

## Africa 1859-1860, The Last Romantic War Game Rules (Alea #28)

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### Introduction.

Africa 1859-1860 (Africa for short) is a historical simulation set during the conflict sustained by Spain and Morocco from 1859 to 1860. Africa simulates the three main battles of that conflict.

### 1. Scales.

*Terrain*- The maps included in Africa are divided in a series of areas. The terrain scale depends on the type of terrain depicted in one area: for instance, a clear terrain area represents around 500 meters.

*Combat Units*-Regular infantry units represent some 1200 troops, light infantry about 800 troops, artillery, cavalry and engineers some 300 troops per unit. Moroccan units had been adapted to these limits.

*Time Scales*-Each game turn represents some half hour of real time.

### 2. Game Equipment

A complete copy of Africa must include the rulebook, three maps corresponding each to one the battles of Castillejos, Tetuán and Wad-Ras, a sheet of cut-and-paste counters, and one Play Aid with the Sequence of Play and assorted Tables.

To play one scenario of Africa is required at least one six-sided dice and several coins (not included in the game).

#### 2.1. The Counters

The game includes several types of units and markers.

There are two types of units: combat units and support units (artillery and warships). The units represent the units that historically fought these

battles. Each combat unit displays several types of information: nationality, unit identification, unit type and size, combat strengths, and movement factor (See fig. 1).

#### Information Contained in the Counters

**Unit name**-the historical name of the unit. **Type of unit**-the two-letter code indicates the type of unit.

IR/NZ: Infantería Regular (Spanish Regular Infantry) or NIZAM (Moroccan).

IL: Infantería Ligera (Light Infantry for the Spanish, Gaix Madina for the Moroccans).

Of. Officers (Leaders of both sides).

A: Artillery.

AC: Artillería a Caballo (Horse Artillery).

AM: Artillería de Montaña (Mountain Arty).

### Factors Included in the Units.

Fire Factor (FF). Represents the firepower of a given unit.

Combat Factor (FC). Represents the shock combat value of a given unit.

### Unit Type Explanation.

IR/NIZAM (NZ). These units have usually front and back. They have two "steps" and can absorb two steps losses before being destroyed. See 6. Combat.

IL/GM (Light Infantry/Gaix Madina). Units with only one step.

Artillery/Tabiya (Moroccan). The Moroccan artillery units are identified by the markings found in the pieces captured by the Spanish troops.

Cavalry/Bujari or Seyyid. Some Moroccan units do not have Fire Factor, and therefore they can not perform neither defensive nor offensive fire.

Gaix El Kabila (GK). These units only have Fire Factor in the front; their Combat Factor (See 6. Combat) is in the back of the counter and is revealed only when players must solve shock combat. See 6. Combat. These units do not have two "steps".

GUM (Gum). These units have a fixed Fire Factor and a variable Combat Factor. When one of these units enters shock combat, roll 1d6. The result will be the number of coins used to solve combat with these units.

Officers (Of). Their Factors are used to support combats both in attack and in defense.

Combat Support Factor (FA). It is used when units stacked with this combat leader initiate combat.

Defense Support Factor (FD). It is used when units stacking with a leader are under attack, OR when the leader unit is alone in one area and is attacked by enemy units. In that second case, the FD indicates the number of coins that must be used by the leader unit in defense.

### Markers.

The Markers are used to keep track of several game functions and the situation of combat units such as morale, artillery or cavalry activation, game turn, and so on.

#### 2.2. The Map.

The map represents the militarily significant terrain found along the three battlefields of Wad-Ras, Tetuán and Castillejos. The terrain is further divided into several "areas" that help to regulate the movement and placement of the units.

### 3. The Sequence of Play.

Every game turn is divided into two player turns, which are further subdivided into a series of sequenced phases. Every action taken by a player must be carried out in the appropriate phase of his own player turn. Each phase is carried out first by Player A, followed by Player B. The Scenario rules specify who is Player A in each scenario.

Player A Offensive Fire  
Player A Movement.  
Player B Defensive Fire  
Player A Shock Combat.  
Player B Offensive Fire  
Player B Movement.  
Player A Offensive Fire.  
Player B Shock Combat.  
End of Turn Phase.

#### The End of Turn Phase.

At the end of the Player B Shock Combat Phase, both players try to rally demoralized units, receive reinforcements, withdraw activation markers and advance one box the Game Turn marker in the Game Turn Record Track.

#### 4. Movement.

Units move across the map from area to area according to their movement allowances:

Infantry	1 area per turn.
Cavalry	2 areas per turn (But see the Terrain Effects Chart).
Artillery	1 area per turn. If they move, they can only fire once per turn, not twice (See 9).
Leaders	2 areas per turn, no matter the type of terrain entered.

#### 5. Stacking.

Spanish and Moroccan units may only be in the same area during the Shock Combat phases.

Players must have a maximum of 9 “Stacking Points” per area at the end of the Movement Phase. Each IR unit counts as 3 Stacking Points; each IL unit as 2 Stacking Points; Leaders count as 0 Stacking Points. All other units: as 1 Stacking Point.

Stacking rules are in effect only at the end of the Movement Phase.

If one unit must retreat (because of Shock or Fire Combat) to one area where they would be over stacked, it must continue its retreat until entering one hex were they were not over stacked.

#### 6. Combat.

##### In General.

There are two types of combat: Fire Combat (offensive and defensive fire) and Shock Combat (After solving Fire Combat).

