

THE CHACO WAR

Introduction:

These rules are based on the DBA (De Bellis Antiquitatis) and HOTT (Hordes of the Things) rules written by Phil Barker, Richard Bodley Scott, and Sue Laffin Barker. The rules are designed for use with 15mm scale figures and battles are fought out on 2' x 2' (60cm x 60cm) terrain squares.

Terrain:

Terrain affects the speed at which armies can move and can affect their ability to fight.

Bad going is any terrain that is not completely flat, and can include hills, rocky outcrops, woods, forests, scrub, marshes, and Built Up Areas (i.e. villages and towns).

Individual items of terrain should not be larger than 75mm x 75mm and unless a campaign map does not show the terrain that should appear on the battlefield, no more than 6 items of terrain should be placed on the battlefield.¹

Armies:

Armies 'cost' 24 Army Points (APs).

No side may field a force that 'costs' more than 24 APs.

No side may 'spend' a total of more than 12 APs on troop types marked with an asterisk.

Each side must have a base that includes a General. This may be an Infantry base or a Mounted base.

The Bolivians may not have mortars or more than 1 tank and 1 aircraft.

The Paraguayans may not have any tanks or more than 1 aircraft.

Prepared positions (e.g. trenches) cost ½ AP per 40mm of length.

Troop Type Table

TROOP TYPE	DEFINITION	AP VALUE	FIGURES/MODELS PER BASE	BASE DEPTH
Bolivian Infantry	Bolivian troops that are armed with rifles.	1	3 foot figures	20mm
Paraguayan Infantry	Paraguayan troops that are armed with rifles.	2	3 foot figures	20mm
Cavalry	Troops that are armed with rifles and mounted on horses.	2	2 mounted figures	30mm
Machine Guns *	Troops armed with a machine gun.	2	1 machine gun + 2 foot figures	40mm
Paraguayan Mortars *	Paraguayan troops armed with a mortar	2	1 mortar + 2 foot figures	40mm
Field Artillery *	Troops armed with a field gun.	2	1 field gun + 2 foot figures	40mm
Bolivian Tanks *	A Bolivian tracked armoured fighting vehicle.	4	1 tank	40mm
Aircraft *	A single engined fighter-bomber.	4	1 aircraft	40mm

Sequence of play:

Before battle commences

Before the battle starts each side is allocated a baseline. These must be on opposite sides of the terrain square.

If a campaign map does not show the terrain that should appear on the battlefield, each side throws a D6.

If both sides throw the same D6 score they must re-throw until one of them throws a higher score than the other.

The side with the highest score places a terrain feature onto the terrain square. Once they have done this the other side places a terrain feature onto the terrain square. This alternate placement of terrain features by sides continues until all the terrain features have been placed on the terrain square.

If a campaign map shows the terrain that should appear on the battlefield, those terrain features are placed on the terrain square.

Each side then places their troops (except aircraft) on the terrain square. No troops may be deployed more than 75mm from their side's baseline.

Move sequence

At the beginning of each move each side throws a D6.

If both sides throw the same D6 score they must re-throw until one of them throws a higher score than the other.

The score determines which side may move and fire first and how many Movement Points (MPs) a side may expend to move units.

The side with the highest score moves and fires first. Once they have moved and fired the other side may move and fire.

Movement:

A D6 is thrown to determine how many Movement Points (MPs) a side may expend to move units (see **Sequence of play**).

1 MP is required to move a unit (a group of bases that are in edge-to-edge contact with each other).

A unit may only move as fast as the slowest base type in the unit.

1 MP is required to change a unit's formation (e.g. from Column to Line).

Combat:

Firing

All firing is simultaneous.

A base may only fire at enemy bases that are in line-of-sight (i.e. the enemy base are not obscured from view by terrain features).

A base may only fire at enemy bases that are directly in front of it or within an arc of 45° either side of a notional line drawn from the middle of the back edge of the base to the middle of the front edge of the base.

The side that has a base firing at an enemy base throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The enemy base also throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The results are then compared, and the combat outcome is decided.

If the enemy base is capable of returning fire (i.e. it is armed with firearms or artillery and it is in range) it is possible for the firing base to suffer an adverse combat outcome.

Close Combat

All close combat is simultaneous.

A base may only engage in close combat with an enemy base that is directly in front of it and with which it is in edge-to-edge contact.

¹ The number can be randomly generated by the throw of a D6.

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The side that has a base attacking an enemy base throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The enemy base also throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The results are then compared, and the combat outcome is decided.

Combat Table

TROOP TYPE	MOVEMENT	MOVEMENT RESTRICTIONS	WEAPON RANGE	COMBAT FACTOR	COMBAT OUTCOME	
					LESS THAN THE ENEMY BUT MORE THAN HALF	LESS THAN HALF THE ENEMY
Bolivian Infantry	200 paces	Must reduce movement by 100 paces in bad going.	300 paces	+3	DESTROYED by Cavalry or Tanks if in contact; Otherwise RECOIL.	DESTROYED
Paraguayan Infantry			500 paces	+5		
Cavalry	400 paces		+3			
Machine Guns	200 paces		600 paces	+4	DESTROYED if in contact; Otherwise RECOIL.	
Paraguayan Mortars			800 paces (but not less than 200 paces)			
Field Artillery			May not move in bad going.	900 paces		
Bolivian Tanks	100 paces	Movement is not affected by bad going.	500 paces			
Aircraft	900 paces	Movement is not affected by bad going <u>but</u> aircraft may not end their movement in bad going.	300 paces		DESTROYED by Machine Guns if in contact; Otherwise FLEE 600 paces.	

