

GUERRA NOS PAMPAS

AGRESSÃO ARGENTINA



WAR IN THE PAMPAS

General Rules

1.0 - INTRODUCTION:

ATTENTION. This simulation represents a hypothetical scenario within a possible situation in the mid-1990s, not representing the current situation of the South American continent, but only a possibility that at some point in history could have happened. However, this scenario is totally fictional, not having been created from any real information, but only in a study of possibility by its creators, based on the military situation existing at the time when the scenario seeks to portray.

February 1994. The Argentine military return to power after a coup d'état. The civilian government takes refuge in Uruguay and receives support from several countries, including Brazil. Given the situation of hostility between Uruguay and Argentina, Brazil offers military guarantees to the small South American country.

The Argentines then decide to launch a lightning strike against Uruguay. However, it is necessary to avoid Brazilian intervention and, therefore, the border between Brazil and Uruguay must be sealed to Brazilian troops; therefore, the south of Rio Grande do Sul will also be invaded.

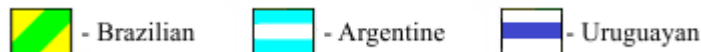
Speed is key, as the UN will not stop intervening against Argentina, with economic sanctions and the deployment of peace forces. It is estimated that in a maximum of one month the war will be over and the Argentines will need to be in good condition for the ceasefire negotiations.

On the other hand, the small Uruguayan Army and the large and largely mechanized Brazilian Army, even taken by surprise, should counter fierce resistance and even move on to counteroffensive.

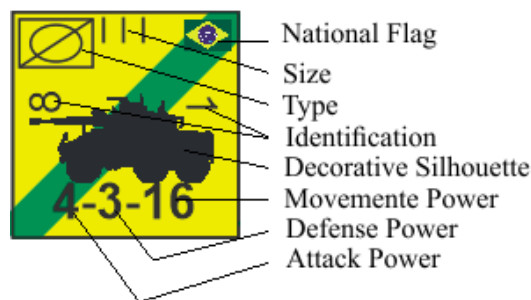
2.0 – MATERIAL:

2.1- Map Represents parts of Brazil and Argentina and all of Uruguay, a total of 900 hexagons.

2.2- Counters in Card in a total of 192 pieces (except markers), 95 Brazilian, 59 Argentine and 38 Uruguayan. To identify nationalities, follow the list below:



2.2.1 - Counters Characteristics:



Unit Size: All wargames, in general, must have an equivalence between the pieces of both contenders regarding their "size" or "level". Wargames can be company level (I), Battalion (II), Regiment (III)/Brigade (X), Division (XX), or Army Corps (XXX). In this simulation, all parts are battalion-level, although some units receive regimental marking, but in fact have battalion personnel.

Unit Identification: In this simulation, these numbers represent the unit itself and the brigade to which the battalion/regiment belongs. The number on the left identifies the battalion/regiment and the number on the right is that of the brigade to which the unit belongs.






















OBSERVATIONS:

+ The pieces of the 5th Armored Infantry Brigade (40th BIB, 43rd BIB, 47th BIB and 11th GACAP) have an asterisk along


with the brigade id to distinguish it from the 5th Armored Cavalry Brigade.

+ The Brazilian units identified with a "G" are Guard units.

Unit Type: It is the "emphasis" of elements that make up a unit. The types used in this simulation are as follows:

 . Armored	 - Paratroopers	 - PQD Artillery
 . Armored Infantry	 - Mariners	 - Mountain Artillery
 . Mechanized Cavalry	 - Mountaineers	 - Jungle Artillery
 . Infantry	 - Jungle Infantry	 - Amphibious Armored
 . Mechanized Artillery	 - Special Forces	 - Marine Engineers
 . Engineering	 - Special Forces PQD	 - Helicopter
 . Cavalry	 - Marine Special Forces	 - Artillery

OBSERVATION:

+ The Brazilian Units have Motorized Infantry Units, which are common infantry units equipped with transport trucks and their representation is an infantry unit with an unconventional symbol ()

Attack Power: This unit's combat value when it attacks.

Defense Power: It's the combat value of this unit when it's attacked.

Movement Power: Is the displacement value of the unit during the start -- (V.4.0).

The unit of the example is the 8th Mechanized Cavalry Regiment of the 1st Brazilian Mechanized Cavalry Brigade. Its attacking power is 4, its defense power is 3 and its moving power is 16.

2.3 - Tables (See last page) •This simulation has four tables: "Combat Effects Table", "Terrain Effects Table on Movement and Combat", "Bombing Table" and "Vulnerability Table". Their jobs are explained later.

