units represent the few artillery pieces that took place in the battles of this conflict, they show a cannon on their counter.
Let's see an artillery unit detail here:

1.- The Name (used for identification).
2.- The Movement Points (MP) of the unit.

Note: Siege artillery units are similar but only take effect during sieges. They show a special icon.

3.4.4 Units Icons

There are several unit icons in LoM which are listed below. These icons are used for ease of information for the players:

Image 3.4

Warriors: units with movement restricted to Native's regions.

Garrison: units that cannot move except when retreating from battle or trying to retake its home region (see note below).

Ship of the Line: best ships in the game, powerful in battle.

Guerrilla: units with movement restricted to Guerrilla's regions. They have a special '*Hidden Mode*'.

Gauchos: units with movement restricted to Gaucho's and Guerrilla's regions.

Transport: sea units with Transport capability.

Elite/Veteran: units with high values of Combat and Morale.

Militia: units with low values of Combat and Morale (with few exceptions).

Chilean: units with movement restricted to Chile and Peru.

Rebels: weak units, sometimes with MP of zero.

Siege Artillery: useful in Sieges. Useless in Land Battle.

Mounted Guerrilla: same as Guerrilla but with MP of zero.

All infantry and cavalry units not having any icon are considered regular units. Most of them have a CV of 1.

Regular units cost 1 resource during the maintenance phase.

Elite/veteran units (with the Elite icon) counts as regular units in terms of maintenance.

Note: A garrison unit can exceptionally move one region to return to its home region in the case it has retreated from it previously and there are no enemies there. Or if the unit is stacked with a leader and is attacking to retake its home region.

3.4.5 Type of units

The graphic on the unit identifies each type of unit.
- Sea unit: represented by a ship.
- Leader: represented by a historical general portrait.
- Infantry: represented by a soldier/warrior.
- Cavalry: represented by a soldier and his horse.
- Artillery/Siege: represented by a cannon.

Artillery units main difference with the rest of Land units is their role in battle.

Leaders are needed to perform an attack. They also have some special functions in battle.

Infantry and cavalry are the main combat units in the game and the main difference between them is the MP and the cavalry units' ability of pursuing' routed enemy units.

3.4.6 Combat Value (CV)

Is the modifier the units subtract from the die roll when they open fire on the enemy during a battle.

3.5 Armies

There are some special counters called **Armies** in LoM. These counters are used solely to make it easy to move large stacks across the map.

A player can take a whole stack in the same region and replace it by an Army counter and place all the counter in the stack in the relevant 'Army box' within the Player Armies Card.

The army counter is moved as if the counters it represents were moving as a stack.

When an army engages in a battle the units belonging to that army are deployed on the battle card from the Player Armies Card.

After resolving the battle the surviving units can be returned to their corresponding Army Box.

3.6 Markers.

There are several markers in LoM needed for several purposes. They are listed on the following table:

Image 3.6

Victory Points: To indicate the VPs of each side.

Income Marker: Gives the current income of that side.

Non Playable: Used to indicate regions wich are not playable in the scenario in play (blue for Sea, yellow for Land).

Big Battle: Each player has one for each Theatre to indicate that one battle is designated as a Big Battle.

Battle Marker: Place it in the region where takes place the battle being resolved in the Battle Card.

Siege Marker: Place over the stack besieging a Fortified city.

Battle Points: Indicates who is winning the current battle.

Temporary Event: Is used to indicate on the board that a determined event is still in effect.

Maintenance Cost: indicates the cost in resources of the regular units of one side. Image 3.6 shows the Patriot Maintenance Cost counter.

Resources: Indicates the current amount of military resources available for one side. Image 3.6 shows the Royalist Resources counter.

Replacement: Use these counters to purchase replacements.

Broken: Indicates if a unit is broken/demoralized during the current battle.

Tension Index: Indicates the current Tension Index.

Control Marker: Indicates which side controls a region, a region without a Controls Marker is under Royalist control.

Privateer: Used to indicate privateer activity in one sea area.

Turn: Indicates on the Turn Record Track the current turn.

Guerrilla: Used to indicate Guerrilla units in *'Hidden Mode'*.

3.7 Small counters.
There are several small counters in LoM needed for different purposes. Let's see them in the following image 3.7.

Image 3.7

Increased MF: Indicates increased MF on one unit/stack/army.

Increased CF: Indicates increased CF on a unit in battle.

Immobile: Indicates this unit/stack/army can't move this turn.

Strength Hit: Used to show strength hits taken by units.

Carronade +1FC: Indicates Increased CF for naval units.

+1 Reroll: Indicates that a unit has an extra die roll in a battle.

Resources Produced: Shows the number of resources produced in a region each turn.

Morale Hit: Indicates the morale impact suffered by a unit in a battle.

Naval Blockade: Indicates a blockaded port.

4.0 Cards Draw Phase

During this phase the phasing player must undertake the following actions:

1.- Draw any Event Card from his Deck o f Event Cards available for this turn and play any event cards he has drawn during <u>this turn</u> in their corresponding phase. The player must follow the instructions of any card he plays.

2.- Draw a number of cards from his deck corresponding to the scenario in play (5 for the Great Campaign and Early Years, 2 for the rest).

3.- Play immediately any purple card he had just drawn (if any). Keep the rest of the cards in his hand, to be played when he decides to do so and the game rules allow it.

4.- Play the corresponding effect(s) of any Active Card on the Active Cards' Box.

Discard: Players can keep a maximum of 5 cards in hands during the minor scenarios (*La Plata, Bolivar* and *Mexico*), and a maximum of 7 if playing the *Great Campaign* or *Early Years*. If after drawing new cards a player exceeds the allowed number of cards in his hand, he must discard enough cards to keep the permited maximum number.

Discarding cards: At any moment that a player discards a card, the card goes to his side Discard Deck. Purple cards cannot be discarded.

Note: Event cards do not count against the limit of cards in the player hand.

4.1 Playing cards.
The way in which each card is used is indicated on its front side. **See image 3.3.1 to follow this explanations.**

- The name is just to identify the card.

- The banner is just to identify wether the card is or not a purple one, and thus wether (if purple) it is required to be played at the moment (or turn) it is drawn.

- The scenario name is just used to prepare the scenario setup. If you are playing the '*La Plata*' scenario for example, you will need all the '*La Plata*' cards. In the '*Great Campaign*' scenario you will need all the cards in the game.

- The Image on the card is only for flavor purposes.

- Any condition (text in red) must be satisfied to allow playing the card.

- The historical text is just to bring some flavor to the game.

- The Instructions. Follow them to play the card.

- The Phase of the scenario indicates in which phase of the game this card is added to the player deck.

- Turn Phase. If there is no phase indicated the card can be played in any Phase except Combat Phase. Combat cards can only be played during the Combat Phase.

