

4 Page Bolivar – Liberators Fast Play Rules

4 Page Bolivar is a condensed variant of Tilly's Very Bad Day for the South American Wars of Liberation. You also need the Quick Reference Sheet (QRS).

Game Basics

A **Unit** has a combat arm and unit type: **Infantry** (Battalion, Spearmen, Skirmisher, Rabble), **Cavalry** (Gauchos/Llaneros, Horse), **Artillery** (Light Gun, Howitzer, Heavy Gun), and **Commander** (C-in-C, Brigadier). Unit quality is superior, ordinary, inferior or raw (e.g. rabble). Artillery is foot, mountain or horse. Scenarios can give commanders special abilities (e.g. Strategist). Battalion and spearmen units have two stands, and all other units have one stand.

Each stand has **Resolve** (2-4). Superior stands are +1 resolve for the type, inferior stands are -1 resolve, and raw are a flat 2. Resolve is weakened by hits, commander casualties, and morale erosion. Resolve can be recovered through heroics and commander rally. Stands in a two stand unit must have the same resolve as each other, or differ by at most one. A unit with a resolve of zero immediately **Routs**; remove it from the table and replace with a rout marker for each stand.

All distances are measured in **TUM**. Commanders and artillery are on a stand 1 TUM across. Other troops are on 2 TUM by 1 TUM rectangular stands.

Unit facing and enemy relative position is given in the QRS. Squares have no flank or rear. The distance between two units is always measured between closest points. If any part of a unit is in difficult terrain the entire unit is considered in difficult terrain. Otherwise a unit is assumed to be located at the front centre of the unit.

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 of the division has a -1d6 modifier.

Phase 1: Game set up

Pre-game 1. Agree Game Size. A small game will have about 10-18 units a side on a small table (30 TUM x 30 TUM). A big game will have about 19-40 units a side on a big table (45 TUM by 30 TUM).

Pre-game 2. Recruit Army and organise commands. Your army must have a C-in-C plus one or more divisions, each of 3 to 8 units including compulsory commander.

Pre-game 3. Scouting. Omitted.

Pre-game 4. Determine Attacker. A scenario will specify which side is the **Attacker** and which the **Defender**. Otherwise, roll a die with the high scorer becoming the attacker. Re-roll ties. The attacker loses if the game has not finished before the time limit (10 game turns).

Pre-game 4. Place Terrain. Use a scenario's terrain or terrain cards.

Difficult Terrain includes villages, rough ground, fields, woods, difficult hills, streams, bridges and fords. **Impassable Terrain** includes rivers and extremely difficult terrain. **Open Terrain** is everything else. Hills can be either gentle or difficult and block at a ridge line between peaks or the perpendicular crest line from a peak. Roads cross rivers/streams at bridges or fords. Artillery can only cross rivers/streams at bridges/fords.

Pre-game 6. Deployment. Deploy a division at a time, alternating sides, starting with defender. Each side can deploy anywhere from their base edge to the 8 TUM deep **Neutral Zone** across the centre of the table. All infantry units must deploy in the friendly **Centre Zone** (1/2 of the table width).

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Pre-game 7. Bombardment. Artillery get a free shot.

Phase 1: Initiative

The Attacker is automatically the Active Player in the first game turn. After that each player rolls a die. The highest scorer wins **Initiative** and becomes the **Active Player** for this game turn with the other becoming the **Reactive Player**. Upon a tie the attacker becomes active player.

Phase 2: Active player

Step 2.1. Active Player Move. Unless noted **Movement** includes an optional change formation, then optional first change direction, then optional move straight ahead, then optional second change direction. Every unit has a **Movement Allowance**: 3, 6 or 8 TUM for normal moves (see QRS) and 3 TUM for charge moves or moving in difficult.

Change Direction: A unit can wheel, pivot, about face, oblique or conduct a passage of lines. Changes of direction are included in the movement allowance. A **Wheel** is up to 45° and the distance of the unit's corner that moves most is counted towards the movement allowance. Wheels in first direction change never require a command check and are the only direction change allowed in a charge. A **Pivot** on the centre is also up to 45°, but one front corner wheels back as other wheels forward, and the distance of the unit's corner that moves most is counted towards the movement allowance. An **About Face** is a 180° turn which reduces the movement allowance by 1 TUM for infantry and 3 TUM for others. Units that about face cannot shoot or charge (place a moved marker). An advance on the **Oblique** is up to 45° from straight ahead and the distance of either front corner is counted towards the movement

allowance. **Passage of lines** is when two lines, one behind the other within 3 Tum, swap positions; no move straight ahead or second change direction is allowed.

Battalion and Spearman must be in **Formation** (Line, Column, Square or March) and can **Change Formation** as part of a normal movement (not charging, rally back, etc). Only line can change to march. March can only change to line. Otherwise, any formation can change to any formation. One stand must remain stationary in any formation change, the other moves. The unit must occupy the same space before and after a Line ⇌ March or a Column ⇌ Square change.

Limbered artillery can move, and optionally deploy at the end, but cannot shoot in a game turn they were limbered. In a game turn deployed artillery can either move and limber or move and shoot. Artillery can wheel or pivot.

Interpenetration is when a unit moves through another unit. Only certain friendly interpenetrations are allowed – see QRS.

Movement depends on which **Movement Zone** the unit is in: Locked Zone (worst), Control Zone, Threat Zone or Manoeuvre Zone (easiest). Always use the worst movement zone the unit tries to move through in a game turn.

Manoeuvre Zone: The unit can change formation then move in any 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). Commanders are always in the manoeuvre zone.

Threat Zone: A unit is any of: (1) shooting; (2) is priority target for enemy capable of shooting; (3) within 4 TUM of any enemy. A command check is required for: (1) a shooting unit making a formation change (but not non-shooting units); (2)

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each time any unit does a change direction (except a wheel as first change direction).