2.4 – Auxiliary Markers

2.4.1 - Turn Marker: These are the numbered hexagon from 1 to 15 at the bottom right of the board, each turn representing 2 days of the hypothetical period.

2.4.2 – Air Power Marker: These are the houses numbered from 1 to 10 at the bottom left of the board, referring to the Brazilian, Argentine and Uruguayan air forces (this is only 1 to 3). Your job is explained below.

2.4.3 - Dices: This simulation uses two dices for combat resolution. The data **is NOT** used in the movement of the parts.

3.0 - SEQUENCE:

In each turn, the first to move is the Argentine player, who moves as many of his units as he wants, in the so-called Argentine "Movement Phase"; then comes the Argentine "Combat Phase" when the Argentine player executes the attacks against the Brazilian units he engaged in his "Movement Phase". After this "Combat Phase", comes the Brazilian "Movement Phase", when the Brazilian player moves as many of his units as he wants (Uruguayan inclusive); then comes the Brazilian "Combat Phase", where the engagements of the Brazilian "Movement Phase" are solved. Then the Turn is changed, restarting the sequence.

4.0 - MOVEMENT:

To move, units use their Moving Power. This is given in the form of moving points, which are spent when the unit moves from one hexagon to another, according to the type of terrain. The points spent, by the type of terrain, are given in the

"Fields Effects Table on Movement and Combat".

EXAMPLE: A Brazilian motorized infantry unit (2-4-12) leaves Santa Maria, passes through three hexagons of open ground to the Jaguari River ($3 \times 1 = 3$), crosses the river in the direction of Santiago (plus 2 points), occupying a hexagon of open ground (plus 1 point), enters the city (plus 1 point), then moving by road to São Borja ($6 \times 1/2 = 3$ points), then totaling $3 + 2 + 1 + 1 + 3 = 10$ points. As she has 12 Moving Power points, she would still have 2 points left for other moves.

OBSERVATIONS:

- + A **unit** can NEVER exceed its moving power in its respective "Move Phase".
- + Units **are** NOT required to use all their moving power, and may spend less points than the total allowed by "Movement Phase".
- + Unworn Movement Points by one unit **cannot** be accumulated for other Turns.
- + Unworn Movement Points by one **unit cannot** be transferred to other parts.
- + When two or more units move together, their moving power is **NOT** added.
- + Uruguayan units can NOT leave Uruguay. If forced to retreat to Brazil, by effect of retreat after combat, they are removed from the board, but are not considered destroyed.
- + The units of the Uruguayan General Reserve do not move in the 1st round.

4.1 - Movement Restrictions

4.1.1 – From Friendly Units: Both Brazilian-Uruguayan and Argentine can concentrate a maximum of 6 (six) units in the same hexagon. However, even if the hexagon reaches the maximum number of units, other non-enemy units can pass through it without stopping at it.

4.1.2 - From Enemy Units: Every unit belongs to an "Engagement Zone" referring to the 6 (six) hexagons that surround it. When an enemy unit moves to one of the hexagons in its "Engagement Zone", it is forced to stop (it is said to have "engaged"). When starting your "Move Phase", if your unit is engaged with an enemy unit and the player does not want to engage in combat, the player will have to remove his piece from the enemy "Engagement Zone", if he spends 1 more movement point to "break contact". If, on the other hand, the unit is in "Dominant Terrain" in relation to the enemy(s) piece(s) that is engaging it, it is released from disengaging. "Dominant Terrain" means the terrain that has the greatest advantage, in combat, in number of columns.

EXAMPLE: A Turn begins with an Argentine unit occupying a city hexagon engaged with a Brazilian unit on open ground. The Argentine unit does not need to retreat or is obliged to attack, because it is in "dominant ground" (city) in relation to the Brazilian (open). However, if any other unit moves to the enemy "Engagement Zone," it will have to attack.

If a unit, for whatever reason, cannot disengage or is on dominant ground, it will have to attack.
Two enemy units **can** NEVER occupy the same hexagon at the same time.

4.2 - In and Out of the Board

4.2.1 - Entry: Only Brazilians receive reinforcements during the campaign. These reinforcements enter the North Rim and must pay, for the first hexagon that occupies, the cost of it in points of movement. If, upon entering, the first hexagon is adjacent to an enemy unit, it can engage. Some booster units can also arrive by air (V.4.2.3).

4.2.2 – Exit: If any Brazilian unit is forced, by retreat after combat, to leave the board by the West edge, it is considered destroyed. Argentine units, likewise, if forced to retreat along the Northern edge, within Brazil, is considered destroyed. Brazilian units can be removed by the North Rim, by combat effect or not, and can return by any hexagon from the same edge two Turns later. Likewise for Argentines, by the west rim.