##### 6.1. Fire Combat.

###### Offensive Fire.

Units in areas adjacent to enemy units during the “phasing” player turn may fire against these enemy units.

###### Defensive Fire.

When one or more enemy units enter the area occupied by friendly units, the units occupying the area may perform Defensive Fire.

The procedure is the same as in Offensive Fire, but the Terrain Effects over fire are ignored.

###### Fire Procedure.

Each unit fires individually. To fire against enemy units, each unit uses its Fire Factor (FF) plus modifiers (see Fire Modifiers Table).

The FF plus modifiers equals to a number of coins that the firing player can flip to score a “hit” against an enemy unit placed in an adjacent area. To score a hit against an enemy unit, a minimum of 3 “Heads” must be flipped. If three or more “heads” are obtained by the firing player, he flips again three coins and consults the Fire Results Table. The Results are applied before Firing with another unit.

The target will always be the unit placed on top of an enemy stacking. This unit will receive all results of firing until being hit. It is prohibited to place an officer at the top of a stack.

###### Head/Crosses markers.

As an alternative to coins in both Fire and Shock Combat, players may use the “Heads” and “Crosses” markers included in the counter sheet (the ones with the Spanish Moroccan Campaign medal, printed *cara* – heads- and *cruz* –crosses-). Place them in an opaque counter and pick them one by one. Choose a number of markers equal to the number of coins that can be flipped to score a hit. If three or more heads markers are picked, return all markers to the container and pick again three markers. Refer to the Fire Result Table and apply any results.

###### Fire Results.

**Retreat (*Retirada*).** The unit must retreat to an adjacent area not occupied by enemy units (the retreating unit must move one or two areas, depending on their movement allowance). If there isn't any adjacent areas free of enemy units the retreating unit is destroyed instead.

**Demoralization (*Desmoralización*).** The unit receives a Disorganization marker. It must retreat (same procedure as Retreat, see above), it may not fire (neither offensive nor defensive) and may not perform offensive Shock Combat. In defensive Shock Combat they receive a negative modifier.

During the End of Phase, both players may try to rally demoralized units. If they unit continues demoralized, it must use its Movement Phase to move away from any adjacent enemy units.

**Destroyed (*Destruído*).** The unit is eliminated and withdrawn from play. If it is a two-step unit (Regular Infantry, IR or Nizam) the unit is flipped to its one-step side. If the unit had already suffered a one step loss, it is eliminated instead.

## 6.2. Shock Combat.

Any attacking units that have survived the enemy defensive fire must conduct Shock Combat. It is mandatory to attack enemy units in the same area.

### Shock Combat Procedure.

Both players add up the Combat Factors (FC) of their respective units plus Support Factors of any officers stacked with these units (see 10. Leaders). This number may be modified by several factors (See Shock Combat Modifiers in the Play Aid). The final number equals to the number of coins that may be flipped by each player. The player with the higher number of "heads" results is the winner. Depending on the number of "crosses" results obtained by the winner, apply the following results:

#### Nº of Crosses Flipped/Combat Results:

- 0 All enemy units are destroyed or lose 1 step.
- 1 The losing side must eliminate half of its units (or each unit loses at least 1 step). The rest must retreat and become demoralized.
- 2 The losing side must retreat all its units. All units receive Demoralization markers.
- 3 All units of the losing side must retreat to an area not adjacent to enemy units.
- 4+ Nothing happens.

After applying Combat results, all units of the losing side must retreat to any adjacent area free of enemy units. If this is not possible, these units are eliminated.

## 7. Rally.

During the End of Turn Phase, and after withdrawing activation markers and receiving reinforcements, players may attempt to rally Demoralized units.

### Procedure.

Flip three coins for each demoralized unit and apply the following modifiers (add or decrease to the number of coins). At least 2 "heads" results must be obtained to rally the Demoralized unit.

#### Rally Modifiers.

- +2 If the unit stacks with a leader.
- +1 If the closest enemy unit is two or more areas away.
- +1 If the unit is in a mountain terrain area.
- 1 If the unit is adjacent to an enemy unit.
- 1 If there is more than one friendly Demoralized unit in the same area.
- 1 If the unit is in a river or forest area.

## 8. Cavalry.

Cavalry units do not follow the standard sequence of play. They may be activated at any time during the turn, during the own phase or during the enemy player's phase.

### Procedure.

During any moment of the turn one of the players announces that he is going to activate one or more cavalry units. Play stops automatically and the activated

cavalry unit(s) may perform offensive fire, move, suffer defensive fire and conduct shock combat. After this a "Cavalry Activation" marker is placed on top of this unit(s). The Cavalry Activation can be withdrawn only during the End of Turn Phase.

One activated cavalry unit may perform defensive fire and Defensive Shock Combat.

### 8.1. *Algarabia*<sup>1</sup>.

All Moroccan cavalry (Seyyid, Feras Zagir, Bujari) units with a Fire Factor may conduct *Algarabia* attacks. They may move to one area, conduct offensive fire and move to any other unit without suffering defensive fire.

## 9. Artillery.

Artillery units, like the cavalry, do not follow the standard sequence of play. Like the cavalry, they can be activated at any time during the turn. But, unlike the cavalry, they can be activated TWICE per turn.

One of the two Activation Markers available per artillery unit per turn may be used to move the unit. This Activation Marker may be used to enter an enemy occupied area and conduct shock combat.

The two Activation Markers may not be used simultaneously to fire against the same target during the same turn. The effects of artillery fire apply to ALL units placed in one area under fire.

