

RESTLESS REVOLUTIONARIES

RULES FOR WARGAMING LATE 19TH AND EARLY 20TH CENTURY SOUTH AMERICAN WARS AND REVOLUTIONS

by
Bob Cordery

CONTENTS

CONTENTS	1
INTRODUCTION	2
BASIC RULES	3
The Primary Rule of Wargaming	3
The Spirit of the Wargame	3
The Precedence Rule	3
PRE-BATTLE ORGANISATION	4
Unit representation	4
Before the battle starts	4
THE RULES	5
Turn Sequence	5
What can an activated unit do?	5
Maximum Movement Rates	6
Unit weapon ranges and their effectiveness	6
Fire Combat	6
Close Combat – First round	7
Close Combat – Further rounds	7
Morale	7
APPENDIX 1 – SPECIAL EVENT CARDS	9
APPENDIX 2 – DEFINITIONS	10
APPENDIX 3 – NOTES	11
APPENDIX 4 – SCENARIOS	12
Mini-campaign	12
Mini-campaign ‘Map’	12
Mini-campaign starting positions	12
Notes on the Scenario Maps	12
Armies	12
Example Armies	12
The regional capital	14
The provincial capital	15
The railway	16
The capital city	17

INTRODUCTION

These rules began as a development of RESTLESS NATIVES, a set of colonial rules that were first demonstrated at SALUTE2003 and COW2003. Although they retain many of the same mechanisms, the rules have certain distinct differences. These have been included to reflect the fact that the fighting that took place during Central and South American revolutions was usually between forces that were very similar in terms of equipment, training, and motivation – usually poor equipment, no training, but high motivation!

The main inspirations behind the rules are Joseph Conrad's NOSTROMO (both the book and the BBC's very under-rated film adaptation), Hergé's THE BROKEN EAR (which features the revolution in the fictional Republic of San Theodoros and the war with neighbouring Nuevo Rico), Sergio Leone's film A FISTFUL OF DYNAMITE (that starred Rod Steiger and James Coburn), and Edwin Herbert's book SMALL WARS AND SKIRMISHES 1902–18. A very eclectic collection of 'sources', but all of them provide different interesting views of revolutions.

These rules are designed for use with 15mm scale figures mounted on 30mm x 30mm bases, but could easily be adapted for use with larger or smaller scale figures. Although no specific range of figures exists for this period, there are plenty of figures that can be used. A look at Peter Pig's American Civil War, Wild West, and World War I ranges – and the ranges of other manufacturers – reveals lots of possible figures (e.g. Confederates and Armed Mexicans can be used to create Untrained units; Union and Indian Wars troops have the right 'look' for Semi-trained units; Late-period Colonial and Early World War I soldiers have the sort of equipment and uniforms used by Trained units).

These rules have now been extensively play-tested by the Sheffield Wargames Club – in particular Martin Rapier – and their feedback has enabled the rules to be developed further. The improvements they have suggested have now been incorporated into this edition of the rules, along with some additional changes that are intended to clarify and simplify them.

BASIC RULES

The Primary Rule of Wargaming

'Nothing can be done contrary to what could or would be done in actual war.'

Fred T. Jane

- o 0 o -

The Spirit of the Wargame

Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame.

**Adapted from 'The Rules of Golf'
© R&A Rules Limited**

- o 0 o -

The Precedence Rule

In order to assist players to understand these rules, and to help to avoid needless discussions about what a rule or rules mean, each paragraph in each section is numbered.

The numerical order of each paragraph within each section determines either the order in which things must happen or the relative importance of a paragraph to the other paragraphs, with the lower numbered paragraph taking precedence over a higher numbered paragraphs.