4.2.3 - Paratroopers: Brazilians have the 1st Paratrooper Brigade. She can arrive by air on her entrance Turn (4th), jumping anywhere in Brazil, all battalions in the same hexagon or not, as long as disengaged. If the Brazilian player prefers, this

brigade can enter the North rim, like the others. In the case of jumping, the moving power of the units is reduced to 1/3 (rounding down) until they meet Brazilian forces not isolated.

4.2.4 - Assault Landing: Argentines have the 1st Marine Brigade. She can perform an assault landing and, even so, only on the 1st turn. In this turn, the Brigade can land at any point on the Uruguayan or Brazilian coast and will have only 1/3 of its Moving Power (rounding down). If, in the 2nd turn, the Brigade still has contact with the coast, it has its normal Moving Power. Otherwise, you still have reduced Move Power, and you won't be able to recover casualties.

OBSERVATION:

+ The Argentine player can also evacuate his 1st Marine Brigade. In this case, it is removed from the board and cannot return to the match.

4.2.5 – Railways: Both contenders can use the railways indistinctly, provided that they are unimpeded to Argentina (for Argentines), Taquari (for Brazilians) and Montevideo (for Uruguayans). To use them, a unit must start the Turn already on a railroad hexagon and will not be able to leave the railroad this turn, nor engage. When using the railroad, the driving power of the unit(s) is ignored, and it can walk up to 20 hexagons per Turn, ignoring the terrain.

OBSERVATION:

+ Helicopter units (V.9.0) are the only ones that cannot use the railways.

5.0 - COMBATS:

At the end of the "Movement Phase", when enemy units are occupying adjacent hexagons, they are considered to have "engaged", the latter being to move considered the attacker.

5.1 - Combat Solution "To solve the combats), the "Combat Effects Table" is used through the combat powers of the units. The sequence is as described below:

5.1.1- Force Ratio:

1st - Add up the ATTACK powers of the attacking units.

2nd - Add the DEFENSE powers of the units being attacked.

3rd - Divides the value obtained in the 1st step by the value obtained in the 2nd step, disregarding the non-entire part of the result (Example: $11 \div 4 = 2.75$ (0.75), the force ratio will be 2-1 (two to one)).

OBSERVATIONS:

+ If the value obtained in the 2nd step is higher than in the 1st, the division is reversed, considering the inverse relationship (i.e., if the result is 2, it is considered 1-2).

+ The attacker **cannot** check the defense points of the units he will attack before declaring how many points he will do so.

+ Once the defender warns how many points, he will defend himself with, **there** may NO longer be any changes from any of the parties.

5.1.2 - Influence of the Ground: Certain lands favor defense, but none favor attack. The benefits of the terrain for defense are given in the form of "columns" in the "Terrain Effects Table on Movement and Combat". Determined the relationship of forces (V.5.1.1), there is the terrain where the defending unit is and, if favored to the defense, in how many columns on the left!

OBSERVATIONS:

+ When, in the defender's hexagon, there are two or more types of terrain influencing combat, the terrain that provides the largest number of columns on the left is always considered.

+ In this simulation, armored and mechanized units cannot engage enemy units in mountain hexagons (except armored infantry, as it is understood to disembark from vehicles).

5.1.3 - Siege: If a defending unit is engaged in such a way that it cannot retreat to a hexagon free of enemy "Engagement Zones," these defenders are considered to have been surrounded. This gives the attacker the advantage of a right column in the "Terrain Effects Table in Move and Combat".

5.1.4 - Command Unit: Whenever a brigade participates in a combat (attacking or defending) with all its elements, it "wins" a column (on the right when attacking and on the left when defending), by "command unit". Exceptionally in this simulation, the brigades' organic artillery units also must be present to live up to the "command unit". A brigade is usually composed of 4 battalions, but in this simulation, there are several exceptions.

OBSERVATION:

+ Uruguayans do not count on this bonus.

5.1.5 - Line Determination: After the previous steps, the column was determined; now the line is determined through the data. The data is intended to represent all the imponderables of combat. The two data are released and the result is the sum of them (Example: 2 in one and 3 in the other gives 5 as a result).

5.1.6 - Results of the Fights:

DE - Defense Eliminated. One defending unit is eliminated (at the discretion of the defending player) and the other, if any, are required to retreat IN ANY CIRCUMSTANCES.

DRB - Defense Retreats with Casualties. All defending units recoil from a hexagon (except special rules) and only one of them suffers casualties (at the discretion of the defending player).