- Special instructions. Some cards have some text here **in red** that explains what to do with the card after playing it.

Sometimes a card remains in the game when it's played and it's placed in the 'Active Cards' Box. Other cards are removed from the game after being played. If there is no text, the card just played goes to the discard deck of the player side.

- Turn. Forced Historical Events cards have a number in the top right side. These cards are drawn on the indicated turn by each side and played immediately during that turn in their corresponding phase.

- Some cards have a '?' symbol, meaning they behave in a special way . This is explained in the Playbook.

- Turn Phase. If there is an icon here, it indicates in which phase the player can play this card.

So, in order to play a card that a player has in his hand, he needs first to see if any condition is fulfilled, and/or if it has to be played in a determined phase of the game. If these conditions are satisfied then he can play the card following its instructions.

Note: A Player only plays cards during his own turn (unless indicated otherwise), except combat cards.

4.2 Cards and turn Phases.
Some cards can only be played within a specific phase of the turn. If there is no symbol for any phase, the card can be played at any moment by the phasing player. There are four icons to identify the card phase:

1.- Reinforcements or Land Movement Phase.
2.- Combat Phase (battles).
3.- Naval Phase (movement and Combat).
4.- Replacements Phase.

Cards without a phase symbol can be played at any stage of the phasing player turn (except combat phase).

4.3 Combat cards.
These cards can only be played during battles. See details in the Land Battle and Sea Battle paragraphs.

4.4 Help Cards.
These cards are purely to assist the players. They are not playable and are just used for ease of reference about the game phases.

5.0 Reinforcements Phase

Some reinforcements enter the game by playing a card, this happens during the Reinforcements Phase. These new units can move normally during the Land Movement Phase of the current turn. Some expeditionary units are deployed in the 'Expeditionary Box', they remain there until being purchased.

Some units arrive at a scheduled turn in some scenarios, check the scenario scheduled reinforcements in the Playbook document. These units are placed in their turn of arrival box in the TRT. Any scheduled reinforcements are placed now as the Playbook document says. These units can also be moved during that same turn in the Movement Phase.

6.0 Resources Phase

During this phase, the phasing player checks the resources he receives from his controlled regions and from any Active Card. Tension Index and Privateers can make the Royalist Player to receive less Resources (see 17.0 and 18.0).

The final total amount the player receives is called Income and it is marked with the player side's Income marker on the Turn Record Track. If there is no change, the income will be the same in the next turn so the player won't need to calculate it each turn.

Adjust the player Resources marker by this amount on the TRC (i.e. add this amount, the Income, to the player side's Resources marker).

7.0 Maintenance Phase

During this Phase the phasing player pays the maintenance cost of his regular units.

7.1 The Cost marker.
This marker indicates the current cost of the maintenance of all the regular units of one side.

7.2 Cost of the units.
Land units with a Morale value of 5 **colored in red** cost **1** Maintenance Point. These are the regular units on each side.
Naval units do not count for this.
Note: Maintenance cost for Ships, Militia, Paraguayan, Garrison, Guerrilla, Natives/warriors, Artillery, Leaders, Portuguese and USA units is zero.

7.3 Paying the units' Maintenance.
During this phase the phasing player must pay from his available Resources the maintenance cost of his units. This cost is represented by the Cost marker position on the Turn Record Track.
Subtract the current Cost from the player available Resources.

If a player **does not have** enough Resources to pay for the maintenance, **he must take losses** in as many units as needed to cover the difference. One Strength Point is loss for each unit of cost he cannot afford.
These losses must be taken on any land combat unit from his side, with the exception of Rebels, Portuguese, Guerrillas, USA, Natives/Warriors and immobilized Cuban units.

8.0 Purchasing Phase

Players can purchase new units from their forcepool in this Phase, if they have the necessary resources available.

8.1 Home Region.
We call home region of a unit the region related with the name of the unit. For example: The Royalist unit "V.Valdivia" home region is Valdivia region in Chile.
Many units do not have any home region as they have a generic name or there is no region with the same name.
For example: Royalist unit "Dragones".

A unit can only be purchased if the player controls both the home region of the unit and the city in the home region (the name of the home region or the city appears in the unit name/counter).
A unit can only be purchased if it is available in the corresponding box (Force Pool) of its country or Vicerroyalty in the Player Aid Sheet.
Purchased units are placed on the New Units Box in the Player Aid Sheet.

Exception: Purchased Expeditionary Forces are moved from the Expeditionary Box to Cadiz.

Purchased units will be deployed on the map during the New Units Phase (15.0).

Note: Units in the Events Box cannot be purchased.

8.2 Units purchased strength.
Newly purchased Garrison units always enter play on their reduced side if they have **more** than one Strength Point.
As a general rule, units with three or more Strength Points enter the game **on their reduced** counter side.

8.3 Combat units purchase cost.
- Militia/Warriors/Garrison units cost 1 Resource Point.
- Regular units cost 2 Resources Points.
- Combat/Transport ships cost 3 Resources Points.
- Artillery units cost 2 Resources Points.
- Siege artillery costs 4 Resources Points.

8.4 Purchasing Colonels
From turn 8 onwards, for all the scenarios, it is possible to purchase any colonel that is available in the Force Pool at the cost of 1 Victory Point (VP).

Either pay 1 VP for it or add 1 VP to the enemy's total (it's your choice).

Place the Colonel in its corresponding New Units box in the Player Aid Card.
New colonel will arrive this turn in the New Units Phase, together with any new unit of his country (or Vicerroyalty) or will be placed with the biggest stack of units of his country (or Vicerroyalty).

Royalist colonels can't arrive in a Theater where there is already one Royalist colonel present.
See the Playbook for more information about Theaters.

8.5 Purchasing Replacements
A replacement counter costs 1 Resource Point. Place the replacement counters purchased in the Replacements Box on the Player Aid Card.

9.0 Naval Movement Phase

Only naval units can move across sea regions, land units can do so only when being transported by a transport ship.
Moving from a sea region to another costs 1 Movement Point. Moving from a port to the sea region surrounding the Port box and vice versa costs zero.

During the Sea Movement Phase a player can either move stacks or individual units of naval units. A stack of naval units cannot move more regions than the distance (i.e. MP capacity) allowed by the Movement Points of the slowest sea unit within the stack. While moving a stack you can detach any sea unit(s) from the stack in any sea region you move across.

Naval units can enter a port in the same region they are without any movement factor cost only if their side also controls the City.

Naval units can move into a region occupied by enemy naval units, this will end the movement and will start a battle. However, ships **cannot be moved** into a region where there is already a **declared battle** (there are ships from both sides).

It is not allowed to enter inside an enemy Port.

Important: Patriot ships **are not allowed** to enter "Océano Atlántico" sea region.

