BUFFALO SOLDIERS

Aperitif scenario, counters and additional rules for *Belle Epoque*
By Pierre Laporte

Santiago, 1898 (solo game)
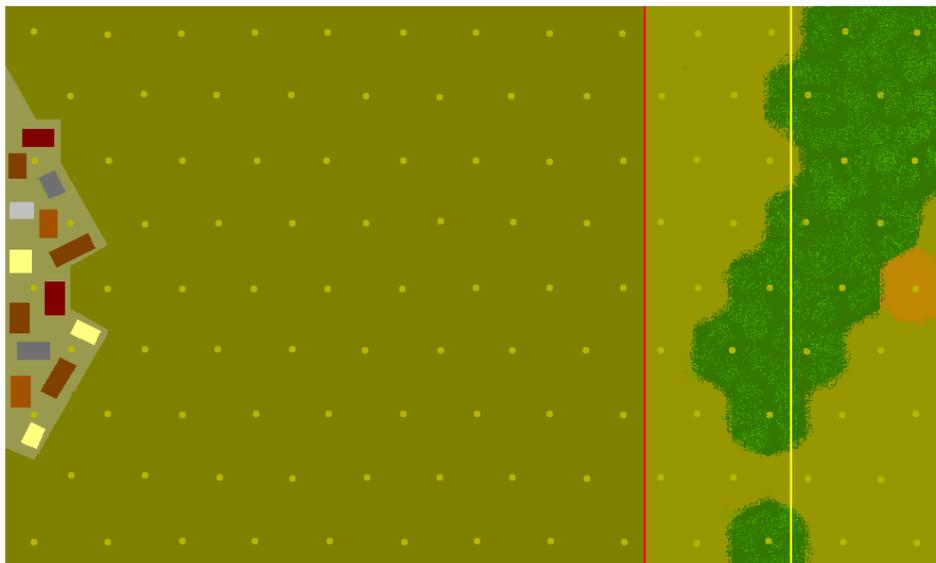
The American (player's) force:
- ➢ 4 units (16 stands) of US regular infantry,
- ➢ 2 units (8 stands) of USCT veteran troopers,
- ➢ 2 units (8 stands) of US volunteers.

Deployment
The player may deploy anywhere in the first two rows of sectors on the right side of the table (east of the yellow line shown on map below).
The dark green areas are jungle sectors (rough/cover).

Victory conditions
The player must occupy the five sectors of Built up Areas on the left side (symbolising the outskirts of Santiago), with five units, and before the end of turn 12.

The terrain
Except the four rows of sectors on the right side (east of the red line shown on map above) and the built up areas which are "known" terrain, all other sectors must be discovered step by step. Each time an American unit is moved, roll **1d10** for every sector "seen" within a 2 UD radius, or within 4 UD if the observation is made from hilltop:
> ➢ 1/7; tall grass (open), no enemy unit,
> ➢ 8/9; hill, possible enemy unit,
> ➢ 10; palm grove (cover), no enemy unit.

If the discovered sector is a hill, roll **1d6 - 3** to determine the number of stands of the possible enemy unit present. In case of enemy presence, roll 1d6:
> ➢ 1/4; the Spanish unit is protected behind shallow **trenches** (saving losses if 1 is rolled when fired upon, and increasing by 1 the assault classification when defending),
> ➢ 5/6; the Spanish unit occupies a **blockhouse** (saving losses if 1 or 2 is rolled when fired upon, and increasing by 2 the assault classification when defending).

Spanish unit's activation
Each time a Spanish unit is "raised", a token of the selected colour is added in the bowl.
When a Spanish token is picked from the bowl, the corresponding unit is chosen randomly among those present on the tabletop. Then roll a d6: that unit is successfully activated if 1/2/3/4 is rolled, or 1/2/3 if the Spanish force sustained 8 stands of casualties or more.
> ➢ If unsuccessfully activated, a Spanish unit may perform absolutely no action.
> ➢ If successfully activated, a Spanish unit may perform one action, according to the priority order detailed below:
1) Assault an American unit within 2 UD, if its strength is less than that of the Spanish unit. If several units are eligible, the assaulted one is chosen randomly.
2) Re-take a position on a hill within 2 UD, if that position was left vacant following the departure of its garrison.
3) Open fire on the nearest enemy unit. If several units are eligible, the targeted one is chosen randomly.