PRE-BATTLE ORGANISATION

Unit representation

Number of troop stands	Size of unit they represent
1 troop stand	An Infantry Company <u>or</u> A Cavalry Squadron <u>or</u> An Artillery or Machine Gun Battery <u>or</u> A Commander-in-Chief or Subordinate Commander and their Staff
3 to 6 troop stands	An Infantry Battalion <u>or</u> A Cavalry Regiment

- o 0 o -

Before the battle starts

1. The umpire sets up the terrain and scenario.
2. The umpire divides the players into two equal-sized groups, and designates one player from each side as that side's Commander-in-Chief (C-in-C).
3. Each C-in-C then throws a D6. The C-in-C with the highest score chooses which side — the Government or the Revolutionaries — they wish to command.
4. The C-in-Cs then decide which of the available units they will retain under their direct command. They then allocate the remaining available units to their subordinate commanders.
5. All units are then placed on the battlefield (as designated by the scenario).
6. The umpire then shuffles a standard pack of playing cards, and puts them face down somewhere everyone can see them.
7. The umpire then shuffles the pack of Special Event Cards, and deals each player one of the Cards. Players may look at their own Special Event Card, but may not reveal them to any other players. [See Note 1]
8. The umpire then puts the rest of the pack face down somewhere everyone can see them.

THE RULES

Turn Sequence

1. The umpire turns over the top card of the standard pack of playing cards.
2. If it is a Black card, the C-in-C of the Government side may activate a unit under their direct command or pass the card on to one of their subordinate commanders. Once the activated unit has completed all the actions it can take during a game turn, the card is then added to the discard pile, and the umpire begins the Turn Sequence process again.
N.B. If it is a Black King, Queen, or Jack, the umpire also deals each of the Government side's players a further Special Event Card (subject to the rule that no player being allowed to hold more than three Special Event Cards at any time).
3. If it is a Red card, the C-in-C of the Revolutionary side may activate a unit under their direct command or pass the card on to one of their subordinate commanders. Once the activated unit has completed all the actions it can take during a game turn, the card is then added to the discard pile, and the umpire begins the Turn Sequence process again.
N.B. If it is a Red King, Queen, or Jack, the umpire also deals each of the Revolutionary side's players a further Special Event Card (subject to the rule that no player being allowed to hold more than three Special Event Cards at any time).
4. If it is a Joker — and it is the first time a Joker has been turned over — then all the players must hand all their Special Event Cards to the umpire, who then deals each player one replacement Special Event Card. The Joker is then added to the discard pile, and the umpire begins the Turn Sequence process again.
5. If it is the second time a Joker has been turned over, the game ends. Players then have the opportunity to persuade the umpire that their side has won!

- o 0 o -

What can an activated unit do?

Once a unit has been activated its commander may use a Special Event card and the unit can:

1. Move and fire.
2. Fire and move.
3. Fire twice at the same target.
4. Move twice.
5. Change formation and move. [See Appendix 3 – Notes 2 and 3]
6. Change formation and fire. [See Appendix 3 – Notes 2 and 3]
7. Move and initiate a Close Combat. [See Appendix 3 – Note 4]
8. Engage in Close Combat. [See Appendix 3 – Note 5]

N.B. Once used, the Special Event Card is added to the discard pile.

- o 0 o -

Maximum Movement Rates

Type of unit	Maximum Movement Rate
Infantry in Line:	1D6+3"
Infantry in Column:	2D6"
Infantry in Mass:	3D6"
Cavalry in Line:	1D6+3"
Cavalry in Column:	2D6"
Cavalry in Mass:	4D6"
Artillery and Machine Guns:	1D6+3"
Commanders and their Staff:	3D6"
Units that have failed a morale test:	4D6"

1. A unit may not exceed its maximum movement rate.
2. With the exception of units that have failed a morale test, units may move less than the maximum movement rate.
3. Units that have failed a morale test must move the maximum movement rate.
4. No unit may pass through another unit in order to move.

- o o o -

Unit weapon ranges and their effectiveness

Type of unit	Short Range	Long Range	Number of D6s thrown per stand
Untrained Infantry and dismounted Cavalry:	3"	9"	1
Semi-trained Infantry and dismounted Cavalry:	4"	12"	1
Trained Infantry and dismounted Cavalry:	5"	15"	2
Semi-Trained Machine Guns:	6"	18"	3
Trained Machine Guns:	8"	24"	4
Untrained Field Artillery:	6"	24"	2
Semi-Trained Field Artillery:	9"	36"	3
Trained Field Artillery:	12"	48"	3

- o o o -

Fire Combat

1. Firing troop stands may only engage target troop stands that are directly in front of them and within an arc of 45° either side of an imaginary line through the centre — from the back to the front — of the firing troop stand.
2. Firing troop stands must have a direct line-of-sight between themselves and target troop stands.
3. Firing troop stands may not fire over or through other troop stands.