Tactical Factors

Base is in prepared positions:

A General is on the base that is attacking or is on a base that is in edge-to-edge contact with the base that is attacking:

A General is on the base that is being attacked or is on a base that is in edge-to-edge contact with the base that is being attacked:

Base is in close combat in bad going:

A base that is attacked in the flank:

For each friendly base that is in side edge-to-edge contact with the base that is attacking:

A base that is attacked in the rear:

+2 for the base that is in a prepared position.

+1 for the base that is attacking.

+1 for the base that is being attacked.

-1 for the base that is in bad going.

-1 for the base that is in being attacked.

-1 for the base that is in being attacked.

-2 for the base that is in being attacked.

Combat Outcomes

Bases that must RECOIL move backwards 150 paces.

Base may not RECOIL through other bases.

Bases that are unable to RECOIL are DESTROYED.

Cavalry that DESTROY an enemy base or force it to RECOIL may move forward/pursue 150 paces.

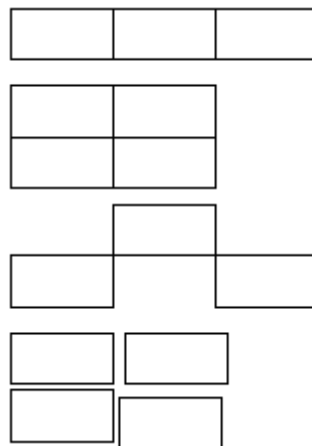
Tanks that DESTROY an enemy base or force it to RECOIL may move forward/pursue 100 paces.

Aircraft that FLEE must move towards their side's baseline.

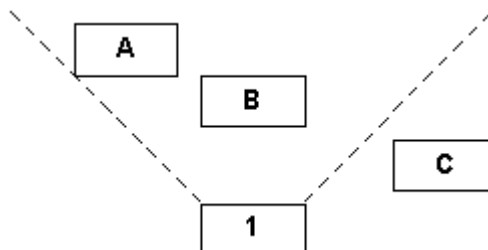
A side loses a battle when it has had 12 APs of its initial strength DESTROYED or when its General base is DESTROYED.

Explanatory diagrams:

Examples of bases in edge-to-edge contact. These are a unit and can be moved together at a cost of 1MP.



Examples of bases that are not in edge-to-edge contact. These are not a unit and require 1 MP each to move.

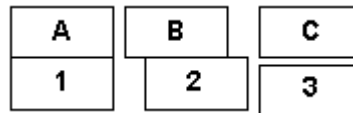


A base may only fire at enemy bases that are directly in front of it or within an arc of 45° either side of a notional line drawn from the middle of the back edge of the base to the middle of the front edge of the base. In this example Base 1 can fire at Base A or Base B but cannot fire at Base C because it is outside the 45° arcs.

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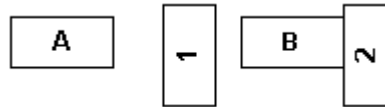
A base may only engage in close combat with an enemy base that is directly in front of it and with which it is in edge-to-edge contact. In the examples shown:

1. Base 1 and Base A are directly in front of each other and in edge-to-edge contact. They can engage in close combat.
2. Base 2 and Base B are not directly in front of each other although they are in edge-to-edge contact. They cannot engage in close combat.
3. Base 3 and Base C are directly in front of each other but are not in edge-to-edge contact. They cannot engage in close combat.



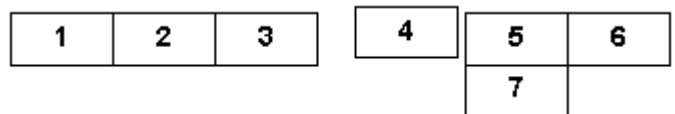
A base that is attacked in the flank reduces its combat dice score by 1. In the examples shown:

1. Base 1 is firing into the flank of Base A. Base A's combat dice score is reduced by 1.
2. Base 2 is in edge-to-edge contact on the flank of Base B. Base B's combat dice score is reduced by 1.



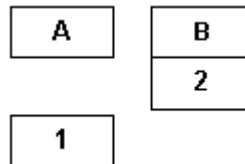
For each friendly base that is in side edge-to-edge contact with the base that is attacking, the attacking base increases its combat dice score by 1. In the examples shown:

1. Bases 1 and 3 are in side edge-to-edge contact with Base 2. Base 2's combat dice score is increased by 2.
2. Base 2 is in side edge-to-edge contact with Base 1. Base 1's combat dice score is increased by 1.
3. Base 2 is in side edge-to-edge contact with Base 3. Base 3's combat dice score is increased by 1.
4. Base 6 is in side edge-to-edge contact with Base 5. Base 5's combat dice score is increased by 1.
5. Base 5 is in side edge-to-edge contact with Base 6. Base 6's combat dice score is increased by 1.
6. Base 7 is in edge-to-edge contact with Base 5, but the contact is not side edge-to-edge contact. Base 5's combat dice score is not increased.



A base that is attacked in the rear reduces its combat dice score by 2. In the examples shown:

1. Base 1 is firing into the rear of Base A. Base A's combat dice score is reduced by 2.
2. Base 2 is in edge-to-edge contact on the rear of Base B. Base B's combat dice score is reduced by 2.



Example ORBATs for Bolivian and Paraguayan Armies:

Bolivian Army	No. of bases	APs	Total Combat Value
Infantry	12	12	36
Machine Guns	1	2	4
Field Artillery	1	2	3
Tank	1	4	3
Aircraft	1	4	3
Total:	16	24	49

Paraguayan Army	No. of bases	APs	Total Combat Value
Infantry	6	12	30
Machine Guns	2	4	8
Mortars	1	2	4
Field Artillery	1	2	3
Aircraft	1	4	3
Total:	11	24	48