

4 Page Bolivar

Fast Play Rules for the South American Wars of Liberation

Quick Reference Sheet

Version 0.5a (10 May 2025)

Pre-game set-up

- Pre-game 1. Agree game size
- Pre-game 2. Recruit army and organise commands
- Pre-game 3. Scouting
- Pre-game 4. Determine attacker
- Pre-game 5. Place terrain
- Pre-game 6. Deployment
- Pre-game 7. Bombardment

Game Turn Sequence of Play

- Phase 1. Initiative
- Phase 2. Active Player
 - Step 2.1. Active player move
 - Step 2.2. Reactive player shoot
- Phase 3. Reactive Player
 - Step 3.1. Reactive player move
 - Step 3.2. Active layer shoot
- Phase 4. Close Combat
 - Step 4.1. Declare charges
 - Step 4.2. Cancel charges
 - Step 4.3. Evades
 - Step 4.4. Charges
 - Step 4.5. Melee
 - Step 4.6. Rally backs
- Phase 5. Unit Morale
 - Step 5.1. Remove shooting and moved markers
 - Step 5.2. Commander loss
 - Step 5.3. Morale erosion
 - Step 5.4. Unit heroics
 - Step 5.5. Commander rally
- Phase 6. Army morale

Unit type	Starting resolve	Move (TUM)	Charge Move (TUM)	Move in difficult (TUM)	Rally Back (TUM)	Range (TUM)	To hit	Combat dice modifier in difficult
Commander	1	10	3	3	–	–	4-6 melee; cannot shoot	–
Horse, Gauchos/Llaneros	3	8	3	3	3	Only Horse 2	6 shooting (only Horse) 6 melee in difficult terrain In open charging ... 6 a square 5-6 a line or column to-front even if partially 2-6 a line entirely behind-flank / to-rear or a march 4-6 in other situations 5-6 melee in open in other situations	-1d6 melee and shooting
Battalion, Spearmen	4	8 March 6 Column 3 Line 3 Square	3 Only Column or Line	6 March 4 Column 1 Line 1 Square	1	Only Btn 8 Long 3 Short	4-6 short range and first time shooting (only Battalion) 6 shooting otherwise (only Battalion) 4-6 charging 6 melee otherwise	
Skirmisher	4	6	3	4	1	8	6 shooting or melee	-2d6 cover from shooting
Rabble	2	4	3	3	1	–	6 melee; cannot shoot	
Light Gun, Heavy Gun, Howitzer	2	8 Horse 6 Mtn 4 Foot 1 Deploy	–	–	–	32 Heavy 16 Light 16 Howit. 8 Canister	Cannot melee 6 light or heavy artillery at troops in fortifications 5-6 if howitzer at troops in fortifications 5-6 canister 5-6 if at long range and firing into deep unit (column, enfilade infantry line or into front/rear of march) 6 otherwise	-1d6 shooting

Shooting

Stand	Shooting dice (minimum 1d6)
Primary fighter	Heavy Gun: 2d6 per resolve with modifiers. Others: 1d6 per resolve with modifiers. Minimum 1d6.
Secondary fighter	1d6

Shooting dice modifiers

- 1d6 shooters are in column or square
- 1d6 shooters are crowded line or column
- 1d6 shooters are cavalry or artillery in difficult terrain
- 1d6 shooting and target is not directly-to-front
- 1d6 shooting at skirmisher in open
- 2d6 shooting at skirmisher in difficult terrain
- 1d6 shooting at infantry or artillery in field fortifications

Crowded

A line is crowded when a friendly line is directly-to-rear within 1 TUM.

A column is crowded when a friendly unit is: (1) in column to-flank within 2 TUM; (2) within 1 TUM either to-flank or directly-to-rear. Commanders, skirmishers and enemy cannot cause a unit to be crowded.