9.1 Naval Transport.
A friendly naval unit that has a "T" symbol (an icon on the top left of the counter) is a Naval Transport.
A Naval Transport that is in a port may, at the beginning of the Naval Movement Phase, load land units present in the city of the port and later, carry them as part of its sea movement.
To represent this, put the ship over the Land units in the port box and during the ship movement until the units are disembarked.
Each Naval Transport has a **Transport Capacity of 3** Strength Points.
There are some Great Transport ships with an icon with a "GT", these ships have a **Transport Capacity of 5** Strength Points.
A ship with a capacity of 3 can transport up to 3 Strength Points of Land units. Leaders do not count against this and artillery units count as **one** Strength Point.
Note: Ships of the Line have a **Transport Capacity of 3**, they work as a Transport unit for this purpose but with Combat Strength.
Naval Transports can only embark or disembark units at the start of their movement or at the end of their movement.

It is also possible to embark and disembark from the sea to an adjacent land region or vice versa. This movement ends the movement of the Land units for this turn and it is done during the Land Movement Phase. Only units with his full Movement Capacity can embark in this way.

A land unit/stack disembarks if the ship that carries it reaches a friendly port. The transported units are automatically placed in the city of the port.

If a Naval Transport is sunk during combat, any unit being carried by it is also lost as it was lost in combat, no VP received or lost by this.

It **is not allowed** to move part of the movement factor of a unit/stack, then move another unit and after that continue moving with the remaining unspent movement points.

Warriors, rebels, garrisons, Portuguese, USA and Texans units **are not** allowed to embark any ship.

9.2 Naval Blockade.
When the sea region of a Port is controlled by a different side that the one who controls the Port a Blockade Marker is placed in the sea region. Naval Blockade affects sieges (see 13.1).

10.0 Naval Combat Phase

During the Naval Combat phase, Naval Battles take place. This happens if there is at least one ship of both sides present in the same sea region and at least one is a combat ship.

10.1 Deploying for battle.
Place the Naval Battle Card in the Battle Box of the board. Put a battle marker in the region where the battle is taking place and take the sea units from that region. Place them in the Sea Battle Card in the First Line of Fire Area of each side. Attacker units on the attacker's side and defender units on the defender's side (see Naval Battle sample in the Playbook).

10.2 Naval Combat Cards.
Each player now chooses any Naval Combat Card he wants to play (if he has some available in his hand). First the defender, followed by the attacker.
Naval Combat Cards selected for the combat are placed at the side of the battle map. Follow their instructions in order to play them.

10.3 Initiative Roll.
Each side rolls one die, the higher roll has the initiative on the combat, if there is a tie **the attacker** has the initiative.
The side that wins initiative fires first and decides if the combat will last for 3 or 5 Rounds.

10.4 Naval Battle Rounds.
The side that won the initiative opens fire first with one of its ships. Then, the other side fires one of his ships, after that, another ship of the side that won the initiative will fire, with the two sides alternating ships firing in turn until all ships present on both sides have fired. Accordingly, in each Round

all the combat ships of each side will fire, just one time and alternating in turn. If one side has more ships present than the enemy, the excess ships will fire in turn once the last ship has fired. This ends the first round of the battle.

10.1 Naval Battle Card

A roll of 1 or 2 means a Strength Point hit, a 3 or 4 means a Morale hit. A result of 5 to 10 is a miss.
Ships of the Line have a Combat Value of 2 and fire a second time in case they miss their first shot (even at the same target), if first roll was an impact there is no second roll. Ships of the Line achieve a Strength Point loss hit with a result of 1,2,3 or 4 and scoring a morale hit on 5 or 6 (more or less a -2 die roll bonus).

When a ship is firing, the player has to declare a target, i.e. against which enemy ship it is firing. Roll the die to see the result and apply it to the enemy ship. After this, move the ship that has fired towards the 'Fired Line' to show that this ship has already fired.

Important: It is not allowed to any side to fire two consecutive times to the same ship unless there is no other target available. Exception: Ships of the Line second roll.

Once all the ships from both sides have fired, move all of them back to the First Line of Fire except the demoralized ones that will remain in the Fired Line until the end of the battle. Next Fire Round now begings. Repeat this until the last Round has been played (3 or 5).

There is no Rally Phase in Naval Battles.

10.5 Taking hits during battle.
When a ship receives a Strength Point hit, it loses one Strength Point and a Morale Point. This can mean the elimination of the ship if it only has one Strength Point left.
If the target unit is at full strength, flip the counter to his 'damaged' side and place on it a -1 Morale Marker.
If the unit was already in its 'damaged side' and it only has one Strength Point left, the unit is eliminated.
Note: Ships of the Line damaged side has 3 Strength Points left, if they receive hits being on their damaged side represent this

placing a Strength hit marker on them, -1 for the first hit , -2 for the second and so on...

Eliminated ships **are removed** from the game.
Strength Point hit also means a Morale lost for the objective ship. Mark this with a Morale Marker, -1 for the first hit , -2 for the second and so on...

A ship with a Morale Marker of -1 means its Morale has become the one printed on the counter minus one.

If a ship reaches a Morale Value of 1 it becomes demoralized and stops firing. Put a *'Broken'* marker on top of it.

If all the ships of one side become broken, that side is routed and loses the battle. This means the end of the battle.
The routed fleet retreats from the region as explained in 10.7. The routed side **loses 1 VP**, and the enemy **wins 1 VP**.

Each time a player scores a hit he receives 1 Battle Point and the other side loses 1 Battle Point. Battle Points are used to determine who wins the battle. Place Battle Points recieved on each player side of the Naval Battle Map.

10.6 Winning the battle.
If neither side has been routed or has retreated from the battle at the end of the last round of fire, the side with the higher number Battle Points wins the battle.
The winner fleet remains in the region where the battle is taking place. The other side has to retreat as explained in 10.8.
The winning side also receives 1 VP if it has sunk two more ships than the enemy, and the enemy also loses 1 VP.
So, if the winning side has sunk 3 enemy ships and has suffered one lost ship itself, this side earns 1 VP. The enemy also loses 1 VP.

10.7 Retreating from battle.
After any Combat Round and before the next Round starts, a player can try to retreat from battle. This is declared to his opponent, then he rolls a die and if the result is 6 or more the fleet retreats, adding to his die roll the following modifiers:
- The Round number
- One for each unit of his side already lost during this battle.

If the retreat roll is successful the player who declared the retreat move its fleet from region where the battle is taking place and loses one VP, and the other player wins one VP.

10.8 Retreat
The retreating fleet goes to an adjacent sea region with no enemy ships. The retreating fleet can also go to an owned port in the sea region where the battle takes place if there is one available.

The retreating player can retreat through a region with enemy ships in order to reach an empty region or a region with friendly ships, **BUT**, at the cost of one Strength Point hit

that is taken by any of his retreating ships. If there is no such region or port the fleet is eliminated.