DRI - Defense Retreats Intact. All defending units recoil from a hexagon (except special rules).

DVB - Defense Wins with Casualties. All attacking units recoil from a hexagon and one of the defending units suffers a loss (at the discretion of the defending player).

DVI - Defense Wins Intact. All attackers retreat a hexagon.

AVI - Attack Wins Intact. All defending units recoil a hexagon (if the result is not DE) and the attacking player may or may not occupy the hexagon abandoned by defenders.

AVB - Attack Wins with Kills. As above, but one of the attacking units suffers casualties (at the discretion of the attacking player).

ARI - Attack Retreats Intact. All attacking units recoil from a hexagon.

ARB - Attack Retreats with Casualties. All attacking units recoil from a hexagon and one of them suffers casualties (at the discretion of the attacking player).

AE - Attack Eliminated. All attacking units recoil from a hexagon and one of them is eliminated (at the discretion of the attacking player).

IMP - Deadlock. All units, both defenders and attackers, remain where they are.

OBSERVATION:

+ In the 1st round, the Argentine player wins a right column in any attack, by surprise effect.

5.2 - Advance after Combat When the attacker wins a fight, he can occupy the hexagon abandoned by the defender. In this simulation, no unit can advance more than one hexagon after victory in combat.

5.3 - Recoil Rules When, after a fight, one or more units are required to retreat, they may not stop in a hexagon occupied by enemy units or a hexagon belonging to the "Engagement Zone" of an enemy unit. If this is not possible, it will be eliminated.

5.3.1 - Chain Recoil: When a unit retreats to a hexagon occupied by three friendly units, the player may rewind one of the excess pieces to another hexagon (respecting the rule above) and have 6 pieces left in that hexagon.

5.3.2 - Retreat Through Rio: Armored units, when forced to retreat through the river, suffer casualties. The exception is the 1st Battalion of Brazilian Amphibious Armored.

5.3.3 - Retreat Under Siege: When a unit (or more) is surrounded and is obliged to retreat, it(s) to a hexagon fatally within an enemy "Engagement Zone". Since you can never close an engaged retreat, it will be forced to retreat to another hexagon and, in this 2nd movement, you should receive casualties (all pieces). If this new hexagon is again from the enemy "Engagement Zone," then all retreating units are eliminated.




OBSERVATION:

+ If a unit under siege that retreats has suffered casualties because of combat, it is automatically eliminated unless it can retreat through a hexagon occupied by friendly units. In this case, she does not suffer casualties in the 2nd movement.

6.0 - AIR POWER:

Air power points represent the relative influence of their air forces in ground combat. In this simulation, both contenders have air power, which varies from turn to turn. Air Power points for each player are as shown in the table below:

Air Power Table

Turn	 Brasil	 Argentina	 Uruguai
1º	5	30	3
2º - 5º	10	30	0
6º - 10º	15	20	0
11º - 15º	20	15	0

6.1 – Use of Air Power: Both players have an Air Power counter on the board and a little one marked "X10" and another marked "X1" (Uruguayans have only "X1"). When you start the turn, both place the little pieces in the numbers relative to your air powers, as described in the table above. When the player wants to support a match, he simply de-counts the points he/she wants on the scoreboard. Thus, he can use his power points both by attacking (his Combat Phase) and defending (Enemy Combat Phase). The air power counter is always manipulated to always show how many points are left for the player.

6.2 – Air Strike: In this simulation, it is allowed to carry out attacks only with air power, using the "Bombing Table". In simple bombardment (without involvement of other types of units), the air power committed by the sum of the vulnerability indexes of the units on the target is multiplied, according to the "Vulnerability Table" (V.). Once the final value is found, the corresponding column (considering the effects of the terrain) is verified in the "Bombing Table" and the two dice are released. The meaning of the results is next to the table.

EXAMPLE: Two Brazilian infantry units and one armored units are concentrated in a hexagon. The Argentine player decides to launch an air strike with 8 points. The vulnerability index on the target will be 4 ($2 \times 1 + 2$). Therefore, the attack will have a value of 32 (8×4). In the table, this corresponds to column 25-36. If the defenders are in a city hexagon, they "win" two columns on the left and therefore the column used will be 1-12.

OBSERVATIONS:

- + Unused air power points in a turn are NOT accumulated for the following Turns.
- + When announcing the value of an attack, it must include air power.
- + In this simulation, a minimum of 3 points should be used to carry out air strikes.
- + Brazilian Air Power points can only be applied in Uruguayan territory if there are Brazilian land units in that country.
- + Uruguayan Air Power points (only in the 1st round) can only be applied in Uruguay.
- + There is no restriction on the use of Argentine Air Power points.

