

# V&F WAR OF THE TRIPLE ALLIANCE PARAGUAYAN ARMY SHEET (1864-1870) v2.1

Use the following army sheet and special rules for Paraguayan armies in the War of the Triple Alliance.

## UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	18-24	Musket (12")	3	4	4	Skirmishers, Square	22
Militia	18-24	Musket (12")	2	3	2	Militia, Square	10
Unmounted Cavalry	6-12	Sabres	-	3	3	Light Infantry	8
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	11
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Cavalry	6-12	Sabre	-	4	3	Light Cavalry	21
Militia Cavalry	6-12	Sabre	-	3	3	Light Cavalry	19
Cavalry Detachment	3	Sabre	-	2	1	Light Cavalry	11
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Cannister	20
Heavy Artillery	1	Cannon (54")	1	2	2	Cannister, Heavy Artillery	24
Rocket Artillery	1	Rockets (60")	1	2	2	Rocket	20
Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	20

## UNIT OPTIONS

*The following options can be given to units and leaders from this army.*

**Elite Units:** Units can be elite. An elite unit can have up to 1 added to its fire value for 2 extra points (or 6 extra points it is artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 3 extra points.

**Field Defences:** Infantry units can be given field defences for 5 points. When a unit with field defences is set up at the start of the battle, its commanding player can also set up a breastwork terrain feature that has the same frontage as the unit and is within 1" of it. Breastworks provide hard cover and are barriers.

**Paraguayan Leaders:** The army leader can be given the Francisco Solano López Carrillo special rule for 10 points. In addition, leaders can have the cautious special rule. Add 10 to the number of points that can be spent on units in an army for each cautious brigade leader it includes and add 20 to the number of points that can be spent on units in an army with a cautious army leader.

**Rifled Artillery:** Artillery units can be equipped with rifled cannon. Add 12" to the range of rifled cannon and increased its points cost by x points.

**Understrength Units:** Cavalry and infantry units, apart from detachments, can be fielded as understrength units. Halve the number of figures in an understrength unit. Reduce the melee and tenacity values of units by 1 point each and their points cost by 5 points.

## FATE CARDS

- Any Card** **Inspiration.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
- King** **Paraguayan Ferocity.** Play this card in a melee phase. Add 1 to the melee attack value of Paraguayan units until the end of that phase.
- Queen** **Home Ground.** Play this card at the start of your fate phase. One brigade of Paraguayan reinforcements can be set up within 6" of any table edge in that phase. It cannot be set up in locations where enemy units could deploy at the start of the battle.
- Jack** **Brilliant Leadership.** Play at the start of your action phase. All friendly brigades whose leader is within 36" of your army leader activate automatically in that phase, instead of only the first brigade to be activated.
- 10** **Capture.** Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
- 9** **Surprise Attack.** Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
- 8** **Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
- 7** **Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
- 6** **Deadly Attack.** Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
- 5** **Stubborn.** Play this card before a unit carries out an action. Remove 1 loss marker from 1 that unit (even if it has only 1 loss marker).
- 4** **Breakthrough.** Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
- 3** **Confusion.** Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
- 2** **The Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
- Ace** **All Out Attack.** Play this card at the start of your melee phase. Add 1 to the melee value of friendly units that are within 12" of your army leader in that phase.

## UNIT SPECIAL RULES

### Canister

The following rules apply to a unit that has the canister special rule:

- Add 1 to its fire value if the range to the target is up to 12".
- Add 2 to its melee value if the target unit is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends fire support if the range to the target is up to 12".
- It counts as 2 units instead of 1 when it lends melee support.

### Dismount

This unit can use a reform action to change formation and/or dismount or remount their horses. While mounted this unit is counted as light cavalry but cannot shoot. While dismounted the unit is counted as light infantry and can shoot.

### Heavy Artillery

Add 1 to hit rolls if the attacker and all units lending support are heavy artillery. Heavy artillery has a move distance of 6" when limbered and 1" when unlimbered.

### Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.

### Light Cavalry

Add 2 to messenger tests for this unit.

### Light Infantry

This unit can be set up in a deployed formation with a ½" gap between the bases in its files and ranks that is called open order. The following rules apply to this unit if it is in open order:

- It has a move of 12" if it is infantry cavalry, its move distance is not affected by rough terrain, and it can leave defensible terrain on the same turn that it occupied it.
- Halve the losses it suffers in the fire phase.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.

### Militia

This unit cannot move in the same action phase that it reforms.

### Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

## LEADER SPECIAL RULES

### Francisco Solano López Carrillo

*¡Muero con mi patria!, ("I die with my nation!")*: This leader can move into contact with an enemy unit when they are moved at the end of the action phase and can lend melee support in the same way as a unit in the melee phase. If they do so, after the melee is resolved, roll a dice. On a 3 or less, this leader is removed from play.

### Cautious Leaders

Subtract 1 from activation tests for a brigade led by a cautious leader. A cautious army leader can only be used for automatic activation once per battle and their presence does not provide a +1 bonus for brigades taking a fortitude test.

## DESIGNER'S COMMENTS

*Dismounted Cavalry*: You can represent dismounted units with dismounted cavalry figures, or you can turn some of the mounted figures in the unit around to face the opposite direction to shown when a unit has dismounted.

*Elite Units*: Units can have more than 1 value increased, but no single value can be increased by more than +1. So you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

*Horse Artillery*: The ability of unlimbered horse artillery to move 9" represents the crew quickly limbering and then unlimbering the artillery rather than them manhandling it to the new position.

*Open Order*: Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and is also in cover its losses are only halved once (see rule 1.0.1).

*Small Unit Sizes*: The units in the armies we used to playtest these army sheets had less figures than those from the units in our other armies, and the unit sizes reflect this. Please feel free to increase them to 24-36 figures for infantry units and 9-14 figures for cavalry units if you wish (the rest of the unit profile is unchanged).