10.9 Ending the battle.
The naval battle ends in three ways:
- One side retreats
- One side is totally eliminated
- All Combat Rounds have been played.

See the Naval Combat example in the Playbook for a better understanding.

11.0 Land Movement Phase

11.1 Controlled regions/cities
A region is controlled by one side if there are no enemy units in the region and there is at least one combat unit of this side.
Regions start the scenario controlled by one of the sides as described in the Playbook .
Place a Control Marker in Patriot controlled regions to make this visible. Regions without a Control Marker are deemed to be under Royalist control.
A region can change its controlling side if new units enter the game in that region as effect of playing a card.
Exception: Portuguese Control Markers do not imply Royalist control.
A city is considered under control of the side that controls the region, except if the city is a fortress and it is occupied by units of the side that does not control the region.

11.2 Moving units/stacks.
Land units move during the Land Movement Phase. The player chooses how many units, stacks or armies he wants to move. The units/stacks move using their Movement Points. They pay the cost of entering a region against their remaining Movement Points.
Note: Army units operate as stacks in terms of movement.

Units/stacks/armies with zero MP or with an immobilized marker on them cannot move.
Some units may have some movement restrictions, see details on the Playbook.

No stack/unit can enter an enemy region containing enemy unit(s) if there is no leader present with the moving stack/unit, in other words you cannot attack without a leader.
A unit/stack or army ends its movement if it enters a region with enemy units present (not hidden) outside a fortress.
A stack or Army initial Movement Points is equivalent to the lowest Movement Points of the slowest unit(s) inside the stack.

While moving a stack/army it is allowed to drop some of the units of the stack in any region you move through. However, **it is not allowed** to pick up units while moving. This is only allowed at the end of the unit/stack's movement.

You can enter a fortressed city (not occupied by enemy units) with a unit/stack present in a region just moving them over the graphic of the fortress shown in the map. This movement does not cost MP.

You can exit from the city in the same way but if there are enemy units present in the region this will start a battle, in this case you can only do this if you have a leader with the units exiting the fortress.

A stack/unit can embark on a transport ship with enough capacity, if the transport ship is in an adjacent sea region and the land unit/stack has not yet moved during its movement phase.

A stack/unit can disembark from a transport in a sea region to any adjacent land region as in normal movement, this movement expends all of the units/stack Movement Points.

A unit/stack is not allowed to disembark in an enemy region with enemy units present, unless there is a leader together with the disembarking unit/stack.

Artillery/Leader units cannot move alone unless within controlled regions.

If combat units move to a region with an enemy artillery unit alone (or together with more artillery units), that artillery unit is eliminated in the same way as a loss in battle.
I.e. artillery without combat units together with them won't fight in a battle, they are eliminated.

Leaders can move up to **their total movement points** independently of the terrain (except when disembarking) while moving through friendly regions **at a cost of 1 for each region** no matters the type of region, straits or rivers.

Any damaged unit with a damaged strength small counter over it will move together with the small counter all the time.

Any unit/stack with MP higher than 0 at the start of its Movement Phase can always move at least one region, independently of the cost of entering it.
Exception: This default movement ability does not include crossing a strait without having naval control.

It is **not allowed** to enter a region where a battle has already been declared (i.e. there are already units from both sides in the region).

12.0 Land Combat Phase

When stacks/units/armies of the Patriots and Royalists are present in the same land region, a battle will take place there, the result of the battle will determine who remains in the region and thus will take control of it.
If there are several Land battles to be resolved, the active player chooses the order he wants those battles to be resolved.

12.1 Leader in command
If there is a leader in the same region with a unit/stack or army of its side, this leader is the one in command.
If there is more than one leader present, the one with the higher rank (number of stars) is the Leader in command. If there are several Leaders with the same higher rank, then the player chooses which Leader is in overall command.

12.2 Preparing a battle.
The active player chooses the first battle to be resolved. Take the Land Battle Card (Image 12.0), and place it in the Battle Box on the map.
Place a battle marker in the region where the battle is taking place and deploy all the units on the Land Battle Card.

12.3 Deploying units on the Land Battle Card.
Place all the units from the region where the battle is taking place on the deployed Land Battle Card. Units 'inside' a fortressed city can remain inside the city or take part in the battle at the owning player's choice.

If the commanding leader is a one star leader and there are more than five non artillery units on his side in the region where the battle is taking place, **only five of them** are deployed in the Land Battle Card and the rest remain in the region of the map where the battle is taking place. These excess units will not take part in the battle, but will be affected in the same way as the rest of the (fighting) units on their side, whether they win or lose the battle.

Follow this steps to deploy the units in the Land Battle Card:
>> **First,** place all the artillery units in the artillery boxes of the Land Battle Card, the attacker's artillery on the attacker's side, the defender's artillery on the defender's side.
>> **Second**, place the Leaders in Command in their corresponding box (it may be that there is no defending leader). Place any other present leaders not in command in the 'Other Leaders' Box for each side.
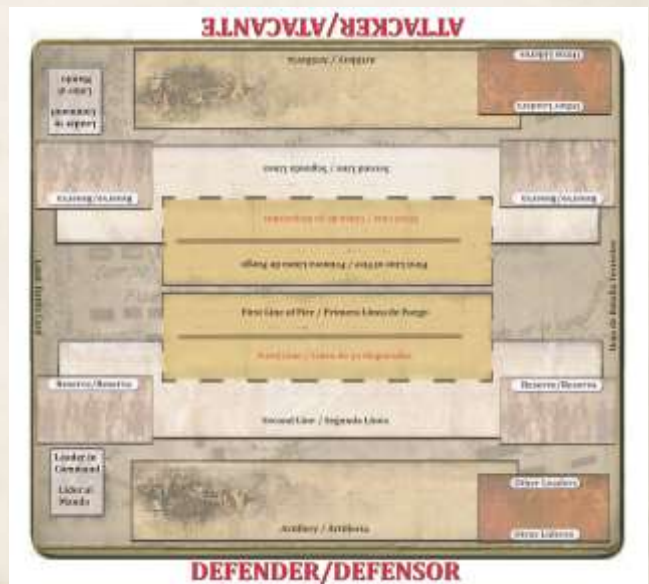

Image 12.0 The Land Battle Card

>> **Third,** place the rest of the units on the *First Line of Fire* section of their respective side, up to to the limit for the terrain type. The owning player chooses which units will go to the *Second Line* or *First Line of Fire* section (the ones that will open fire). Players can also place some cavalry units in the *Reserve* section (see Reserve area). This could be useful for pursuing a routed army. If the Leader in Command of one side **has higher** tactical value that the enemy Leader in Command, then, this side can add **one more unit** to the *First Line of Fire* section (doesn't matter the terrain limit).

Same applies if the defender side has no leader present.