One artillery unit has a range of three areas (counting from the area occupied by the firing unit).

### Procedure.

Add any modifiers to the Fire Factor of the Artillery unit. The final result will be the number of coins to be flipped (See Fire Table and Artillery Fire Modifiers).

After flipping the coins, add up the number of "heads" results. Roll 1d6 and cross reference the die roll result with the number of heads results, taking into account the distance between firing unit and target (See Artillery Fire Table).

## 10. Leaders.

Leader units may not conduct combat unless stacked with other units. They may use its Combat Support Factor (FA) when the units they stack with conduct offensive Fire and offensive Shock Combat. The Defense Support Factor (FD). It is used when units stacking with a leader are under attack. If attacked when alone in an hex, they use their Defense Support Factor (FD) as the number of coins that can be used. See Combat.

## 11. Scenarios.

Each one of the three scenarios included in Africa simulates one of the main battles of the Moroccan War. Each scenario includes:

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<sup>1</sup> Algarabia: name given to the classical "hit and run" tactic of the Moroccan horsemen. It consists in approaching the enemy infantry at the gallop, fire a volley and retreat without engaging in a melee [Translator Note].

- Game length (in turns).
- Initial set up of the participating units.
- Reinforcement entry.
- How to win.
- Special scenario rules.

## The Battle of Castillejos.

1 January 1860

### 0. Introduction

After the initial and easy successes of the Spanish offensive, the Spanish expeditionary army is stopped cold by the brave Moroccan counterattack. The soldiers of the reserve, the Córdoba Regiment, drop their kitbags to come faster to the help of their comrades, but after the first clash they show also signs of hesitation. Prim, coming from out of nowhere, takes the flag in his hands and harangues them:

“Soldiers! You can leave your kitbags, because they are yours. But you can’t leave this flag, because it belongs to Spain! Will you let it to fall in the hands of the enemy? Will you let your general to die alone?”

Then, Prim gallops straight into the enemy ranks; the answer of their troops is the noisy and tragic clash of the *gumia*<sup>2</sup> and the bayonet.

### 1.Scenario Length.

15 turns.

### 2.How to Win.

The player who controls at the end of turn 15 at least three of the following areas is the winner: Casa de la Condesa, Casa del Morabito, Castillejos, and the areas Yabal al Raham and Ar Rahim.

### 3. Scenario Rules.

The Tetuán road is depicted in the map only for historical chrome. It has no effect on play at all.

All IR units must be set up with 1 step loss.

The naval unit, (the gunboat “Ceres”) is placed in any sea or coastal area. It moves two areas per activation. It may fire only against coastal areas. Moroccan units may not fire against this unit.

The Marine Infantry battalion stacks with the gunboat Ceres during the Movement Phase. During the Spanish movement phase, the Spanish player may choose to land the marines in any coastal area adjacent to the Ceres. The unit may not conduct offensive fire the turn of landing, but they can perform defensive fire. They may conduct shock combat the turn of landing. Once landed, it operates as one IL unit for the remainder of the match. Once landed, it may not re embark for the rest of the match.

<sup>2</sup> Gumia (Hispanization of the Arabic Goummiya) slightly curved dagger used by the Moroccans. [Translator Note]

Before starting play, the Moroccan player chooses at random the number of Gaix Kabilia unit to be deployed according to the initial set up instructions and sets up on the map without looking at their combat factors.

### 4. Initial Forces.

#### Spanish Army (Player A)

##### Initial Set Up.

Area A: 2<sup>a</sup> Bía., Húsares Princesa, Caz. Vergara, Príncipe Regt.

Area B: Cuenca and Luchana Regiments, Ingenieros, Leader Prim.

##### Reinforcements.

##### At the end of the 1<sup>st</sup> turn:

Area A: Art. Montada, 5<sup>o</sup> Regt. Art.

In any coastal area: Gunboat, 2<sup>o</sup> Bon. Infantería Marina.

##### At the end of the 2<sup>nd</sup> turn:

Area A: Córdoba Regiment.

##### At the end of the 3<sup>rd</sup> turn:

Area A: leader Zabala, Saboya Regiment, Caz. Arapiles.

Area B: Caz. Simancas, León Regt.

##### At the end of the 4<sup>th</sup> turn:

Area A: leader O'Donnell, Navarra Regt., Caz. Chiclana.

#### Moroccan Army (Player B).

##### Initial Deployment.

Abbas encampment: Bujari 1, Seyyid 1, leader Abbas.

Area Ar Rahim: Seyyid 2.

Area Yabal Ar Rahim: Feras Zagir 1, Feras Zagir 2.

Area Casa del Morabito: Gaix Kabilia Haus, Gum Hamsa.

Area Ar Aziz: Gaix Kabilia Tanja, Gum Arbaa.

Area Casa de la Condesa: Gaix Kabilia Anyera, Gum Uagit.

##### Reinforcements.

##### At the end of the 1<sup>st</sup> turn:

Encampment: Bujari 2, Nizam Kavir.

Area Ar Raham: Leader Omar, Gaix Kabilia Gorfet.

Area Ar Aziz: Gaix Kabilia Aros, Gaix Ka Lait.

##### At the end of the 3<sup>rd</sup> turn:

Area Casa del Morabito: Gum Sitta, Gum Sabba.

Area Ar Aziz: Gum Tamania, Gum Tisaa.

Area Ar Raham: Gum Achara, Gun Ignani.

