

CHACO

Player Aid Card

SEQUENCE OF PLAY

PARAGUAYAN PLAYER SEGMENT

Movement Phase

- Paraguayan reinforcements appear at any hex lettered to correspond with the Reinforcement Section. *Skip on Turn 1.*
- Flown Paraguayan Air Units return to their assigned aviation squadron ground element. *Skip on Turn 1.*
- Check Paraguayan units for supply.
- The Paraguayan player may move some, any, all or none of his units at his option, up to their full movement ability, subject to restrictions due to terrain, supply, Zones of Control, disruption, etc.

Combat Phase

- Remove Disruption markers from previous Turn.
- The Paraguayan player must attack all enemy units whose Zones of Control he occupies, following the provisions of the Combat Rule (9.0). *If attacking out of a town, a unit does not need to attack all adjacent units.*
- Check all Paraguayan units for supply at the instant of combat.

BOLIVIAN PLAYER SEGMENT

Movement Phase

- Bolivian reinforcements appear at any hex lettered to correspond with the Reinforcement Section. *Skip on Turn 1.*
- Flown Bolivian Air Units return to their assigned aviation squadron ground element. *Skip on Turn 1.*
- Check Bolivian units for supply.
- The Bolivian player may move some, any, all or none of his units at his option, up to their full movement ability, subject to restrictions due to terrain, supply, Zones of Control, disruption, etc.

Combat Phase

- Remove Disruption markers from previous Turn.
- The Bolivian player must attack all enemy units whose Zones of Control he occupies, following the provisions of the Combat Rule (9.0). *If attacking out of a town, a unit does not need to attack all adjacent units.*
- Check all Bolivian units for supply at the instant of combat.

TURN COMPLETION SEGMENT

- Advance Turn marker.

MOVEMENT

All units have a basic movement ability of 4 Movement Points per Turn.

SUPPLY

Units determined to be out of supply are halved in combat strength and movement ability. Any unit not meeting ONE of the four conditions listed below is Out of Supply:

- a) Units in any Town, or which can trace a line of three hexes or less, free of enemy units and their Zones of Control, to a friendly Town, are in Supply.
- b) Units on any road, leading free of enemy units and their Zones of Control, to a friendly Town are in Supply.
- c) Units in any hex adjacent to a river hex side are in Supply.
- d) Units in High Paraguay are in Supply.

STACKING

- a) No more than three units may occupy a single hex.
- b) No more than two Regiments may occupy a single hex.
- c) Patrols may not be stacked with any unit.



COMBAT EFFECTS

- RETREAT:** Any unit or units retreated as the result of combat are moved one hex by the retreating unit's opponent. The retreated unit may not cross major rivers in retreat, nor may it be moved directly onto enemy units. It may move through or into enemy Zones of Control. Units unable to perform a retreat are eliminated. There is no retreat priority. The opponent may retreat to any hex allowed including undesirable or out-of-supply hexes. Retreats may not result in overstocked units if another hex that will not be overstocked is available.
- DISRUPTED:** Units disrupted are halved in Combat strength and movement ability for one complete Turn. Place a "Disrupted" marker on the unit to show disruption. A disrupted unit that is attacked again and receives a result of Retreat, Disruption, or Elimination is eliminated. Units disrupted and out of supply are still only halved once.
- ELIMINATED:** Units eliminated are immediately removed from play.
- NO EFFECT:** A combat result of No Effect has no effect on play.

ADVANCE AFTER COMBAT

Either player may always move some or all of his units participating in a Combat into a hex vacated by an eliminated or retreated enemy unit.

ZONES OF CONTROL

- Zones of Control do not extend across rivers or into towns, but do extend across bridges. Units in Cities or Towns are not required to attack enemy units.
- Non-units have no Zone of Control.
- Units which enter an enemy Zone of Control (EZOC) must immediately stop and may not move any farther that Turn. Units may not move directly from one EZOC to another. The presence of friendly units does not negate EZOC for Movement.
- The Paraguayan 10th motorized division's patrol and the Bolivian tank division's patrol may use the special capability of ignoring enemy ZOC for movement and combat purposes.

ARTILLERY

- Unstacked Artillery units (including Artillery units stacked only with other Artillery units) are "0" strength. The Combat Strength printed on the unit is usable only when the Artillery is part of a stack containing at least one non-Artillery unit.

ENGINEERS

- Engineers may construct one Bridge per Turn without penalty. Second and subsequent Bridges built by the same Engineer unit in the same Turn cost one Movement Point each.
- Any stack containing an undisrupted and in supply engineer regiment (not battalion) receives an improved defensive ability from Entrenching. Any defending stack containing an engineer regiment subtracts 1 from the die roll, to a minimum of 1.

AIR UNITS

Aircraft and their aviation squadron ground elements are motorized. As such, they are subject to the provisions of rule 17.0 (Motorization). Squadron counters may move during the owning player's Movement Phase even when aircraft are flying. Planes have a range of 20 hexes. Each plane may fly one of the following missions during a single turn.

- Ground Support and Resupply:** aircraft committed provides one combat strength point in both attack and defense, up to a maximum of three points per supported unit. Aircraft return to their respective squadrons at the beginning of the owning player's next Movement Phase. Aircraft counters are placed on the hex containing the supported unit.
- Strategic Bombing:** The player places each aircraft counter committed to this mission on any railroad or road hex within range. During the Combat Phase, a die roll of 1-3 breaks the target road or railroad and is marked with a "Disruption" counter. The marker remains and the hex is treated as other terrain in hex until an engineer unit passes through that hex. Town hexes may not be bombed; hexes containing units may not be bombed. Aircraft return to their squadron following resolution.
- Air Transport:** Any company or patrol may be transported by the aircraft to any friendly town within range at a cost of one MP to the ground unit. The air unit may not be used for other purposes on that turn.

SCALE

TURN =	6 months	HEX =	10 miles / 16 kilometers
STRENGTH POINT =	~2000 soldiers	TANK STRENGTH POINT =	2 tanks/tankettes