>> **Fourth**. Leaders not in command (the ones in the *Other Leaders* box) can be assigned to any **non elite infantry** unit. We call them Assigned Leaders. Only one leader is assigned to each unit.

These 'regimental' leaders give an additional die roll each Fire Round to the unit they are assigned to (works similarly as elite units). Place an Assigned Leader close or on top of its assigned combat unit to identify this clearly.

Note: If the first shot is successful, there is no second roll due to the assigned leader. Extra rolls **are not** cumulative.

Image 12.3, 'Talav.Peru' has an Assigned Leader

12.4 Reserve area.
Before resolving a battle, a player can place some of his cavalry units units in the *Reserve Boxes* instead of in the *First Line of Fire or Second Line* sections. There are some rules to observe here:

- There cannot be more cavalry units in the *Reserve Boxes* than in the *First Line of Fire* section.
- If a unit in the *First Line of Fire* is eliminated during the combat, any unit in the *Reserve Boxes* or in the *Second Line* section will automatically occupy the place of the eliminated unit in the *First Line of Fire*.
- If a unit in the *First Line of Fire* section become demoralized and fails the Recovery check during the Recovery Morale Phase, then any non demoralized unit in the *Reserve Boxes* or in the *Second Line* Section will automatically occupy the place of the demoralized unit, i.e. this unit will go to the *First Line of Fire* section.

- If a unit in the *First Line of Fire* section become demoralized **before firing**, then any non demoralized unit in the *Reserve Boxes* or in the *Second Line* Section will automatically occupy the place of the demoralized unit. This unit going to the *First Line of Fire* section **can open fire** during this fire round·

12.5 Choosing combat cards.
After the Deployment, each player chooses any combat card he wants to play (if he has some available in his hand). First the defender plays, then the attacker.

A player can only play a number of Combat Cards, **equal or less than** the Tactical Value of his commander in the battle.

So a two Tactical Value commander allows to play up to two Combat Cards in a single battle. The Players place their played Combat cards at their side of the Land Battle Card.

If in any battle, the defender hasn't a leader present, he cannot play any Combat Card.

Leaders with '0' Tactical Value cannot play combat cards.

Note: Cards that are not Combat Cards, cannot be played during a battle resolution.

12.8 Playing Combat Cards
Combat cards can only be played during battles. Cards regarding initiative, units' Combat Factor or units' Number of Rolls must be played before the Roll for the Initiative is done (first the defender, second the attacker). The effect of the last played card can deny the effect of a previously played defender's card. For example, if both sides play a card to gain initiative, the last played card effect prevails.

Cards effects can change some restrictions of the battle resolution or add new capabilities to units, e.g. a militia unit firing two times in a round or similar.

Some cards can be played during any Round of Fire, e.g. 'Cavalry Charge' card.

12.7 Determining Initiative.
After playing any Combat Card, each side rolls a die to see which side has the initiative in the combat, adding to the roll the Tactical Value of their Leader in Command. The higher result wins initiative. In case of a tie, the defender wins initiative. If the attacker does not has a leader, then there is no roll and the attacker has automatically the initiative. Skip this step if a Combat Card effect decides who has the initiative.

12.8 Artillery Fire Round.
Artillery Fire Round is executed after determining the Initiative. There is no Artillery Fire Round for Jungle or Andean terrains.

The side that won the initiative select his first artillery firing unit and a target unit **from the enemy Combat units in the First Line of Fire**. After this, he rolls a die and resolves the result in accordance with Table 12.8. below.
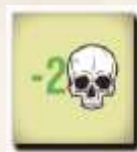
Repeat this for each artillery unit in the shooting side. Do the same with the side that lost the initiative roll.

Die Result	Effect
1 or 2	Target receives a hit (Morale and Strength)
3 or 4	Target receives a Morale hit
Other	No Effect

Table 12.8

Note: Each successful impact gives one Battle Point to the firing side.

12.9 Distributing hits on the enemy.
If an enemy unit is hit, the unit loses a Strength Point and a Morale Point. If this was its last remaining Strenght Point, the enemy unit is eliminated and is placed in its corresponding Force Pool. The enemy unit also loses one Morale Point if it is not eliminated. Eliminated units with a black dot printed on the counter do not go to the Force Pool, they leave the game permanently.

A full Strenght unit that receives a hit is flipped to its damaged side. If it was already in its damaged side use Hit small counters to indicate the Strenght Point it has lost. In a similar way use Morale small counters to show the Morale Points the unit has lost If a unit Morale Points level **drops to 2**, it becomes demoralized and a 'broken' marker is placed on it. Broken units do not fire during the combat units Fire Round.

If a unit becomes demoralized before it has done its fire roll in this round, it can swap its position immediately with any available unit in the *Reserve Boxes* or in *Second Line*.

Check if the enemy stack/army becomes routed in case this was its last non Broken combat unit.

If a hit eliminates a unit (i.e. the unit lose its last Strength Point), it is removed from the Land Battle Card and another unit (if available) in the *Reserve Boxes or in the Second Line* takes its place immediately in the *First Line*.

If the eliminated unit has not fired yet during this round, the new unit occupying its place can open fire in this fire round.

12.10 Combat units' fire rounds.

Once the Artillery round ends, starts a series of Combat units' fire rounds. There can be up to five combat units' fire rounds, depending on the region terrain (see 3.2.1) or any played combat card.

On each round players can open fire **just** with their units placed in the *First Line of Fire* section.

Each unit will fire on a target enemy unit from the enemy First Line of Fire.

It is **not allowed** to fire two consecutive times to the same target unit if there is another target unit to select.

The side that won initiative fires first with his first unit, and then the other player fires with his first firing unit.

Repeat the process with the rest of the units of each side alternating side until all the units in the First Line have fired, this will mean the end of the Fire Round.

Each time a unit has fired, move it to the '*Fired Line'* section.

A unit opens fire on its target rolling the die and resolving the die roll as per the Table 12.10. below.

When firing, subtract the Combat factor of the unit firing to the die roll to obtain the final result.

Result	Effect
1 or 2	Target enemy unit suffers a hit (morale and strength)
3 or 4	Target enemy unit suffers a Morale hit
Other	No effect

Table 12.10

12.11 Elite(veteran) units.

Elite units have the chance to fire two consecutive times. This happens if the unit misses its first shot. In this case it can try again, rolling the die one more time.

12.12 Assigned Leaders.

Each Assigned Leader gives an extra roll to the unit he is assigned to in the case that the unit has missed in his first fire roll.

Assigned Leader **are not** applicable to elite units.

Assigned leaders can die if its linked infantry unit is eliminated during the battle. If this happens, roll a die:

* A result of 8,9 or 10 kills the leader (remove it from the game, colonels go their corresponding Force Pool).

* A result of 6 or 7 means the leader is wounded (place it in the next turn box in the TRC, the leader will arrive as a reinforcement in the next turn in the closest controlled region to the region where he was wounded).