##### At the end of the 4<sup>th</sup> turn:

Area Ar Aziz: Gum Zalaza, Nizam Nur.

## The Battle of Tetuán.

4 February 1860

### 0. Introduction

The 3 February 1860, the eve of the battle of Tetuán, the General Prim received the *Tercio* of Catalan Volunteers in the beach, and in their native language<sup>3</sup>

<sup>3</sup> In Catalan [Translator Note].

gave them a harangue that more or less ended with the following paragraph:

“... and if some of you forgets his duty and gives a day of mourning to the land where we were born, I swear before the Sun that illuminates us that nobody will ever return alive to Catalonia. But if you correspond to my hopes and that of our fellow countrymen, in the future wherever you go people will say “here comes a brave man!”

The next day, the *Tercio* forms the tip of one of the two giant wedges formed by the army to assault the enemy encampment. Within a few meters of the enemy position the troops got entangled in a marsh where they were shot with impunity. Their CO, Sugrañes, fell along many others, and the attack began to falter.

Seeing this, Prim, riding their Arabic horse (a booty from the battle of Castillejos), comes at the gallop, and whilst shouting something like *Catalans, stay true to your promise!* Prim jumped over the enemy breastworks, entering the Moroccan encampment and killing in the process some of their astonished enemies. When they recovered from the shock, it is too late; the Catalans, together with the Alba de Tormes Light Infantry, have already invaded the position.

### 1. Game Length.

9 turns.

### 2. How to Win.

Wins the player who controls 2 or more of the following areas at the end of turn 9: the two areas of the Muley Achmed encampment and the Fuerte de la Estrella area.

### 3. Scenario Rules.

The Ceres gunboat may only move along river areas downstream of the area marked with the anchor.

The rocket unit acts like a normal artillery unit, but their range is limited to two areas. When firing against cavalry units it uses one extra coin.

The artillery unit placed at the Medina of Tetuan may not move. It has no movement allowance.

The Fuerte de la Estrella (Fort Estrella) is considered as a building for shock combat and fire purposes. The El Vigech river has no effect at all on movement, fire and shock combat. It is depicted on the map only for historical interest.

Units defending in encampment or trench have a modifier of +1 coin. (They use one extra coin when defending).

Spanish artillery units firing against Moroccan units placed in encampment or trenches have a negative modifier of -1 coin.

The Marine Infantry battalion stacked with the Ceres gunboat may only “land” (move and/or fight) when any

Moroccan unit enters the river area where the Ceres is placed.

The special rule regarding the Gaix Kabilia of the Castillejos scenario applies too in this scenario.

## 4. Initial Forces.

### Spanish (Player A).

#### Initial deployment.

Area 5: leader Prim, Vol. Catalanes, Caz. Alba de Tormes, Art. Montaña, Caz. De Figueras.

Area 6: Castilla, Córdoba Regiments, Caz. Arapiles.

Area 7: Bía. Art., Saboya, Navarra Regiments.

Area 4: Bía. Cohetes, bía. Art. montaña, Húsares de la Princesa, Lanceros Farnesio.

Area 1: leader Ros de Olano, Caz. Segorbe, Art. Reserva, Caz. Ciudad Rodrigo, Caz. Baza.

Area 2: Zamora, Albuera Regiments, Art. a Caballo.

Area 3: San Fernando, Africa Regiments, Caz. Llerena.

Area Fuerte de la Estrella: leader Ríos, Bía. Art., Caz. Vergara, Luchana regiment.

Area 8: Cuenca, 5º Regiments.

#### Reinforcements.

At the end of the 1st turn:

Area 7: Caz. Chiclana, Toledo Regiment.

Area 6: León, Princesa Regiments.

Area 4: Engineers, Coraceros del Rey, Lanceros Villaviciosa, leader O'Donnell.

Area 2: Almansa Regiment, Caz. Barcelona.

Area 3: Principe Regiment.

### Moroccans (Player B).

#### Initial Deployment.

Muley Achmed encampment (2 areas): Okla, Gaix Kabilia Tanja, Nizam Nur, leader Achmet, Kabul, Gaix Kabilia Anyera, Nizam Din.

Abbas encampment: Leader Abbas, Seyyid 1, Seyyid 2, Seyyid 3.

Trenches:

Left trench: veneciano, Gaix Kabilia Haus, Nizam Akbar.

Rigth trench: Gaix Kabilia Hozmar, Nizam Kabir.

Torre Jeleli area: Barhums, Bujari 5.

Ar Malik area: Gustavo IV, Bujari 3, Bujari 4.

Tetuán Area: Omar, Jorge III, Seyyid 4, Seyyid 5, Seyyid 6.

#### Reinforcements.

##### At the end of turn 1:

Abbas encampment: Gaix Kabilia Gorfet, Gaix Kabilia Aros, Gaix Kabilia Garb.

Ar Mumin Area: Gaix Medina Xerufa.

Left trench: Gun Ignani.

Right trench: Gum Zalaza.

Tetuan Area: Feras Zagir 1, Gaix Kabilia Lait, Gaix Kabilia Jolot.

##### At the end of turn 2:

Abbas encampment: Gum Uagit, Gum

Arbaa, Gum Hamsa, Gum Sitta.

Tetuan Area: Gum Sabaa, Gum  
Tamanía, Gum Tisaa, Gum Achara.