Melee

Stand	In melee with ...	Melee dice
Primary fighter	All enemy are to-front even if partially	Cavalry in open charging a line entirely behind-flank / to-rear or a march 2d6 per resolve with modifiers. Others: 1d6 per resolve with modifiers. Minimum 1d6.
Secondary fighter	All enemy are to-front even if partially	1d6
Primary or secondary fighter	Any enemy entirely behind-flank or entirely to-rear	0d6
Attached commander	Any enemy	1d6

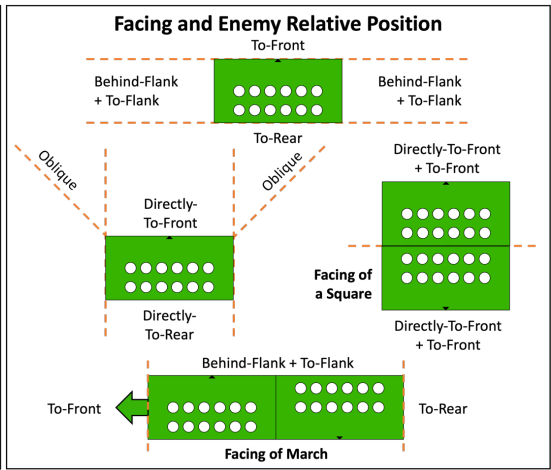
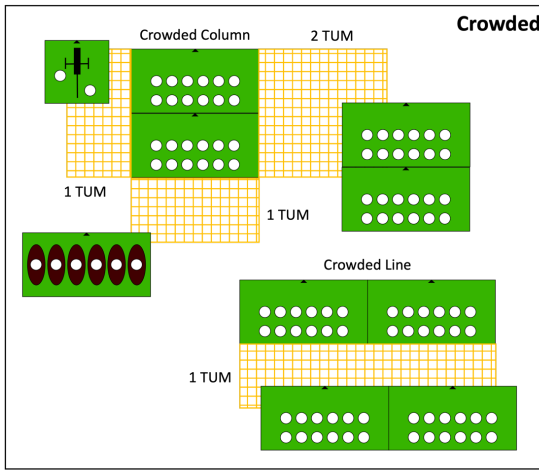
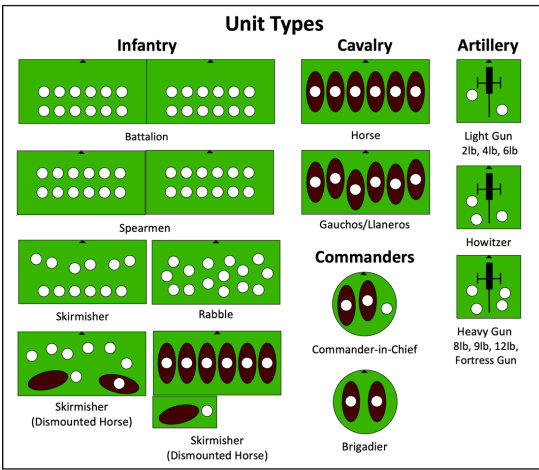
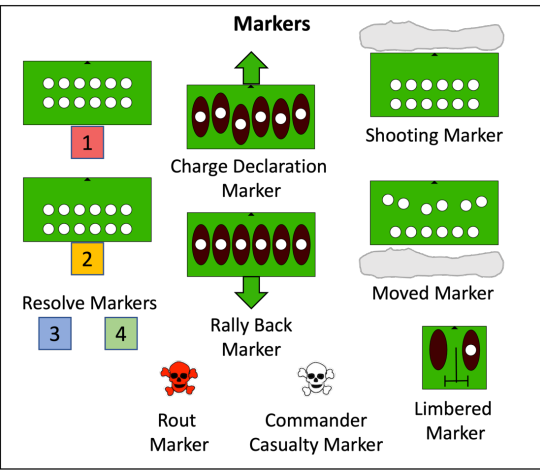
Melee dice modifiers

- 1d6 when crowded line or column
- 1d6 when cavalry in difficult terrain
- 1d6 when charging uphill
- 1d6 when charging fortifications
- 1d6 when unit is unsupported

Support

Squares and columns are always supported. March never. Line, Cavalry and skirmishers are supported when both these criteria apply:

- No enemy unit to-rear within 4 TUM
- At least one friendly squadron or battalion to-rear within 4 TUM



Movement

Optional change formation, optional first change direction, optional move straight ahead, optional second change direction