7.0 - CASUALTIES:

These "casualties" are related to losses of material and men, "stress" of combat and disorganization (temporary or not) of the units. When a unit suffers casualties in combat, it is turned, with the backup. Being so, you'll have your combat powers reduced. If you suffer further casualties, you are eliminated. Losses do not affect the moving power. In this simulation, both contenders recover losses, simply unturning the piece, provided that following the criteria below:

7.1 - Argentines recover casualties if the unit is or finishes its disengaged movement and there are a maximum of 3 (three) hexagons of a railway or highway that reaches Argentina if it is free of enemy Engagement Zones. The Argentine Marine Brigade (and only it) can recover casualties if it is within range of a coast hexagon, i.e., up to 3 (three) hexagons of a coast hexagon in its possession (and without enemy Engagement Zones on the route).

7.2 - Brazilians do not recover any casualty until the 3rd round, inclusive. From the 4th to the 7th Turn, you can only recover up to 3 (three) casualties if the unit is or finishes its disengaged movement and there are a maximum of 3 (three) hexagons of a railroad or highway that reaches Porto Alegre. From the 8th turn to the end of the game, there are no limits to the number of units recovering casualties.

7.3 - Uruguayans do not recover casualties until the 3rd round, inclusive. From the 4th to the end of the game, they can recover casualties, if the unit is or finishes its disengaged movement and there are a maximum of 3 (three) hexagons of a railroad or highway that reaches Montevideo. In addition, Uruguayan armored infantry and mechanized cavalry units do not recover casualties.

7.4 – Recomplete of Fenced Units a Brazilian or Argentine unit surrounded and with casualties can be recovered if an INTACT and EMPTY helicopter unit (without troops) can reach it. This is valid for 1 (one) unit, respecting the provisions of item 9.0. The fenced unit must also be disengaged.

OBSERVATION:

+ Units that do not have marking on the back, if they suffer casualties, are automatically eliminated.

8.0 - ARTILLERY:

Exceptionally in this simulation, all artillery units are considered motorized and therefore move as such. Due to the long distances involved, artillery units have range 1 (marked in the circle on the illustrative silhouette of the piece) and therefore only participate in combat being engaged (when attacking) or immediately adjacent to a friendly unit being attacked (when defending). Also not allowed attack is allowed with artillery units. In addition, exceptionally in this simulation, artillery units engaged together with other types of units (even with casualties), **DO NOT** suffer casualties in case of result of Combat Effects, being mandatory that the kills are given in a unit of another type.

9.0 – HELICOPTERS:

Brazilians and Argentines have helicopter units. They have only one (1) number, referring to their Moving Power. Helicopter units can carry out air transport, each of which can transport 1 (one) non-mechanized battalion (infantry, non-self-propelled artillery, engineering, special forces, etc.). In the case of motorized or armored infantry, the troops are considered to have abandoned their vehicles. Armored, mechanized cavalry and self-propelled artillery, under no circumstances can they be transported by helicopters. They completely ignore the terrain characteristics and only pay 1 (one) point for troop boarding and disembarking.

Helicopter-transported units are reduced to 1/3 (rounding down) until they meet forces of the same nationality that are not isolated. Helicopters can only land on open ground or city. Helicopter units DO NOT recover casualties, have ZERO combat power, and do not count towards parts storage.

A helicopter unit can only take off if its starting base is at most three (3) hexagons of a highway or railway that has no interruption to Argentina (in the case of Argentines) or to Porto Alegre (in the case of Brazilians).

Helicopter units, when flying over enemy units, check for casualties. When, in flight, they come into contact with any enemy piece, it is counted "zero"; in the next house, still in contact with (or about) enemy unit(s), 1 data is played: if one falls, suffers casualties; the process will repeat itself as long as there is contact with enemy unit(s) after "zero" (there is only one "zero" per turn per piece transported). This process must be repeated for each piece used and, if it is low, the transported unit also suffers losses (also if it is eliminated).

OBSERVATIONS:

+ Helicopter units can also recover casualties from fenced units (V.7.4).

+ Helicopter units, if engaged and forced to retreat, are considered destroyed.

+ Brazilian helicopter units can transport Uruguayan units.

+ Helicopter units cannot end their Movement Phase with embedded troops.