Control Zone: The unit is directly-to-front of enemy and within 3 TUM. In addition to restrictions of movement in the Threat Zone, the unit can only: (1) remain stationary; (2) move closer to the enemy; (3) move directly away from the enemy (making an about face and/or wheel if necessary); or (4) move directly-to-rear.

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 enemy contact.

Step 2.2. Reactive Player Shoot. Battalion (line, column, square), skirmisher, horse and deployed artillery stands can **Shoot** once per turn (place a shooting marker). Units with a moved marker cannot shoot. The target must be in range, in arc, and on the near side of blocking terrain, friends and enemy. Units shoot directly-to-front or obliquely (45°) to-flank. Target priority is the closest viable target directly-to-front, otherwise closest in arc.

Keep Shooting Rule: Units that already have a shooting marker *must* either shoot or attempt a command check to remove the shooting marker. Units that take hits from shooting must shoot (place marker). Shooting units cannot charge.

Shooting happens target unit by target unit in the order chosen by the shooting player. The player must choose the **Primary Shooter** with others as **Secondary Shooters**.

Shooting Dice: The primary shooter gets 2d6 per resolve if a heavy gun, otherwise 1d6 per resolve, then apply the modifiers on QRS; a secondary shooter gets only 1d6. Roll 1D6 for each shooting dice of the unit. QRS gives score to hit (6 or 5-6) and each hit weakens the enemy resolve by 1.

A commander attached to a unit that takes hits, from either shooting or melee, can become a **Commander Casualty**. This is the only way that a Commander can be lost. The enemy player rolls 3d6 if the attached unit routed and 2d6 if it did not and hits on any 6. Any hit means the commander is a casualty and removed from the table; place a commander casualty marker as a reminder to apply the morale effects in the Morale phase.

Phase 3: Reactive Player

Exactly the same as the active player phase except the roles are reversed.

Phase 4: Close combat

Step 4.1. Declare Charges. Place charge markers next to every unit you would like to make a charge. A unit cannot charge if it has no legitimate target, has a shooting marker, has a moved marker, or is in the locked zone. Commanders only charge with an attached unit.

Step 4.2. Cancel Charges. Remove the charge marker for cancelled charges. A unit's charges are cancelled if: (1) it is the target of a charge it cannot respond to; (2) infantry charged by cavalry. Evades do not cancel charges.

Step 4.3: Evades. A Gauchos/Llaneros or skirmisher unit can **Evade** to avoid being contacted by a charge. The unit cannot be charging and must make a command check. The unit then moves directly away from charger, with full movement allowance, making an about face and/or wheel if necessary. The charger might catch the evader.

Step 4.4. Charges. Remove the marker and make the move. **Charges** are up to 3 TUM and end in contact. Cavalry charge before infantry before commanders, active before reactive. Chargers can wheel

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at the start but this must be the minimum possible to contact enemy; no other change direction is allowed. A charge must be entirely to-rear to contact to-rear; similarly for contact behind-flank. Mutually charging units meet half way.

Step 4.5. Melee. Melee happens target by target. Fight the melees sequentially, from one side of the table to the other starting on the attacker's right flank. Each units in contact will **Melee** with one enemy unit, even if more are in contact.

The player must choose the **Primary Fighter** with others as **Secondary Fighters**.

Melee Dice: The primary fighter gets 1d6 or 2d6 per resolve, then apply the modifiers on QRS. A secondary fighter gets 1d6. Melee with enemy entirely behind-flank or to-rear reduces the melee dice to zero. An attached commander gets 1d6 but is at risk of becoming a commander casualty. See QRS for score to hit with each melee dice. Each hit weakens the enemy resolve by 1.

A unit will **Lose a Melee** if they take more hits than they inflicted and must rally back. Chargers must rally back from a tie, except cavalry that tie pass through each other instead. Place rally back markers.

Support: Squares and columns are always supported. March never. Line, cavalry and skirmishers are supported when both these criteria apply: (1) No enemy unit to-rear within 4 TUM; (2) At least one friendly cavalry, battalion or spearmen unit to-rear within 4 TUM.

Crowded: A line is crowded when any part of a friendly line is directly-to-rear within 1 TUM. A column is crowded when any part of 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.

Artillery are **Eliminated** if contacted by a charge. They are lost but not routed.

Step 4.6. Rally Backs. A **Rally Back** is an involuntary movement as a result of losing a melee. Enemy in contact behind-flank or to-rear prevent rally back. The rally back is directly-to-rear and must be as far as possible, up to 3 TUM for cavalry and 1 TUM for infantry. Remove the marker at the end of the rally back.

An army with Gauchos/Llaneros can conduct a single **Feigned Flight** in a game. This follows a rally back move by a Gauchos/Llaneros unit that has a commander attached. It requires a command check unless scenario gives the commander an enabling ability (e.g. Centaur). The unit recovers all resolve, then charges the original opponents.

Cavalry that tie in melee **Pass Through** each other. Initially the units interpenetrate, then both units make an extra move directly-to-front for 3 TUM.

Unit Morale (Phase 5)

Step 5.1. Remove Moving Markers.

Step 5.2. Commander Loss. All units in the division lose one resolve.

Step 5.3. Morale Erosion. For every friendly rout, lose one resolve from a unit in the same division (not the commander).

Step 5.4. Unit Heroics. For each enemy rout this game turn, regain one resolve for a single friendly unit involved.

Step 5.5. Commander Rally. A unit with attached commander regains one resolve.

Army Morale (Phase 6)

A side loses the battle if their total lost units equals or exceeds the **Army Breakpoint** ($\frac{1}{3}$ the number of the original units, rounded up). The attacker loses if the game turn time limit expires.