## The Battle of Wad-Ras.

23 March 1860

### 0. Introduction

This North African river gives name to the last great battle of the African war. This action could have been named also battle of the Fondak Ain Yadida, because to conquer this mountain pass was the objective of the Spanish army as a first step before conquering the city of Tánger. As the novelist Pedro Antonio de Alarcón later wrote, the blood of both sides “ran like a rush”; the ferocity of the fight will reach epic tones.

Once finished the battle, a sarcastic Prim ask one of the surviving Catalan volunteers: “...so, shall we go for the next [battle]”? The Catalan soldier’ answer was equally sarcastic: “at Tetuán fell a third of our unit, today another third; there are enough troops for just another battle”.

### 1. Game Length

13 turns.

### 2. How to Win.

Wins the Wad-Ras scenario the player who controls at the end of turn 9 two out of three of the following areas: Busceja river bridge, Aduar Amsal, entrance to the Fondak pass.

The capture of two Spanish convoy units equals to the control of one area for victory determination purposes. In case of a tie, wins the player who controls the third convoy unit.

### 3. Scenario Rules.

Artillery and convoy units may only pass a river across bridge areas.

### Reinforcements.

The Spanish player may over stack its units during the initial deployment (only) at no penalty.

### Convoy Units.

Convoy units have neither Fire Factor nor Shock Combat Factor. They have a movement allowance of 1 area per turn, and each turn they must move towards the Fondak entry area using a road area.

The Stacking Points value of a convoy unit is 3. If the Spanish unit(s) stacking with a convoy are either destroyed or forced to retreat and if there is a Moroccan unit in the same area, the convoy unit is “captured” and withdrawn from the map.

### Rif<sup>4</sup> units.

After defeating an unlucky sortie by the Spanish garrison of Melilla, the *Rif* units, with very high morale, arrived in time to join the main battle at the Wad-Ras.

The Rif units operate like Gum units but they have one “X” printed in the place of the Fire Factor. The “X” means that their Fire Factor will be equal to the roll of 1d6. (X+1 Fire Factor means a +1 die roll modifier to determine the Fire Factor). That is, whenever one Rif unit must fire, they must roll 1d6 and the result will be the number of coins used/markers picked.

### 4. Initial Forces.

#### Spanish Player (Player A)

#### Initial Deployment.

Area 1: Húsares Princesa, Bía. Art. Montaña, Caz. Talavera, Caz. Mérida.

Area 2: Ingenieros, Rey Regiment, Caz. Navas, leader Echagüe.

Area 3: Castilla Regiment, Caz. Figueras, Caz. Simancas, Vol. Catalanes, leader Prim.

#### Reinforcements.

#### At the end of turn 1:

Area 2: Córdoba Regiment, Caz. Arapiles, Caz. Chiclana, Caz. Alba de Tormes, leader O'Donnell.

Area 3: Saboya and Toledo Regiments, Bía. Cohetes (Rockets).

#### At the end of turn 2:

Area 2: Convoy, Coraceros del Rey, Lanceros Villaviciosa.

Area 3: Convoy, Caz. Llerena, Navarra Regiment.

#### At the end of turn 3:

Area 2: Convoy, Princesa Regiment.

Area 3: León Regiment, Art. a Caballo, Art. de Montaña, Caz. Segorbe.

#### At the end of turn 4:

Area 2: 5º, Zamora, Albuera Regiments, leader Ros de Olano.

Area 3: Caz. Ciudad Rodrigo, Caz. Baza, San Fernando Regiment.

#### At the end of turn 5:

Area 1: Africa Regiment, Vizcaya, Guipuzcoa Volunteer Tercios.

Area 2: Almansa regiment, Caz. Barcelona.

#### Moroccans (Player B).

#### Initial Deployment.

Area Am Sal forest: Nizam Nur, Nizam Din, Gum Sabaa.

Area Alif: Nas Yabal, Rif Ammant, Rif Ulye.

Area Aduar Am Sal: leader Achmet, Gaix Kabilia Haus, Nizam Akbar.

Area Benider: Kabul, Rif Tuzin, Gum Tamanía.

Area Dha: Seyyid 3, Seyyid 4, Nizam Kavir.

Area Qaf: leader Barhums, veneciano, Gum Tisa.

Area Ghain: Seyyid 5, Feras Zagir 3, Gum Achara.

Area Haria: Feras Zagir 2, Feras Zagir 4, Rif Betut.

Fondak entrance: leader Abbas, Bujari 3, Bujari 4, Gum Ignani.

#### Reinforcements.

#### At the end of turn 1:

Area Haria: Rif Bu Yahí.

Area Dha: rif Ifur, Gaix Kabilia Hozmar.

<sup>4</sup> The units from the highlands of *Er Rif* were formed by irregular tribesmen of ferocious reputation (*Rifeños*). They gave a lot of trouble to the Spanish and French occupation armies during the 1910-20s. They were also a good source of recruits for the Nationalist side’ *Mehal.la* and *Regulares* colonial units during the Spanish Civil War [Trans. Note].

Area Qaf: Gaix Kabilia Tanja.  
Fondak entrance: Gaix Medina Haz, Gaix Medina Tigur.

**At the end of turn 2:**

Area Alif: Gaix Kabilia Anyera.  
Area Haria: Gaix Kabilia Gorfet.  
Area Benider: Gaix Medina Sahel, Gaix Medina Fas.

**At the end of turn 3:**

Area Ghain: Gaix K Aros, Gaix K Lait.  
Area Qaf: Gaix K Jolot.

Area Benider: Gum Hansa.

Area Haria: Gum Sitta.