10.0 - PREPARATION:

Although it represents a fictional battle, this simulation is based on reliable information about the Armies involved in the represented period. However, the mobilization capacity of each country and its air power are estimated only. The industrial capacity of the countries was less important, as it was a short and surprising campaign. In the spirit of this simulation, the Argentine attack would have three lines of action:

- 1st- The 1st Marine Brigade would land in Santa Vitória do Palmar (hexagon 2918) to cut the road between Brazil and Uruguay. He would then march to Rio Grande, where he would connect with Argentine forces that would arrive in Pelotas.
- 2nd- A powerful force, composed of armored cavalry brigades, armored, and motorized infantry and mountaineers' troops would invade Brazil and occupy the Santa Rosa line - Caçapava do Sul - Pelotas, isolating Brazil's border with Uruguay and eliminating the outbreaks of resistance that were left behind.
- 3rd- A second force, with armored cavalry brigades, armored and motorized infantry and jungle troops, would have the mission to destroy the Uruguayan Army and occupy Montevideo.

Brazil and Uruguay would only have time to mobilize existing units and could not form new ones. Therefore, entire brigades are displaced from several Brazilian states. However, until they arrive, the units stationed in Rio Grande do Sul have to at least try to slow down the Argentines and maintain the connection with Uruguay.

Uruguayans, of course, have only the option of trying to survive and keep in touch with Montevideo and the Brazilian border. This would be the fictional situation of February 1994.

10.1 - Placement of Units: Both contenders start the game with the initial placement of their units according to the relationships below. The abbreviations used are as follows: RC - Cavalry Regiment; RCC - Regiment of Combat Cars; RCavB - Armored Cavalry Regiment; RCavMec - Mechanized Cavalry Regiment; RFN - Marine Regiment; RIS - Jungle Infantry Regiment; RIM - Motorized Infantry Regiment; RI - Infantry Regiment; RM - Mountain Regiment; GAC - Field Artillery Group; GACAP - Self-Propelled Field Artillery Group; RCB - Armored Car Regiment; RIMec - Mechanized Infantry Regiment; RArt - Artillery Regiment; BEng - Engineering Battalion; BI - Infantry Battalion; BIM - Motorized Infantry Battalion; BIB - Armored Infantry Battalion; BIPQDT - Paratrooper Infantry Battalion; BFEPQDT - Paratrooper Special Forces Battalion; BFN - Marine Battalion.

10.1.1 - Argentina Initial Placement: Argentine units can be posted freely within Argentina. The Marine Brigade can perform an "Assault Landing" (V.4.2.4) anywhere on the Uruguayan or Brazilian coast, or it can be placed freely within Argentina as the other units. The Argentine battle order is listed below:

- 1st Armored Cavalry Brigade (2nd RCC, 8th RCC, 10th RCavB and GAAP);
- 1st Marine Brigade (3rd RFN, 5th RFN, 8th RFN and GACFN);
- 2nd Armored Cavalry Brigade (1st RCC, 6th RCC, 7th RCavB and GAAP);
- 3rd Motorized Infantry Brigade (4th RIM, 5th RIM, 12th RIM and GAC);
- 4th Motorized Infantry Brigade (3rd RIM, 6th RIM, 7th RIM and GAC);
- 5th Mountain Infantry Brigade (11th RM, 23rd RM, 25th RM and GACM);
- 6th Mountain Infantry Brigade (10th RM, 21st RM, 26th RM and GACM);
- 7th Jungle Infantry Brigade (15th RIS, 16th RIS, 31st RIS and GAC);
- 9th Mechanized Infantry Brigade (9th RCB, 8th RIMec, 25th RIMec, 37th RIMec and GACAP);
- 10th Mechanized Infantry Brigade (3rd RIMec, 6th RIMec, 7th RIMec and GACAP);
- 11th Mechanized Infantry Brigade (11th RIMec, 24th RIMec, 35th RIMec and GACAP);
- 12th Motorized Infantry Brigade (8th RIM, 9th RIM, 30th RIM and GAC);
- 3 Engineering Battalions.
- 2 Special Forces Battalions.
- 2 Self-propelled Artillery Groups.
- 3 Helicopter Units.

10.1.2 - Brazilian Starting Placement: Brazilian starting positions are defined for each unit on the board. However, most units arrive in reinforcement in the following Turns. The Brazilian battle order, initial placement, and entry turn are below:

- 1st Mechanized Cavalry Brigade (8th RCavMec, 29th BIB and 22nd GACAP (Uruguiana - Hexagon 0415); 9th RCavMec (São Gabriel - Hexagon 1610) and 7th BIB (Alegrete - Hexagon 0913) - Rio Grande do Sul);