Once the battle is over, secondary leaders are no longer assigned to any infantry unit this turn.

12.13 Rally Phase.

After each Round of Fire except the last, there a rally phase takes place. During this phase players try to recover some of their Demoralized units.

The Leaders in Command of each side roll a die **for each** Demoralized unit on their side.

Subtract the Morale value of the leader to the roll.

If the result is 5 or less, the unit recovers one point of Morale. If the unit morale goes back to 3 it can fire again, in this case remove the 'Broken' marker of the unit.

If the defender has no leader present, he skips this phase.

After the Rally Phase all the units must leave the '*Fired Line'*, and return to the First Line of Fire section.

See combat examples on the Playbook.

12.14 Applying hits during the battle.

A unit that suffers an impact (modified die roll of 1 or 2) loses one Strength Point and its morale value is decreased by one.

If the unit was at full strength and it is a unit with 2 or more Strength points, it is flipped to its back side (i.e. its damaged side).

A unit that suffers a Morale Impact (modified die roll of 3 or 4) loses one point of its Morale Value. Represent this by placing a ´-1' Morale small counter over this unit. Add a '-2' Morale small counter if the unit receives a second hit and so on. Morale small counters are cumulative.

If the Morale of a unit **reaches 2** then, this unit become demoralized and does not participate any more in the combat unless it recovers its morale above 2 during the Rally Phase.

It is possible to fire on a 'broken' unit present in the *Second Line of Fire*, in this case the target unit can thus receive extra Strength and Morale hits, leading to a morale drop down to 1 (lowest value) or even the unit elimination.

If there are non 'Broken' units in the *Reserve Boxes* or in the *Second Line* section they can swap place with a 'Broken' unit on the *Fire Line of Fire* section. This happens immediately

when such a situation occurs, even during enemy fire resolution.

The first time a unit receives a hit, it is flipped to his damaged side. If the unit already was on its flipped side and has more than one Strength point left, place a '-1' strength marker on top of its counter. Place '-2' or '-3' markers if necessary.

The **elimination of an enemy elite unit** gives one additional VP.

Note: The lower Morale Value for a unit during battle is 1.

12.15 Retreating from battle.

After the first Round of Fire any player can attempt to retreat from battle. Just declare this to the opponent, roll a die and if the result is a modified 6 or higher, that side retreats. Add the round number to the die roll, and also one for each unit lost during this battle by the side trying to retreat.

If the retreat is successful, consider the battle lost by the retreating player.

Apply VP allocation as explained in **Result of the battle** (12.19).

A garrison unit must retreat inside any present fortress, otherwise it retreats together with the rest of the forces of its side.

The losing side can also retreat part or his full army inside a controlled fortressed city in the region where the batlle is taking place if there is any.

12.16 Retreats

A retreating army/stack must move to the region where it came in the case of the attacker, or to any controlled adjacent region in the case of the defender.

If there is no any adjacent friendly region, the retreating force will retreat through enemy regions towards a friendly region. This force lose one Strenght Point for each enemy region it crosses. If it is forced to cross through three enemy regions then the whole force is eliminated.

12.17 Routed Side.

A side is routed when none of its (non eliminated) units in the *Line of Fire* section has a morale higher than 2. This side loses the battle immediately and an enemy cavalry charge may happen. After this the battle ends and the Routed side retreats from the region as explained in 12.16.

12.18 Cavalry charge.

If a stack becomes routed and there is enemy cavalry present in the enemy *Reserve* area, a cavalry charge occurs. The cavalry units placed in the *Reserve* area may conduct a charge, pursuing any demoralized unit of the enemy.

The cavalry units charging open fire like in a normal combat round, but only strength points hits are taking into account during the charge (the target enemy units are already demoralized).

12.19 Result of the battle.

The winning side units remain in the region, the losing side retreats to an adjacent region without enemy units and

without battles yet to be resolved this turn, the losing side can also retreat inside a fortressed owned city in the region where the battle takes place.

A defeated force cannot retreat to an island if there are enemy sea units in the sea region that surrounds the island.

Routs and Retreats

For battles with 3 or more combat units in the routed/retreating side apply this:

If a side become routed the enemy automatically **earns 1 VP** and the routed side **loses 1 VP**.

If a side has retreated voluntarily from battle, its side automatically **loses 1 VP** and the enemy side **earns 1 VP**.

Losses and VPs: For every two enemy units eliminated, your side **receives 1 VP**, and for every two of your own units eliminated, you **lose 1 VP**.

12.20 Adjusting the Cost Marker.

Elimination of units during the battle can cause the Cost Marker of any or both sides to be lowered, **it is recommended to check it after the battle.**

12.21 Winning the battle. Battle Points.

Each time a side scores a hit on an enemy unit during the battle, it receives one Battle Point.

At the end of the battle, if both sides remain in the battlefield the side with higher number of Battle Points wins the battle. Use Battle Points marker during the battle to reflect the situation. See combat samples on the Playbook. The losing side retreats from the region where the battle has taken place.

Battle Damages: The winning side also **earns 1 extra VP** if it has inflicted at least '3+' Battle Points loss to its enemy in this battle. In such a case, the enemy also side **loses 1 additional VP**. This comes in addition to any VPs won/lost if a rout has also occured during the battle or the enemy has retreated from battle.

12.22 Recovering morale.

Once a battle is finished all the surviving units recover fully their initial Morale Level and all the Morale Counters are removed.

12.23 Elimination of a stack.

This happens when all the combat units of the concerned side end up eliminated. Any leader that was stacked with this stack/units is retreated to an adjacent friendly-controlled area. If there is no such area, then the leader is eliminated. If the concerned leader was a generic Colonel, it goes back to the Force Pool.

Any remaining artillery of the eliminated stack is also eliminated, going to the Force Pool, but only in the case it is an artillery unit that can be purchased back (i.e. a unit without a black dot printed on the counter).

12.24 Siege.

If the attacker wins the battle and there is in the region a fortressed city with enemy units inside, then a siege can take place, see 13.0.

13.0 Sieges Phase

A siege takes place when a friendly force (with a leader) has the control of a region previously occupied by the enemy and there is a fortified city held by enemy units inside within hte region.

13.1 Resolving a Siege

Compare the strength (number of Total Strength Points (TSP) of the force) of the besiegers against that of the besieged (each artillery unit count as one Strength Point).
If besiegers TSP **is higher** than the besieged one, a siege battle takes place (only if the besieging player wants to start a Siege Combat), if not, nothing happens.

Siege Combat is divided into **five** rounds. On each round a 10-sided die is rolled.
The die result determines what happens in each round, see *Table 13.1* below.