**At the end of turn 4:**

Area Qaf: Gaix Medina Xeruta, Gum Arbaa.  
Area Ghain: Gum Uagit.  
Area Haria: Gum Zalaza.

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## Credits

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## Designer Notes

Many of the game systems available in the market tend to reduce cavalry and artillery as either a bad infantry that moves faster (cavalry) or a help to improve the combat odds of the CRT (artillery). Also, the ability to calculate strength points against an enemy whose strength we know beforehand is unrealistic. By using a simple (but not simplistic) system, I've tried to capture the concepts of "combined arms" that form the base of the tactics of all eras of military history; i.e., the combination of the arms that form an army, in this case infantry, cavalry, and artillery. In order to win, players must combine the endurance of the infantry, timely cavalry activations, and the dissuasive firepower of the artillery.

The terrain effects are also treated in an unorthodox way. For instance, to be in a river or building area improves the chances of being hit by the enemy fire. This is so because rivers do not stop enemy movement but make it slower, and therefore units crossing a river or stream are exposed to enemy fire for a longer period of time. As for buildings, the evolution of ballistics during the modern era had made extremely dangerous to be near a clearly identifiable landmark in a front line.

### The Moroccan Army

Given the lack of a Moroccan TO&E along western lines, we have used the following system to name the Moroccan units:

Officers/leaders: we have used the phonetic translation used by the Spanish written sources of the era, so it is possible that they may differ from the original Arabic.

Artillery ("Tabiya", in Arabic). The names of the guns correspond to the names engraved in the pieces captured to the Moroccans. The bronze of these cannon was melted and used to build the lions that

today still guard the main entrance of the Spanish Congress at Madrid.

Cavalry. The words "Bujari" and Seyyid" are the Arabic words for "horsemen" and "horse". "Feras Zeghir" means "mounted knight".

Gaix. These units receive names of Moroccan regions. The regions of the North West of the country predominate.

Gum. These units are named with Arabic numbers: Zalaza, Arabic for "three", Arbaa, Arabic for "four", and so forth...)

Nizam. We have used classical military adjectives of the Islamic armies of all eras: (Nur=Light, Akbar=Victorious, Din= Religion).

Finally, we have included a little cabalistic game in the map boards. Some of the map areas are named after one of the names of Allah. According to the Islamic tradition, Allah has 100 names, with mankind knowing only 99. Only the camel knows the name for 100, and this is why it is always smiling. To each of these names there is a corresponding number. Starting from the 99 known names of Allah, and the number that corresponds to each one, we shall add up the names of some of the areas in the Castillejos map to find out the first message: Ar Raham (Compassionate) +Ar Raham (Compassionate) +Ar Rahim (Merciful) +Ar Aziz (Mighty).

To read the second message, we must add the Tetuán areas Ar Mumim (Protector) + Ar Malik (King).

To get the last message, we will need a more in-depth knowledge of Arabic. We need to know the numeric value assigned to each Arabic letter. We must add Alif+Dha+Qaf+Ghain (A, D fricative, C, French R).

*¿Cómo puede describirse algo?*

*Si en su presencia te vas,*

*En su existencia te disuelves,*

*En su contemplación te diluyes*

*Y en su pureza te embriagas.*

Rabía Al Aduya, Basra, VIII Century AD.

The motifs in the corners on the map boards have their significance too. The one on Los Castillejos is the door-knocker of the Gate of Forgiveness (*Puerta del Perdón*) of the Cathedral of Córdoba. The motif on the map of Tetuán is a decorated glass window of the (prohibited) harem of the palace of Azhad, in Damascus. Finally, the motif on the Wad-Ras board is the battle-flag captured from the *Muwahhid* (known by the Spanish as *Almoades*) at the battle of the Navas de Tolosa, fought on July the 16<sup>th</sup>, 1212. The flag today is preserved at the monastery of Las Huelgas (Burgos). The battle of Navas de Tolosa was perhaps the largest clash between Christians and Muslims during the Middle Ages, and is perhaps the least known in the West.

*Enric Martí*

## Historical context

### The War of Africa, 1859-1860

#### *A matter of prestige*

Enric Martí

#### Background

With the pretext of a few border incidents of little importance, the O'Donnell government declared war on the Moroccan Empire in 1859. Actually, the true motives of the declaration of war were very different from those cited by the Spanish. Firstly, the war aimed at trying to recover an international prestige lost long ago. Certain jingoistic sectors never accepted the status of the status as a second rate power assumed by Spain. Secondly, an external war would be a relief valve to alleviate internal tensions as well as serving as a "great cause" that could gather the diverse interests and sectors of the Spanish nation. That second objective was completely achieved. It can be said that the African war was the last time when a military campaign enjoyed the widespread support of the Spanish populace.

Thanks to the works of famous writers and painters of its time, this conflict was qualified as a "romantic war". The following anecdote will be enough to illustrate this premise. A soldier asked for permission to help a wounded comrade laying in no man's land. Permission was denied, but the soldier anyway leaped over the breastworks to find his comrade. After a few minutes, the soldier returned, badly wounded and holding his dead comrade in his arms. His unit's captain angrily denounced him. "Now I have two soldiers less. Was it worth the effort?" The soldier's answer was, "yes, because when I arrived he was still alive and told me he was sure that I would come!" Actually, the African war was far from being romantic. It was one marked by episodes of extreme cruelty and racism on both sides. Nevertheless, the romantic cliché endured over time thanks to the popularity of characters such as General Prim.