A combination of 2 actions may be performed if possible; for example, a unit may re-take a hill **and** then assault an under-strength foe contacted in the process.
Spanish units are treated as *bold* if assaulting an enemy unit occupying a hill; that means they **must** take the position in case of elimination or recoil of their foe.
Spanish units are considered equipped with smokeless Mauser rifles and supported by modern Krupp guns, thus assimilating them to "A" class troops in game terms.

American units
> ➢ The **US Volunteers** are considered equipped with single shot non-smokeless rifles and supported by Gatling guns, thus corresponding to "C" units in game terms.
> ➢ The **US Coloured Troops** cavalrymen are treated as *veterans* and thus benefit from a special rule: they don't loose one stand in case of a tie following an assault. However, they are considered equipped with single shot non-smokeless carbines and supported by obsolete guns; so they are rated as "D" class troops in game terms.
> ➢ The **US Regulars** are considered equipped with smokeless Krag-Jörgensen rifles, but supported by obsolete guns compared to their Spanish counterparts; so they are rated as "B" class units in game terms.

"Print and play" counters for the Cuban campaign:
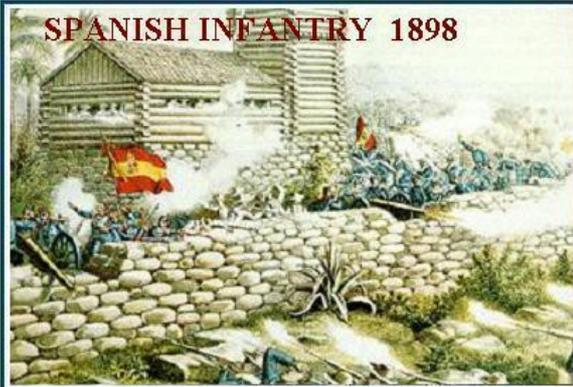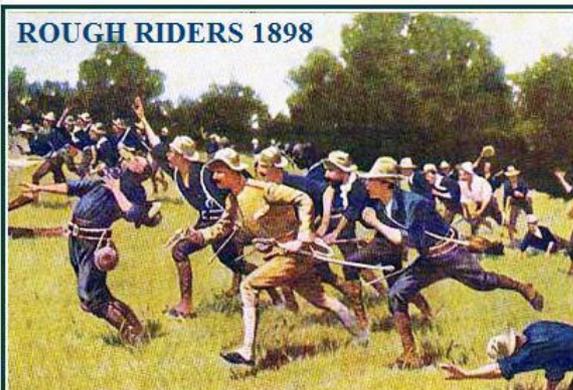