4. A score of 5 or 6 on a D6 will destroy a target troop stand that is in the open and at short range.
5. A score of 6 on a D6 will destroy a target troop stand that is in the open and at long range.
6. A score of 6 on a D6 will destroy a target troop stand that is in cover and at short range.
7. A score of double 6 on two D6s will destroy a target troop stand that is in cover and at long range.
8. Destroyed troop stands are removed immediately.

- o 0 o -

Close Combat – First round

1. Close Combat occurs when opposing units come into stand-to-stand contact with one another.
2. When a unit initiates a Close Combat by moving into stand-to-stand contact with an opposing unit, it throws two D6 for each troop stand involved in the Close Combat.
3. The unit that is being engaged by the unit initiating the Close Combat throws one D6 for each troop base involved in the Close Combat.
4. A score of 5 or 6 will destroy a troop stand that is involved in a Close Combat.
5. Destroyed troop stands are removed immediately.

- o 0 o -

Close Combat – Further rounds

1. When a unit that has been engaged in Close Combat by an opposing unit is activated — and is still in stand-to-stand contact with that unit — it must engage that opposing unit in a further round of Close Combat.
2. Both units throw one D6 for each troop base involved in the Close Combat.
3. A score of 5 or 6 will destroy a troop stand that is involved in a Close Combat.
4. Destroyed troop stands are removed immediately.

- o 0 o -

Morale

1. Whenever a unit loses a troop stand it must immediately test its morale.
2. The unit throws one D6 for each surviving troop base in the unit, and the scores are added together.
3. The presence of a Commander and their Staff within 6” of the unit testing its morale increases all D6 scores thrown by 1.
4. A Trained unit will pass the morale test if the total score is more than or equal to 8.
5. A Semi-trained unit will pass the morale test if the total score is more than or equal to 12.
6. An Untrained unit will pass the morale test if the total score is more than or equal to 16.
7. A unit that fails a morale test must immediately move 4D6” directly away from the nearest opposing unit.

8. A unit that fails a morale test — and is unable to move 4D6” directly away from the nearest opposing unit — is deemed to have totally collapsed, and is immediately removed from the battlefield.

APPENDIX 1 – SPECIAL EVENT CARDS

The pack of Special Event Cards contains the following cards:

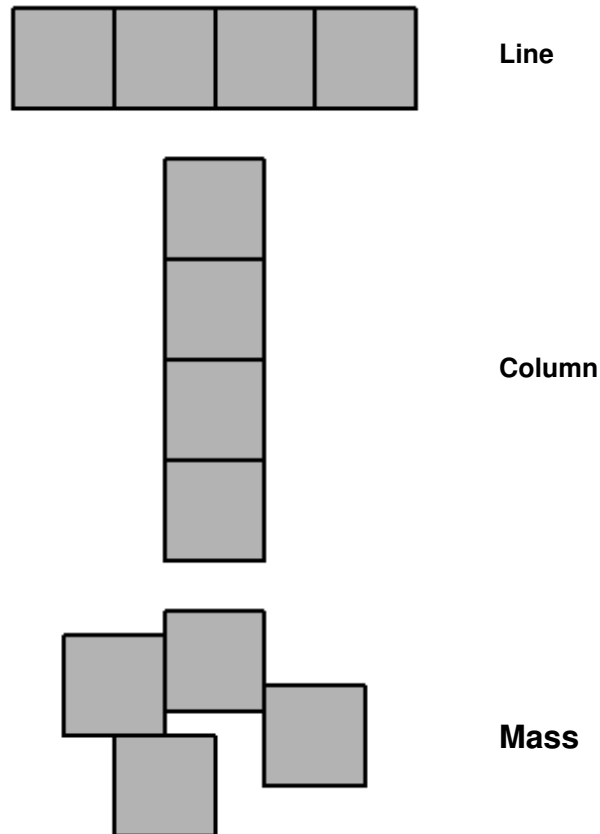
Special Event Card title	Number of cards in the pack	Effect on the battlefield
Dashed Hard Luck!	18	This Special Event Card gives you no additional tactical advantage. Better luck next time!
Enhanced Firepower!	9	Throw an additional D6 for each figure base that is firing.
Enhanced Firepower!	3	Throw an additional two D6s for each figure base that is firing.
Faster Movement!	9	Add an extra D6 to the number of D6s thrown to determine a unit's maximum movement rate.
Faster Movement!	3	Add an extra two D6 to the number of D6s thrown to determine a unit's maximum movement rate.
Heroic Close Combat!	6	Throw an additional D6 for each figure base that is involved in close combat.
Heroic Close Combat!	3	Throw an additional two D6s for each figure base that is involved in close combat.
Rally Once Again!	3	Any unit that has totally collapsed can be rallied and returns to the edge of the battlefield.
Change Sides!	2	An enemy unit has changed sides and now forms part of your army.