- 1st Marine Brigade (1st BFN, 2nd BFN, 3rd BFN and 1st GAC FN (7th Turn); 1st Special Operations Battalion, 1st BEng FN and 1st Amphibious Car Battalion (8th Turn) – Rio de Janeiro).
- 1st Paratrooper Infantry Brigade (25th BIPQDT, 26th BIPQDT, 27th BIPQDT, 1st BFEPQDT and 8th GAC PQDT - Rio de Janeiro) - 4th Turn.
- 1st Motorized Infantry Brigade (1st BIM, 2nd BIM, 3rd BIM and 91st GAC - Rio de Janeiro) - 10th Turn.
- 2nd Mechanized Cavalry Brigade (3rd RCavMec and 25th GACAP (Bagé - Hexagon 2012), 12th BIB (São Borja - Hexagon 0409) and 14th BIB (Santa Maria - Hexagon 1506) - Rio Grande do Sul).
- 2nd Motorized Infantry Brigade (22nd BIM, 32nd BIM, 56th BIM and 13th GAC - Rio de Janeiro) - 9th Turn.
- 3rd Mechanized Cavalry Brigade (2nd RCC, 4th BIB, 18th BIB and 4th GACAP - São Paulo) - 6th Turn.
- 4th Mechanized Cavalry Brigade of Guards (3rd RCavMec guards, 15th RCavMec, 1st Battalion of Guard Hunters and 2nd GACAP - Rio de Janeiro) - 8th Turn.
- 5th Armored Cavalry Brigade (1st RCC, 3rd RCC, 24th BIB and 1st GACAP - Rio de Janeiro) - 8th Turn.
- 5th Armored Infantry Brigade (40th BIB, 43rd BIB, 47th BIB and 11th GACAP – Minas Gerais – The pieces of this brigade have an asterisk next to the identification of the brigade to distinguish it from the 5th Armored Cavalry Brigade) - 10th Turn.
- 6th Armored Infantry Brigade (26th BIB, 27th BIB, 28th BIB and 6th GACAP - São Paulo) - 5th Turn.
- 6th Motorized Infantry Brigade (37° BIM, 38° BIM, 39° BIM and 12° GAC - São Paulo) - 7th Turn.
- 7th Armored Infantry Brigade (13th BIB, 20th BIB, 21st BIB and 21st GACAP – Paraná) - 3rd Turn.
- 10th Motorized Infantry Brigade (36° BIM, 45° BIM, 53° BIM and 8° GAC - Minas Gerais) - 11th Turn.
- 11th Motorized Infantry Brigade (10th BIM, 48th BIM, 49th BIM and 14th GAC–Minas Gerais) - 12th Turn.
- 14th Motorized Infantry Brigade (23rd BIM, 62nd BIM, 63° BIM and 28th GAC–Santa Catarina) - 2nd Turn.
- 15th Motorized Infantry Brigade (30° BIM, 33° BIM, 34° BIM and 23° GAC - Paraná) - 4th Turn.
- 16th Motorized Infantry Brigade (8th BIM (Santa Cruz do Sul - Hexagon 2003), 9th BIM (Pelotas - Hexagon 2709), 19th BIM (1st Turn), 61st BIM (Itaqui - Hexagon 0412) and 5th GAC (Guaíba - Hexagon 2502) - Rio Grande do Sul).
- 18th Mountain Infantry Brigade (46th BM, 64th BM, 67° BM and 7th GACM - Minas Gerais) - 9th Turn.
- 1st BEng - 7th Turn.
- 2nd BEng - 5th Turn.
- 4th BEng - 9th Turn.
- 5th BEng - 2nd Turn.
- 6° BEng - Ijuí (Hexagon 1002);
- 12° BEng - São Luiz Gonzaga (Hexagon 0705);
- 5th Ccr - 3rd Turn.
- 17° BI - Porto Alegre (Hexagon 2501);
- 55th BI - 12th Turn.
- 70th BI - 3rd Turn.
- 11th RCavMec - 11th Turn.
- Helicopter Unit - 3rd Turn.
- Helicopter Units - 6th Turn.

10.1.3 – Uruguayan Starting Placement: Uruguayan starting positions are defined for each unit on the board, as listed below. General Reserve units must be posted in any hexagon immediately adjacent to Montevideo.