http://regles.wargames.monsite-orange.fr
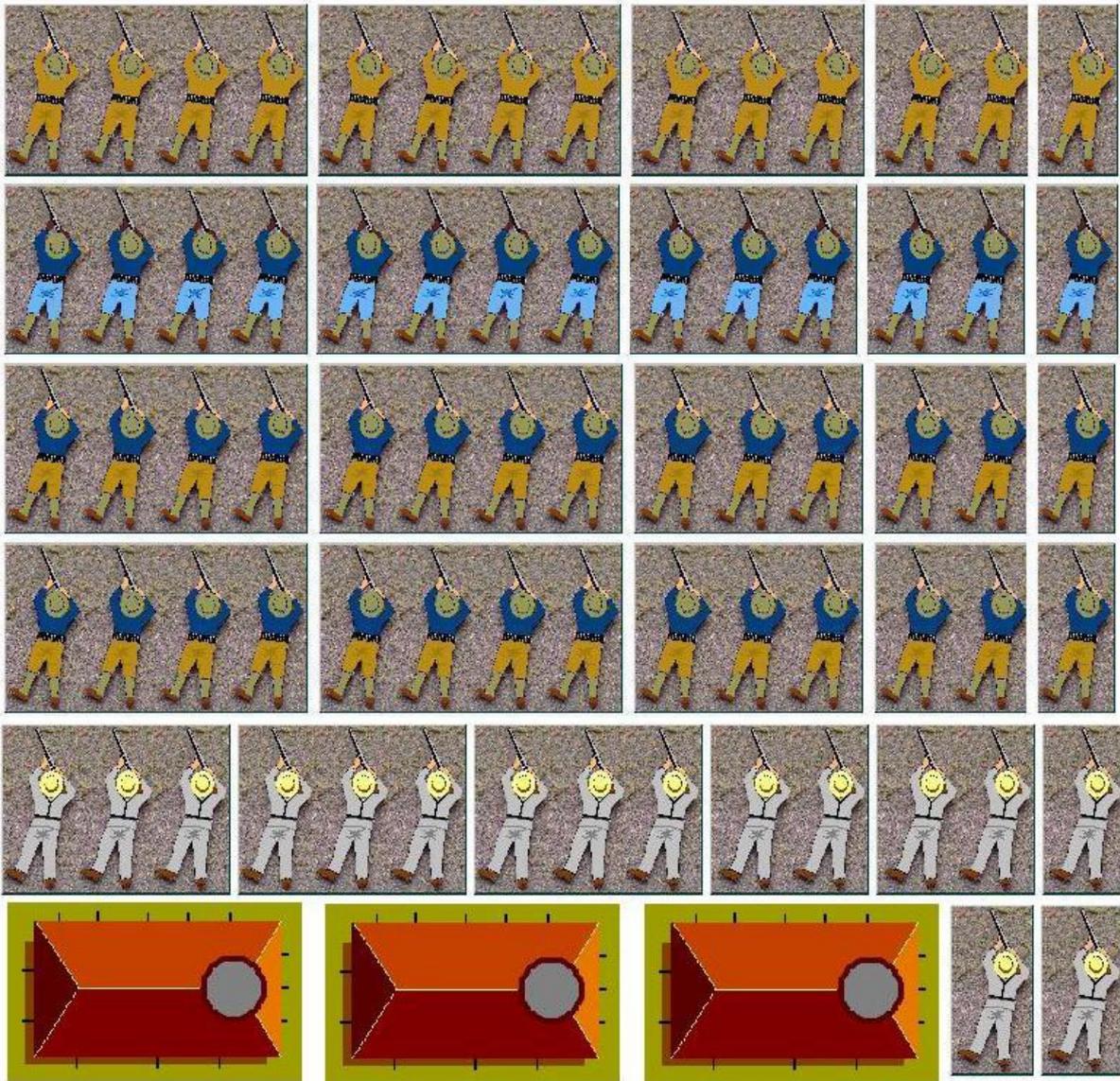
US REGULARS

Doctrine: Close Order
Reactivity Level: Trained (3)
Travel March: 2 UD
Firing: "B" Class Unit
To hit Number (not moving/moving):
- *5/3 (close range, 1 UD)
- *4/1 (medium range, 2 UD)
- *2 (long range, 3 UD)
- *1 (extreme range, 4 UD)

Assault Classification: Regulars (1/2/3)

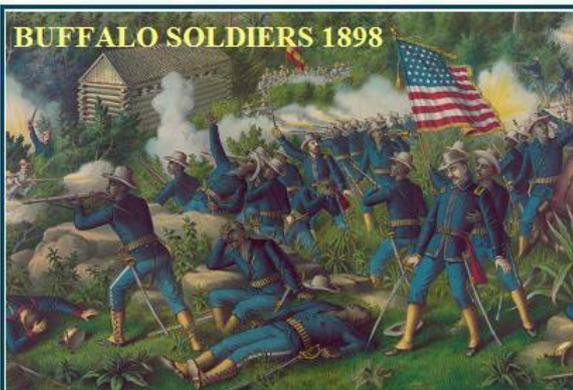## SPANISH INFANTRY 1898

Doctrine: Close Order
Reactivity Level: Trained (3)
Travel March: 2 UD
Firing: "A" Class Unit
To Hit Number (not moving/moving):
- * 5/3 (close range, 1 UD)
- * 4/2 (medium range, 2 UD)
- * 3/1 (long range, 3 UD)
- * 2 (extreme range, 4 UD)

Assault Classification: Regulars (1/2/3)

ROUGH RIDERS 1898

Doctrine: Close Order
Reactivity Level: Trained (3)
Travel March: 2 UD
Firing: "C" Class Unit
To Hit Number (not moving/moving):
- *4/2 (close range, 1 UD)
- *3 (medium range, 2 UD)
- *1 (long range, 3 UD)

Assault Classification: Militia (1/2)
Special: Dashing

BUFFALO SOLDIERS 1898

Doctrine: Close Order
Reactivity Level: Elite (4)
Travel March: 2 UD
Firing: "D" Class Unit
To Hit Number (not moving/moving):
- *3/1 (close range, 1 UD)
- *2 (medium range, 2 UD)
- *2 (long range, 3 UD)
- *1 (extreme range, 4 UD)

Assault Classification: Regulars (1/2/3)

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