APPENDIX 2 – DEFINITIONS

- Cover: Anything that conceals all or part of a troop base from view.
- Trained unit: A unit that has state-of-the-art weaponry (e.g. Magazine Rifles, Automatic Machine Guns, Modern Rifled Field Artillery), appropriate training in its use, uniforms, and professional officers in command.
- Semi-trained unit: A unit that has obsolescent weaponry (e.g. Single-shot Rifles, Mechanical Machine Guns, Early Rifled Field Artillery), some training in its use, some sort of uniform, and retired or reserve officers in command.
- Untrained unit: A unit that has obsolete weaponry (e.g. Old Rifles, Smoothbore Artillery), little or no training in its use, no proper uniform, and untrained officers in command.
- Old Rifles: Percussion cap and early breech loading rifles that the user has to reload after each shot (e.g. Snider-Enfield rifle, Chassepot rifle, Dreyse rifle).
- Single-shot Rifles: Dropping-block/Rolling-block and early bolt-action rifles that the user has to reload after each shot (e.g. Martini-Henry rifle, Remington rifle, Berdan rifle).
- Magazine Rifles: Bolt-action rifles fitted with magazines so that the user does not need to reload after each shot (e.g. Lee-Metford rifle, Lee-Enfield rifle, Mauser Gew98, Mannlicher M1895 rifle, Lebel M1886 rifle).
- Mechanical Machine Guns: Machine guns that use a man-powered mechanical system to operate (e.g. Gatling machine gun, Gardner machine gun)
- Automatic Machine Guns: Machine guns that use a gas recoil system to operate (e.g. Maxim machine gun, Vickers Machine Gun, Hotchkiss machine gun).
- Smoothbore Field Artillery: Field artillery that has a smooth bore barrel, is muzzle loading, and has no recoil system (e.g. 9 pdr. Smooth Bore Muzzle Loading gun).
- Early Rifled Field Artillery: Field artillery that has a rifled barrel, is breech loading, but has no recoil mechanism (e.g. 12 pdr. Rifled Breech Loading gun).
- Modern Rifled Field Artillery: Field artillery that has a rifled barrel, has a quick-firing breech mechanism, and a recoil system (e.g. 18 pdr. Quick Firing Gun).

APPENDIX 3 – NOTES

1. Any player who reveals what is on their Special Event Cards to any other player immediately loses all the Special Event Cards that they hold and may not receive any further Special Event Cards from the umpire.
2. Permissible formations for Infantry or Cavalry are Line, Column, or Mass.
3. Mass may only be used for movement, Units that are in Mass may not fire at another unit.