Die Result	Effect
<5	Attacker loses 1 Strength Point
5, 6, 7 or 8	Both sides lose 1 Strength Point
9	Defender loses 1 Strength Point
10 or 11	Defender loses 2 Strength Points
>11	Defender is eliminated

Table 13.1

Some modifiers can be applied to the dice roll (each of them) :
 - The fortress level is subtracted from the die roll
 - If the besieger has artillery, +1 is added to the die roll.
 - If the besieger has siege artillery, +2 is added to the die roll
 - If the Tactical value of the besiegers' commander is higher than that of the besieged commander, or if the besieger has a leader and the besieged has none, +1 is added to the die roll.
 - If the city is a port and it is blockaded, +1 is added to the die roll.
 - If the town is not a port, +1 is added to the die roll.

If any side taking part in the siege combat becomes eliminated in any one of the 5 rounds, the siege ends immediately and any leader in the defending side is eliminated, in the case of a generic Colonel it goes back to the Force Pool.

The besieger can stop the siege in any of the 5 rounds, he also can decide to not start the siege battle at all.

14.0 Replacements Phase

The Phasing Player can play any card in his hand that gives him replacements (if he wants to play it).
In this phase the Phasing Player can use any replacement that he had purchased during this turn Purchase Phase.

The procedure to use purchased replacement is the following:

Each purchased replacement can be used to replace one Strength Point already lost by any unit. The replacement counter is removed from the 'Replacements Box' in the Player Aid Card. Then one Strength Point is added to any unit (not besieged) that was not at its full Strength Points value.

Exceptions:
- Elite units **cannot ever** recover their full Strength Points.
- No unit can replace **more than one** Strength Point in a single turn , including the ones recovered by cards.
- Rebels cannot receive replacements.
- Natives/warriors cannot receive replacements.
- Units with a black dot on the right side of the counter cannot receive replacements.
- Hidden units cannot receive replacements (see 20.0).
- Out of port ships cannot receive replacements.

Exception 2: Units with a black dot point on the right side of the counter **can receive** one replacement when playing the card 'Military Hospitals'.

15.0 New Units Phase

Units purchased during the purchase phase are now placed in their arrival region.
Players can only deploy their new units in regions that were under their control **at the start** of their respective movement phase. I.e. It is not allowed to deploy a new unit in a region that have been conquered during the Movement Phase during the current turn.

These regions must contain a controlled town. **A maximum of two new units** can be deployed per region in a single turn.
New units cannot be placed in besieged towns.

Units can only be deployed in their respective home country/area. I.e. you cannot deploy purchased Chilean troops in Mexico, for example, or a Royalist unit from the '*La Plata*' scenario in 'New Granada'.

New Units must be placed in their home region if such a region exists **even** if there is no city there.

If a unit cannot be deployed for any reason, it is eliminated and returns to the Force Pool (*what a waste of resources!*).

New ships must be placed in a friendly port that was under your control at the start of your turn. See the Playbook for more details.

16.0 End of Turn Phase

Play this Phase only after the Royalist New Units Phase.

Proceed as follows during the End of Turn phase.
• Remove the markers of events which effect(s) last one turn and have been already executed. Remove also the card of the event from the 'Active Cards' box.

- Check if any side meets the scenario Victory Conditions defined in the Playbook document.
- If this was the last turn check the Scenario Final victory conditions in the Playbook.

17.0 Tension Index

The Tension Index (TI) is a parameter that represents the degree of Social Discontent with the political situation in Latin-America between the local population and the overseas Spanish Government.

It starts growing from the very beginning of the game.
For every 10 points of Tension Index the Royalist will see his income reduced by one.

Note: Some cards require a determined level of Tension Index (TI) to be playable.

18.0 Privateers

The struggle of local privateers against the Spanish Crown is represented with privateers counters and the four **Privateers Boxes** on the map. One is in the Pacific, one in the Caribbean Sea, one in the South Atlantic and the last one in the North Atlantic.

For **each box** with any privateer counter present, the Royalist player rolls a die **during his Income phase** and applies the result as indicated in the table below.

Number of present Privateers Counters	Die Result	Effect
1	9, 10	Royalist Income lose 1 Resource
2	8, 9, 10	Royalist Income lose 1 Resource
3	7, 8, 9, 10	Royalist Income lose 1 Resource

Table 18.0

NB: there is a (reminder) help box next to each Privateer box.

19.0 Expeditionary Troops

19.1 Playing Expeditionary Forces Cards.
Expeditionary forces enter the game when the Royalist player plays a card. They use to arrive in the Expeditionary Forces Box (EFB from now on), next to Cadiz.

19.2 Purchasing Expeditionary Forces.
The Royalist player can purchase any of the units in the EFB by paying **1 Resource** point for each. Move the purchased unit from the EFB to the Spanish region of Cadiz.

Important Note : The Royalist is forced to expend the first Resource Point that he expends purchasing new units purchasing an Expeditionary unit among the present one in the EFB. This does not happens if he only purchase Replacements.

19.3 Sea Transport Attrition.
In LoM most of the Expeditionary units have to be transported from Spain to America.
At the start of each Naval Phase, roll a die **for each** expeditionary unit being transported by sea from Spain to any sea region with the exception of Cadiz Bay sea region. And follow table 19.0 results:

Expeditionary Units Attrition Table

Unit's Strength	Die Result	Effect
Damaged unit	9, 10	HIT!
Full Strength unit	7, 8, 9, 10	HIT!

Do not roll for units with just one Strength Point left

Table 19.0

Leaders and artillery are not affected by sea transport attrition.

Design Note : This represents the casualties suffered by these troops during their trip to America due to several sicknesses.

19.4 Tension Index impact.
Each time an expeditionary unit/stack coming from Spain is disembarked in America, the Tension Index **is incremented** by one on a Die Roll of 6 or higher. Do the same if the force arrives by event card directly in America.

20.0 Guerrilla Units

Guerrilla units have a special capacity: the *hidden mode*.
The player can declare during his Land Movement Phase that any of his non yet hidden guerrilla units to become hidden. To identify this, place a 'Guerrilla!' counter over that unit.

Hidden Guerrilla units cannot receive replacements.

20.1 Hidden mode
Any Unit in *hidden mode* loses the capacity of taking control of a region.
A hidden unit can change back to visible mode if it ends its movement in a region with friendly units or in an empty region.
If a battle starts in a region where there are hidden units, these units can change to visible mode and participate in the combat, even during the oponent turn. Otherwise, they remain hidden and the battle occurs normally without them.

Hidden units can move and can enter regions with enemy units present (stacks or armies). They are not forced to start a battle if they remain in *hidden mode*.
Leaders cannot be hidden.

A Leader stacked with only hidden units **cannot enter** in a region with enemy troops outside a fortress.

20.2 Detecting hidden units

Each time a friendly unit (or stack or Army) enters a region with enemy hidden units, a die roll must be made to check for the detection **of each** of the said hidden units.

