

PARAGUAYAN ARMY SHEET (1864-1870) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry	18-24	Musket (12")	3	4	4	Skirmishers, Square	22
Militia	18-24	Musket (12")	2	3	2	Militia, Square	9
Unmounted Cavalry	6-12	Sabres	-	3	3	Light Infantry	11
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	12
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Cavalry	6-12	Sabre	-	4	3	Carbines, Light Cavalry	22
Militia Cavalry	6-12	Sabre	-	3	3	Carbines, Light Cavalry	19
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Heavy Artillery	1	Cannon (54")	2	2	2	Canister, Slow	27
Rocket Artillery	1	Rockets (60")	1	2	2	Rocket	22
Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	26

UNIT OPTIONS

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Entrenchments: Infantry and artillery that are deployed at the start of a battle can have the entrenchments special rule for an extra 5 points each.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any	Act on Initiative. You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.	7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to 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.
King	Medals and Pensions. Play this card in a melee phase. Pick 1 Austrian brigade. Add 1 to the melee value of Austrian infantry units from that brigade for the rest of the 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.
Queen	Well-horsed. Play this card in a melee phase. Pick 1 Austrian brigade. Add 1 to the melee value of Austrian cavalry units from that brigade for the rest of the phase.		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.
Jack	Well-disciplined. Play this card after an Austrian unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Austrian units for the rest of the turn.		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.
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.
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 unit fails a valour test or brigade fails a fortitude test. The test is passed.
8	Inspiration. Play this card after a friendly unit fails a valour test or brigade fails a 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 attacking unit. 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 that unit (even if it has only 1 loss).
- 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 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. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Canister

A unit that has the canister special rule **can either fire normally or it can use the following special rules:**

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

Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

Entrenchments

This unit counts as being entrenched until it moves, assaults, retreats or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

Horse Artillery

This unit has a move distance of 18" when **limbered**. In addition, it can reform both before and after carrying out a move or retreat, and 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 it.

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for it.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defensible terrain.
- It can occupy defensible terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- 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.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Rockets

When this unit fires or lends fire support, the target unit does not have to be the closest enemy, and if this unit or the target is on a hill, friendly units that are not on a hill do not block the line of sight. However, subtract 1 from hit tests for shooting attacks made by this unit or by a friendly unit lent support by it.

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.

Slow

This unit has a move distance of 6" when limbered and 1" when unlimbered.

DESIGN NOTES

Small Unit Sizes: The units in the armies that we used when playtesting War of the Triple Alliance army sheets have less figures than those from the units we use in our Napoleonic games, 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).