This romantic aura would also help in the rise to power within the military of a clique of officers, whose ambitions would have ill-fated consequences for the nation. The *Africanistas*, characterized by their knack for irregular warfare and based on personal bravery rather than on modern techniques, would have effects long after the war with their tendency to become involved in politics.

#### The War

Once the hostilities were formalized, the Spanish Prime Minister, General Leopoldo O'Donnell, took control of the military operations. The Spanish Expeditionary Force was formed of three corps plus a reserve, altogether nearly 40,000 troops. They counted also on the support of the navy.

The November 19<sup>th</sup>, 1859 Gen. Echagüe's troops launched the first attack with the objective of widening the defensive perimeter of the Spanish enclave of Ceuta. On January 1<sup>st</sup>, 1860, General Prim began the march along the coast from Ceuta, with the objective of securing the road to Tetuán. To do so, Prim decided to take two small fortresses that overlooked the Tetuán

road. These two fortresses gave its name to the battle of Los Castillejos<sup>5</sup>. Once the two forts were taken, the Spaniards started moving south again, and, after some skirmishing, they reached the mouth of the Uad al Jalu river. On January 31<sup>st</sup> the Moroccans tried to take the Spanish encampment, but are repelled with many casualties (Battle of the Uad al Jalu). O'Donnell ordered a follow-up attack for the February 4<sup>th</sup>. Thirty battalions, with the artillery in the vanguard, launched a general assault against the fortified enemy encampment. Within thirty minutes there were more than three thousand casualties. On the 6<sup>th</sup> of February, Tetuán surrendered to the victorious expeditionary force and Morocco sought peace, but the exaggerated Spanish terms prevented any agreement.

The March 23<sup>rd</sup>, the Spanish army marched again on to Tanger. The Moroccans blocked their way at the pass of Fonduk of Ain Yedida. What followed was a hard-fought and confused clash that became known by historians as the battle of Wad-Ras. After this battle, Morocco asked again for peace terms. This time, however, a peace treaty was signed (Peace of Wad-Ras).

The battles of the African war were characterized by absolute confusion. From the point of view of the commanders, their duty was limited to mobilizing the units and once started the attack to lead them "up front". There is no clear idea of maneuver. Units got engaged piecemeal in combat under circumstances and ground usually chosen by the Moroccans. The enemy was always defeated, but were able to retreat every time in good order because it seemed that no one ever thought about surrounding them, so no decisive victories were achieved. The lack of discipline within the Commanding Officers was common, but the consequences were not bad enough for the Spaniards, despite of the good reputation of the Moroccan cavalry. Units on both sides were used as "cannon fodder" no matter their characteristics; cavalry charges in broken terrain, assaults led by the artillery, etc. The Spanish artillery performed well, but the poor quality of the Moroccan artillery made this performance less meritorious.

#### The Opposing Armies

##### The Spanish Army

There were two types of infantry, light (*cazadores*<sup>6</sup>) and line. Their drill was different. To train light infantry required more than twice the time than that to train line infantry because the light infantry required good sharpshooters who could fight with skirmish tactics.

Two attack formations were used, in battle (with the battalions forming two lines) and in column (with the battalions forming a column with a front rank of two companies). The light infantry deployed in the vanguard to fight in skirmish order. Battles usually started with some skirmishing. The formation "in battle" had a greater firepower, but was vulnerable to enemy assaults. On the other hand, columns had a greater shock power but was highly exposed to the enemy's fire

<sup>5</sup> "Castillejos" Spanish diminutive of Castillos ("Castles"). [Translator Note]

<sup>6</sup> "Cazador": in Spanish, literally "hunter". Equivalent term for the French *chasseur*, German *Jäger*, Portuguese *caçador*, etc. [Trans. Note].



because of its great depth. The troops, excepting the light infantry, fired volleys in ranks.

In this war the Spanish Army used French tactics. That is, they formed battalion columns, preceded by sharpshooters, who retreated before the shock combat. This allowed the columns to pass, which, after firing a general volley, launched an assault with bayonets.

### The Moroccan Army

Their infantry was magnificent for irregular warfare, but couldn't fight on equal terms against a regular European army. The marksmanship was also excellent, as the high casualty rate among Spanish officers evidenced. As for the artillery, it was obsolete, scarce, and poorly led.

The great Moroccan trump card was their legendary cavalry. The Moroccans deployed forming a half-moon in order to surround the enemy. The artillery occupied the centre, surrounded by the infantry, who also deployed in the wings. The cavalry deployed on the army's flanks, and its preferred tactic was to gallop in sections, fire a volley, and then retreat. This manoeuvre was repeated again and again until the enemy broke. With the enemy on the run, a general attack would then be unleashed to envelop and annihilate the defeated enemy.

The number of troops used by the Sultan of Morocco during the war is difficult to estimate, but probably varied between forty to fifty thousand troops. Their most prestigious force was the *Bujari* (known by the Spaniards as the *Guardia Negra*, the Black Guard). It was organized in 1673 with Black slaves, but in 1859 the corps was clearly in decline. They numbered some ten to fifteen troops, all of whom were mounted.

### Other Moroccan Military Corps

**Nizam.** Regular Infantry units formed along Western lines. They were being formed when the war began. The Moroccans decided to establish these units after their defeat against the French at Ysli.

**Tabiya.** Arabic for Artillery. Many of its crewmen were formed Christians converted to Islam. They served the fortresses' artillery and some 30 field guns.