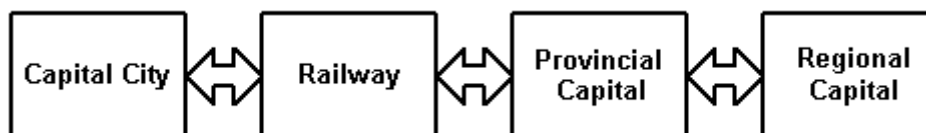
4. Troop stands must be in stand-to-stand contact for Close Combat to take place.
5. A unit that is already engaged in Close Combat as a result of it initiating — or an opposing unit initiating — that Close Combat must fight a further round of Close Combat.

APPENDIX 4 – SCENARIOS

Mini-campaign

Because battles fought using these rules can be over very quickly, it is possible for players to fight a mini-campaign during the course of a day (or even an evening). Each of the following scenarios can be played separately or as part of a mini-campaign. If players choose to follow the latter course it is suggested that they use the following schematic campaign map.

Mini-campaign ‘Map’



Mini-campaign starting positions

The Revolutionaries must begin by capturing the regional capital. They then move on to capture – in turn – the provincial capital, then the railway, and finally the capital city. At each stage the Government can defeat them, force them back to the previous location they occupied, and then mount a counter attack.

Notes on the Scenario Maps

Please note that the maps that accompany each scenario are guides as to how the terrain should be set up. Players do not have to slavishly reproduce them in detail – the terrain each battle is fought over will vary according to the models and terrain features that players have available.

Armies

Armies for each scenario are generated in the following way. Each side gets a fixed number of points per scenario plus extra points that are generated by D6s. The number of D6s thrown is indicated for each scenario. The total score achieved by each side is the number of points they will have to ‘buy’ troops. The defenders always roll fewer dice than the attackers, but this does not guarantee that they will have more troops!

The following rules apply to the process of ‘buying’ troops:

- Trained units cost 3 points per troop stand.
- Semi-trained troops cost 2 points per troop stand.
- Untrained troops cost 1 point per troop stand.
- Trained units may not have more than 4 troop stands per unit.
- Semi-trained and Untrained units may not have more than 6 troop stands per unit.
- There must be at least 3 Semi-trained or Untrained units for every Trained unit in a Revolutionary army.
- There must be at least 2 Semi-trained or Untrained units for every Trained unit in a Government army.
- There must be at least 2 Infantry or Cavalry units for every Artillery unit in an army.
- There must be at least 2 Infantry or Cavalry units for every Machine Gun unit in an army.

Example Armies

- A player has 36 points to spend on a Government Army. They ‘buy’ the following:

- 2 Semi-trained Infantry Battalions with a strength of 4 troop bases (Cost = 16 points).
- 2 Untrained Infantry Battalions with a strength of 4 troop bases each (Cost = 8 points).
- A Semi-trained Cavalry Regiment with a strength of 3 troop bases (Cost = 6 points).
- A Trained Artillery Battery with a strength of 1 troop base (Cost = 3 points).
- A Trained Machine Gun Battery with a strength of 1 troop base (Cost = 3 points).

Total Cost = 36 points

A player has 36 points to spend on a Revolutionary Army. They 'buy' the following:

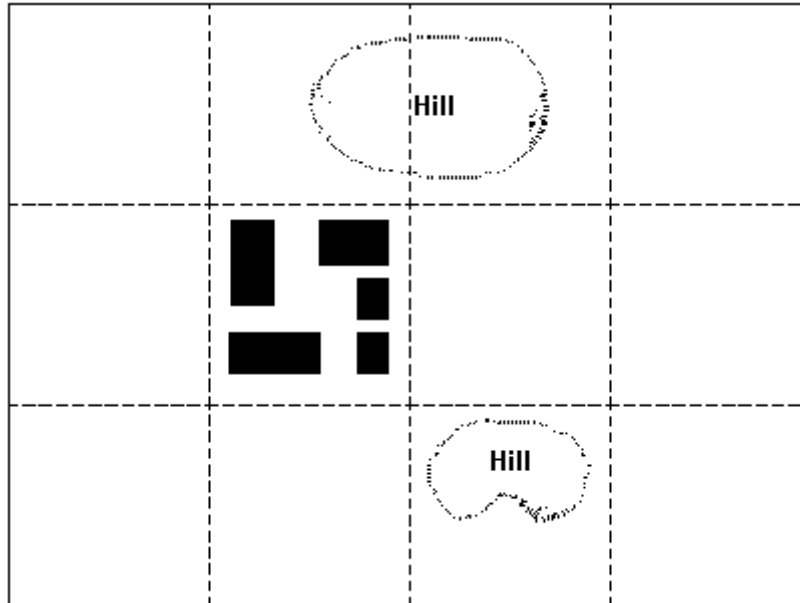
- A Semi-trained Infantry Battalion with a strength of 4 troop bases (Cost = 8 points).
- 4 Untrained Infantry Battalions with a strength of 6 troop bases each (Cost = 24 points).
- A Semi-trained Artillery Battery with a strength of 1 troop base (Cost = 2 points).
- A Semi-trained Machine Gun Battery with a strength of 1 troop base (Cost = 2 points).