A roll of 8 or more, means a successful detection. These modifiers are added:
+1 if friendly cavalry is present.
-1 if the region terrain is Mountain or Andean.

If the hidden unit is detected remove its "Guerrilla" (Hidden) marker.
If there are more than one hidden units the detection die roll is done for each of them.
If any of the Hidden units become non hidden, and there is a leader present with the friendly detecting units, a combat is started against the just detected now non-hidden unit(s). The player owning the hidden units can choose to involve all remaining hidden units there (if any) in the combat, thereby losing their hidden status.

If there is no leader with the detecting side, the enemy units now revealed (no longer hidden) must retreat from this region to another Guerrilla region without enemy units.
If this is not possible, they become hidden again but immediately take a strength-point hit.

Guerrilla units don't count against the Maintenance.
Mounted Guerrilla units are Guerrilla units.

21.0 Scenarios

Please read the Playbook document for detailed information of the scenarios available to be played in 'Libertad o Muerte!' You can also find there some useful examples of play.

22.0 Card explanations

Some cards need a detailed explanation of how they have to be played.

22.1 Desertions card

To reproduce the random selection of the target unit(s) to be eliminated in such an instance, follow the instructions below:

When playing the Great Campaign, the phasing player first selects which Viceroyalty will be affected: New Spain, New Granada or Peru and La Plata (the last two are considered as one single Viceroyalty for this purpose).
Then choose three (3) enemy stacks inside that Viceroyalty to receive the hit and roll the die.
On a result of 1,2 or 3, the first stack will take the hit.
On a result of 4,5 or 6, the second stack will receive the hit.
On a result of 7,8 or 9, the third stack will receive the hit.
On a result of 10, the **enemy** player chooses which unit of the three stacks will suffer the strength hit.

Once the stack is selected, roll a die for each unit inside the stack. The first unit for which a 6 or more is rolled receives the hit. If no 6 or higher is rolled, repeat the process until one result is obtained, or determine ford yourself another random way of assigning the Strength Hit.
If the stack is conformed by a single unit, that unit receives the hit.

Note: Do not select units with just one Strength Point left if that is possible.

22.2 Sharpshooters Card (reroll)

When you play this card, you receive two extra roll small counters for reshoots in each Combat Round. The player assigns each '+1 Reroll' counter to a non cavalry unit of his choice.
The small counters are placed next to each unit that will receive the '+1 Reroll' counter. If this unit misses its first shot, it can roll again thanks to its '+1 Reroll' counter.
The effect applies during the duration of the whole battle. Even if it is not used, the 'Reroll' counter is removed at the end of the battle.

22.3 Conversion of Militias

There are some militia units in the Argentinian, Colombian, Venezuelan and Royalist armies that can be converted to regular units by playing this card.
When a militia unit is converted to regular, it cannot be built again as a militia until the regular unit into which it was converted is eliminated (set the source militia aside from the Force Pool).
Once the regular unit is eliminated, place the source militia unit back in the Force Pool and return the regular unit in the Event Units Box in the Player Aid Card.

23. Royalist and Patriot Aid Card

Players must use these Aid Cards to manage their units not yet placed on the board.
Newly purchased units and Replacements are also placed here during the Purchase Phase.

The units available in the Force Pool are placed on those cards, in the corresponding box(es) as explained in the Playbook.
Any unit lost in battle or by an event is also placed in its corresponding box on the card if the unit can return to the game later.

All the units that are not yet available to be purchased and/or that will enter by event later (via the play of a card) are placed - at start - in the Events Box.
Follow explanations in the Playbook regarding the Aid Card of each side.

24. Player Armies Card

Players should use these cards to manage their armies.
Armies cards are divided into boxes, each with an army name in it.

The way to use the Armies Card is easy. When a player declares an Army in any region, he places in the corresponding box the units of the Army just declared (removing the units from the map), and places the just declared Army in the region where the units were initially located.

Leaders are not placed in the Armies Card, they remain on the map.

To stop using an army, just remove it from the map and put it back to its army box of your Armies Card. Then put the units associated to this army in the region of the map where the army counter was.

When an Army is not being used, just leave its counter in the corresponding box of the Armies Card.

Image 24.0 Patriot Armies Card

25. Optional Rules

25.1 Fighting Privateers.
The Royalist player can declare that one of his combat ships with a combat factor of at least 1 is *chasing* (i.e. fighting) privateers, during his Naval Movement Phase.

To do so, just move that ship into the privateer area containing the target privateers counters.

During the naval combat phase, but before any naval combat resolution, announce the chase and proceed as follows:

Roll a die, modified by '-1' if the Royalist ship is damaged when the *chase* is started, and checks the results below:

* 0,1 or 2, the chasing ship is eliminated,
* 3 or 4 the chasing ship takes a hit.
* 7,8,9 or 10 one privateer counter is removed.

If the chasing ship has survived, place it back to the adjacent sea area from where it entered the privateer box.

25.2 Big Battles (BB).
One single time during each of the main **Periods** of the war (Rebellion, War to Death and Final Years – see the Playbook), each player can declare that a battle (which satisfies specific requirements) will be a 'Big Battle (BB)' **in each Theater**.

Big Battle Theaters:
In order to play each Big Battle marker, consider the map divided in three Theaters.
'Mexico Theater' will be composed of Mexico and areas defined in the Playbook (image 27.3.2).
'La Plata Theater' will be composed of all South America from Trujillo and Moyobamba (included) down to the South.
'Bolivar Theater' will be composed of both Colombia and Venezuela as defined in the Playbook (image 27.2.2).

BB Markers
At the start of certain Periods of the war (Rebellion, War To Death or Final Years) a player receives **one** Big Batlle marker for the scenario in play. Exception, when playing the Big Campaign or Early Years scenarios, a player receives **three** such markers (one for each Theater).

A player can only declare Land battles (no naval battles) to be a 'Big Battle' if there are at least 6 (non artillery) combat units **of each side** present in the battle.

When the player declares a given battle to be a BB, he places his BB marker in the region where the battle takes place.

A Big Battle will always last **five rounds** of combat, no matter what the terrain type of the region indicates (ignore it for the duration of this battle).

No side can retreat from a 'Big Battle' unless routed.
Cards that provoke a retreat or shorten the number of battle rounds **cannot be played** in a Big Battle. However, a Big Battle ends if one side become routed, even if not all the 5 rounds have been fought.

The winner earns **3 Victory Points**, the defeated side loses 2 VP. No extra VPs are awarded except for the elimination of elite units.

Once a BB has been resolved, remove the BB counter from the map and put it aside. It will be available again in the next Period of War.

25.3 Voluntary Elimination.
The player can select at the end of the Combat Phase to eliminate any naval or land unit he wants at a cost of +1 VP for the enemy for each unit eliminated.

26. Credits

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