- 1° BEng, 1° BI, 2° BI, 3° BI, 4° RC and 1° GAC – Montevideo (Hexagon 2429).
- 2nd BEng and 15th BI - Florida (Hexagon 2027);
- 2nd GAC – Trinidad (Hexagon 1726);
- 2nd RC and 13th BI - Durazno (Hexagon 1825);
- 3rd BEng and 3rd GAC – Paso de los Toros (Hexagon 1823);
- 3rd RC – Rivera (Hexagon 1316);
- 4° BEng - Maldonado (Hexagon 2727);
- 4th BI - Colonia (Hexagon 1730);
- 4th GAC and 11th BI - Mines (Hexagon 2528);
- 5th BI - Mercedes (Hexagon 1329);
- 5° RC - Tacuarembó (Hexagon 1319);

- 6th BI - San Jose (Hexagon 2029).
- 6th RC – Canelones (Hexagon 2228).
- 7° BI - Jump (Hexagon 0623).
- 7th RC and 8th RC - Melo (Hexagon 2418);
- 8th BI - Paissandu (Hexagon 0925).
- 9th BI - Fray Bentos (Hexagon 1229).
- 9th RC – Sta. Clara de Olimar (Hexagon 2420).
- 10th BI – Thirty-Three (Hexagon 2522).
- 10° RC - Artigas (Hexagon 0917).
- 12° BI - Rocha (Hexagon 2825).
- 13th BI - Fray Bentos (Hexagon 1229).
- GENERAL RESERVE: BFN, 1° RC, 5° BEng, 6° BEng, 5° GAC, 6° GAC and 14° BI.

10.2 – Objectives in accordance with this simulation, the Argentine objectives are related to the line to be reached within Brazil (or at least the conquest of the border) and the elimination of the Uruguayan Army, as well as causing maximum damage to Brazilians. Brazilians must stop the Argentines, liberate the invaded areas and assist the Uruguayans. These only have to defend their country.

10.2.1 - Argentine goals: Argentines score the following points:

- Porto Alegre - 100 points.
- Montevideo - 30 points.
- Uruguaiiana - 10 points.
- Bagé - 10 points.
- Pelotas - 10 points.
- Jaguarão - 10 points.
- Alegrete - 5 points.
- Artigas - 5 points.
- Rivera - 5 points.
- Treinta y Tres – 5 points.
- Santa Maria - 5 points.
- Southern Hunt - 5 points.
- Brazilian unit destroyed - 5 points.
- Uruguayan unit destroyed - 3 points.
- Argentine unity outside Argentina - 1 point.
- No enemy units in Uruguay - 50 points.

10.2.2 - Brazilian/Uruguayan Objectives: Brazilians/Uruguayans also score the following points:

- Montevideo - 50 points.
- Uruguayan - 40 points.
- Alegrete - 30 points.
- Bagé - 20 points.
- Pelotas - 10 points.
- Quaraí - 10 points.
- Santana do Livramento - 10 points.
- Jaguarão - 10 points.
- Treinta y Tres – 10 bridges;
- Maldonado - 5 points.
- Argentine unit destroyed - 5 points.
- Brazilian unit outside Brazil - 1 point.

Whoever scores the most points wins.

COMBAT EFFECTS TABLE:

DICES	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
2-12	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB	DE AVB	DE AVI	DE AVI	DE AVI
3-11	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB	DE AVB	DE AVI	DE AVI
4-10	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB	DE AVB	DE AVI
5-9	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB	DE AVB
6-8	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB	DE AVB
7	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	IMP	DRI AVB	DRB AVB	DRI AVI	DRB AVI	DE AVB

FIELD EFFECTS TABLE ON MOVEMENT AND COMBAT:

TERRAIN	MOVEMENT		COMBAT
	NO-MTZ	MTZ	
Open	1	1	---
City	1	1	2 Columns
River	1	2	2 Columns
Swamp	2	2(Inf) – FORBIDDEN	1 Column
Mountain	2(Mont.) – 3	3 (Inf.) – 4	3 Columns
Railway	20 Hexagons	20 Hexagons	---
Road	1	0,5	---
Lake or Sea	FORBIDDEN	FORBIDDEN	---
Boundary	---	---	---

BOMBING TABLE:

	1 – 12	13 – 24	25 – 36	37 – 48	49 – ∞
2-12	DB	DB	DB	DB	DB
3-11	DI	DB	DB	DB	DB
4-10	DI	DI	DB	DB	DB
5-9	DI	DI	DI	DB	DB
6-8	DI	DI	DI	DI	DB
7	DI	DI	DI	DI	DI

DI - Defense Intact
DB - Defense suffers Casualties (A defending unit, at the choice of its player, suffers a casualty).

VULNERABILITY TABLE

UNIT TYPE	VULNERABILITY
Infantry, Motorized Infantry, Engineering, Cavalry, Paratroopers, Marines, Mountaineers, Jungle Infantry, Special Forces, Marine Engineering.	1
Artillery, PQD Artillery, Marine Artillery, Mountain Artillery, Jungle Artillery, Mechanized Artillery, Armored, Amphibious Armored, Mechanized Cavalry, Helicopter and Armored Infantry.	2