Total Cost = 36 points

The regional capital

All revolutions need to start somewhere, and the regional capital is as good place as any to start.

This scenario deals with the capture of a regional capital from which the Revolutionaries can operate safely as they begin their war against the present Government.

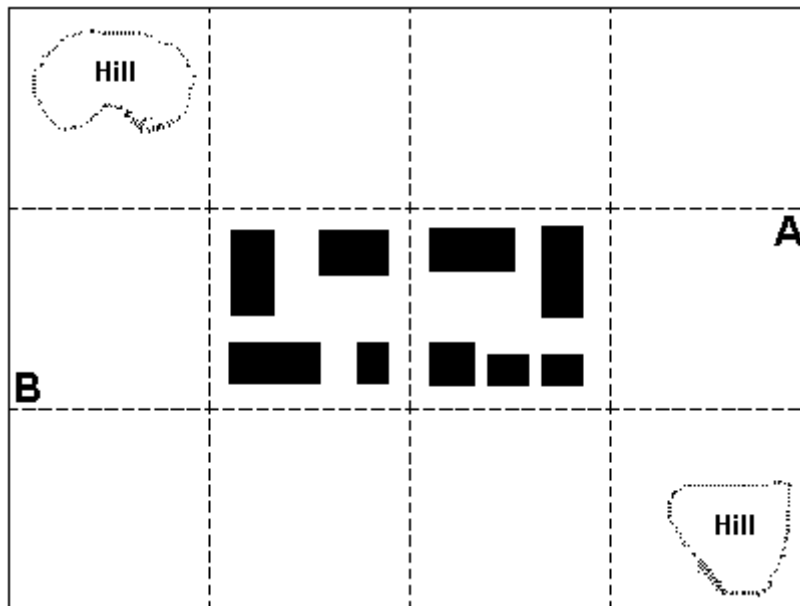


- | | | |
|-----------------------------------|--------------------|---|
| Revolutionary troops (Attacking): | 12 + 4D6 of points | Enter via any of the right hand row of squares. |
| Government troops (Defending): | 12 + 2D6 of points | Set up in any of the central or left hand rows of squares. |
| Revolutionary troops (Defending): | 12 + 2D6 of points | Enter via any of the left hand row of squares. |
| Government troops (Attacking): | 12 + 4D6 of points | Set up in any of the central or right hand rows of squares. |

The provincial capital

All revolutions need a power base, and the capture of a provincial capital will provide one.

This scenario deals with the capture of a provincial capital from which the Revolutionaries can begin to seriously threaten the present Government.