**Gaix.** Units which could be classified somewhere between regular and irregular infantry. They were further divided into two groups:

- Gaix Madina. Recruited in cities (Madina is Arabic for city). Known by the Spaniards as *Moros de Rey* (King's Own Moors). They were considered solid units of proven loyalty.
- Gaix Kabilia. Recruited in rural areas. More irregular than the Madina units.

**Gum.** They were the most numerous units. Completely irregular, the Gum units were formed by men aged 16 to 60. They were good at defending their own areas, but unreliable when away from their own home region.

### Individual Weaponry

The years of the African war could be considered as transitional ones regarding individual weaponry. The flintlock models used during the Independence War left its place to the percussion models. With this type of firearm the risk of failure of the weapon ceased to be a problem, the ignition of the percussion powder. Standardized during the 1840s, these weapons allowed for a better range and improved performance of the powder charges. However, the great step forward would come during the following decade with the introduction of the Minie type bullet for the rifled barrel.

The first examples of this weapon are the carbines models 1851 and 1855, for light infantry and gunners. The line infantry would continue using the 1854 musket with internal spiral grooves. One of the problems of these weapons was that it needed extensive cleaning and maintenance, not always achieved. Its rate of fire was one round per minute, but the rate of fire diminished with each successive shot as the barrel became fouled, eventually making it impossible to continue firing. This is the reason why so many actions ended in hand to hand fighting.

During this campaign, new short-range weapons received baptisms of fire, revolvers. In 1855, the light infantry officers received as its standard revolver the Adam Deans, but its use was so dangerous that in 1858 the Lefacheaux revolver was adopted, built under French license. During the war both models were used along with the Colt revolver, the latter used only by overseas units. It can be noted, the Colt used by General Prim is still conserved in a Spanish Museum.

### The Protagonist

#### General Don Juan Prim y Prats (1814-1870), Marquis of Los Castillejos, Viscount of El Bruch and Count of Reus

Born in Reus (Tarragona), he joined the army as a private first class in the Sharpshooter Battalion of Isabel II.

During the 1<sup>st</sup> Carlist War, in April 1834 he was promoted to *subteniente* because of his performance during the action of Coll de Grat. On November 14<sup>th</sup>, 1835, he outflanked the Carlist band that was assaulting Sant Celoni (Barcelona) and destroyed it. Prim participated at many actions, and frequently was involved in hand to hand fighting (for instance, in the assault of Sant Hilari Sacalm, Girona, the 24<sup>th</sup> of February 1836, he was shot in one leg). On the heights of Dorri, Prim forced the Carlist leader Boquica to leave his position. It was during this time Prim was promoted to the rank of captain. His military service record contained at least four years and two months of continued fighting in twenty-two actions and four individual fights. During the assault of Solsona (Barcelona) Prim led the assault on one of the breaches in the city walls, and was wounded again. Because of his performance at Solsona, he was duly promoted to *comandante* (Major). In the hard-fought engagements in front of Sant Climent and Peracamps (Girona) he fell wounded under his horse. At first his soldiers thought him dead, they were later astonished to hear him encouraging them to continue on fighting from beneath the beast's corpse! He was promoted again (now to

colonel) and received the St. Ferdinand cross, Spain's highest military award.

In 1842 he joined the *alzamiento* against Gen. Espartero. He was promoted to full general and received the titles of Viscount of Bruch and Count of Reus. In 1847, Prim was nominated Captain General of Puerto Rico. In 1853, he was sent to Turkey to lead the Spanish observation mission in the Crimean War. In 1859, during the African War, Prim performed his most famous military deed, in the battle of Los Castillejos. At the end of the African War, Prim took command of the expeditionary force sent to Mexico, occupying the port of Veracruz and Fort San Juan.

Along with Topete and Serrano, Prim led the revolution of 1868, the so-called "Glorious" revolution that toppled Queen Isabel II. During the period 1868-1870, he was minister of war and prime minister. In 1870, Prim was assassinated by an Anarchist, among the first of many heads of state and leaders assassinated by that movement's followers. The people of Madrid rendered him an impressive homage with his funeral.

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## Chronology of the Conflict

### August 1859

Day 10: action of the Moroccans against Fort Santa Clara.

Day 24: another Moroccan attack against Santa Clara.

### September 1859.

Day 13: occupation of the Otero mosque and bombardment of the Serrallo.

Day 22: Spain declares war to Morocco.

### November 1859

Day 18: landing of the I Army Corps in Ceuta. The Serrallo is occupied.

Day 22 and 23: Moroccan attacks against Front Isabel II.

Day 25: action at the Serrallo.

Day 27: the landing of the II Army Corps begins.

Day 30: conquest of the Renegado house.

### December 1859

Day 9: battle of Sierra Bullones.

Day 12: landing of the III Army Corps.

Day 15: Combat near Ceuta.

Day 25: action at the La Concepción encampment.

### January 1860

Day 1: battle of Castillejos.

Day 10: action of Mount Negrón.

Day 14: pass of the Asmir river and action of Negro cape.

Day 23: combat of La Aduana.

Day 31: battle of the Uad al jalu.

### February 1860

Day 3: the Catalan volunteer tercio lands at Tetuán bay.

Day 4: battle of Tetuán.

Day 6: entry of the Spanish troops in Tetuán.

Day 9: defeat of the Spanish garrison of Melilla.

Day 25: the Spanish fleet bombards Larache and the next day Arcila.

### March 1860

Day 11: combat of Samsa.

Day 23: battle of Wad-Ras.

Day 26: treaty of Wad-Ras.

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