Command Check

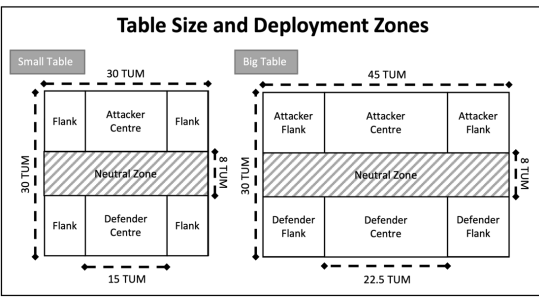
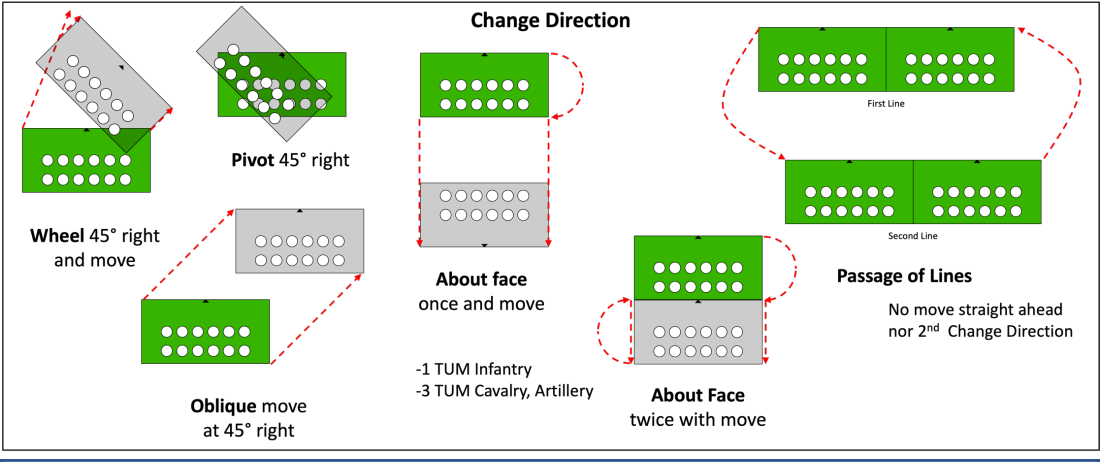
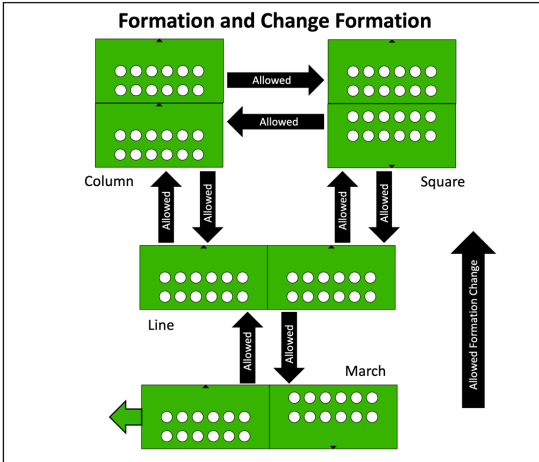
For a Command Check roll 1d6 for each point of the current resolve with success if any hit (6). Two stand units have two resolve values and use the higher. A unit beyond 8 TUM of the commander has a -1d6 modifier.

Shooting Arc of Fire and Range

Directly-to-front or 45° Degree oblique. Target priority: shoot at closest viable target directly-to-front

Commander Casualty

The enemy player rolls 3d6 if the attached unit routed and 2d6 if it did not. Commander casualty on any hit (6).



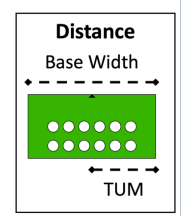
Manoeuvre Zone

applies when a unit starts and remains outside the locked, control and threat zones. The unit can change formation then move in any direction and make any changes of direction they want during their move as long as the centre of the front of the unit is within movement allowance of its original position (Adam's "shenanigans" move; engaños in Spanish).

Threat Zone

A unit is outside the locked and control zones and is any of: (1) shooting; (2) in arc and range and is priority target for enemy capable of shooting; (3) within 4 TUM of any enemy. A move in the threat zone includes an optional change formation, then optional change direction, then optional move straight ahead. A command check is required for: a shooting unit making a formation change (but not non-shooting units); any unit doing a change direction.

Moving unit	Interpenetrated unit	Allowable interpenetration
Cavalry	Cavalry	Straight forward or backwards
In Line, Column, March	In Line	Straight forward or backwards
Skirmishers	Any	Straight forward or backwards
Any	Commander, Artillery, Skirmishers	Any
Commander	Any	Any



Control Zone

The unit is outside the locked zone and is to-front of enemy and within 3 TUM. In addition to restrictions of movement in the Threat Zone, the unit can only: remain stationary; (2) move closer to the enemy unit; (3) move directly away from the enemy unit; or (4) move directly backwards.

Locked Zone

The unit is in contact with at least one enemy unit has either been in melee or is waiting to melee. The only allowable move is to about face if that will leave the unit in front edge contact.