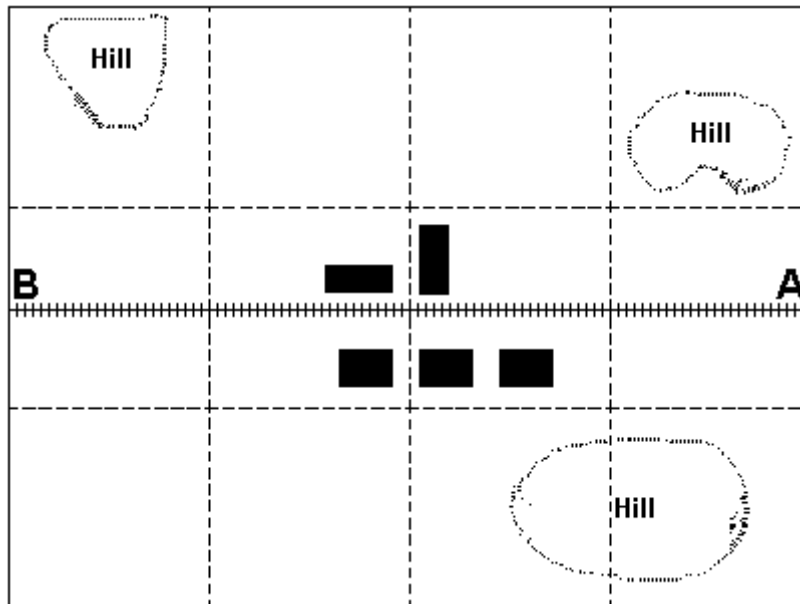


- Revolutionary troops (Attacking): 24 + 4D6 of points Enter at A.
- Government troops (Defending): 18 + 2D6 of points Set up in the middle 2 squares.
- Revolutionary troops (Defending): 18 + 2D6 of points Set up in the middle 2 squares.
- Government troops (Attacking): 24 + 4D6 of points Enter at B.

The railway

Railways always play a vital role in revolutions, as they are usually the only fast and effective means of transport. If you control the railway you stand a good chance of winning the revolution.

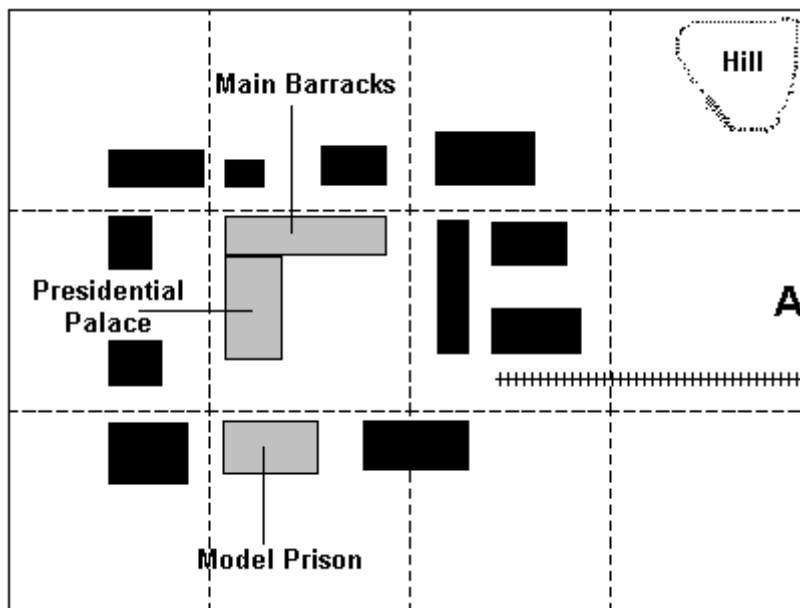
This scenario deals with the capture of a vital railway station, in which might be a train capable of taking the Revolutionaries to the capital city.



- | | | |
|-----------------------------------|--------------------|---------------------------------|
| Revolutionary troops (Attacking): | 36 + 4D6 of points | Enter at A. |
| Government troops (Defending): | 24 + 2D6 of points | Set up in the middle 2 squares. |
| Revolutionary troops (Defending): | 24 + 2D6 of points | Set up in the middle 2 squares. |
| Government troops (Attacking): | 36 + 4D6 of points | Enter at B. |

The capital city

Victory for the revolution is now in sight. All the Revolutionaries have to do is to capture the Presidential Palace, the Model Prison, and the Main Barracks, all of which are in the centre of the capital city.



Revolutionary troops (Attacking): 48 + 4D6 of points Enter at A.

Government troops (Defending): 36 + 2D6 of points Set up inside any squares that contain buildings.