

Donde No se Ponía el Sol, 1490-1690

Where the Sun Never Set

ALEA # 30

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Introduction

Where the Sun Never Set (Donde No se ponía el Sol, hereafter DNPS) is a system designed to simulate land battles of the historical period of the Spanish *Tercios*, from 1490-1690.

Glossary and most common abbreviations used

1d6: 1 six sided die.
2d6: 2 six sided dice.
MP: Movement Point.
ZOC: Zone of Control

Combat Results:

SB Splendid Battle
HR Hasty Retreat
AM Amort/Demoralized
VF Void the Field(Unit Eliminated)

Abbreviations found in the combat units:

Batteries(Artillery)
GR: Basilisks (Heavy guns)
CU: Culverins (lighter guns)

Switzers (Infantry in Shock combat formation)

L- Lansquenets, (from the German *Landsknecht*).
Heavy or shock infantry, heavily armored.

PS-Yeoman Pike.
Pikemen equipped with leather armor.

P-Puissant Pike.
Pikemen equipped with steel armor; less agile than Yeoman Pike units but better equipped to resist shock and projectile fire.

RO-Bucklers.
Light infantry, basically armed with sword and a small, round shield (buckler).

M-Porters. Baggage handlers, pages, musicians, porters etc. People of little or no value in combat.

Troops (Cavalry units)

G- Gendarmes. Shock cavalry, heavily armored.
J- Gennets. Light cavalry, more mobile than the Gendarmes and Reiter units. Armed with short lances.
R- Reiters (Reiter: German for Knight). Shock cavalry which is less well armored than the Gendarmes.

Sleeves (Units with Ranged Fire capabilities)

H- Slingmen
A- Archers
B- Crossbowmen
AR- Arquebusiers
HE- Black Cassocks. Cavalry units armed with carbines and pistols, named for their distinctive capes.

Field Magister, (Leader Units)

PR: High Command. This unit represents the commander in chief and supporting staff.

Morale Types

C- Citizens. Militia, people with scant familiarity with arms.

V-Privileged. Men trained in the profession of arms.

R- Old Soldiers. Veterans; frequently elite troops.

P- Particulars. Elite units, known for their experience and possessing a fanatical morale: the French *Gendarmes*, the Spanish *Tercios Viejos*, or the Turkish *Yani Ceri* (Janissaries) for instance.

Scenario Indicator

In this system, military units have a scenario indicator in the upper right hand corner of the counter. They are as follows:

TU: Túnez, SQ: San Quintín, NI: Nieuport, OT: Otumba.

Game Markers

Captured Battery, *Tornillado* (Demora-lized), General Morale, Turn Morale, Game Turn, *Desordenado* (Disordered).

Design Note

Whenever possible we have used the Spanish military terminology of the era of the Tercios. In part because these terms do not translate exactly into the military terminology of later periods, and partly to add some "period color" to the game.

[Translator's note: I have attempted to use equivalent English terms from the same era when possible, in order to evoke the same sense of period color that one would get by reading the rules in the original Spanish-GW]

1. SCALES AND GAME COMPONENTS

Each scenario specifies the amount of time represented by each turn, as well as the numerical equivalent in men and/or weapons of every combat unit.

Game Components

A complete copy of DNPS includes these general rules, a series of tables and play aids which govern the game system, one map for each scenario simulated, as well as the counters and status markers.

2. UNITS AND MARKERS

See graphic in Figura 1, page V

3. SEQUENCE OF PLAY

Each game turn is divided into two player turns; Player A's turn and Player B's turn. Each player turn is further subdivided into a series of phases that must be followed in strict order. Player A and Player B are determined by the specific scenario instructions for the first turn and by the initiative rules during subsequent turns.

SEQUENCE OF PLAY

PRELIMINARY PHASES

1. Place Turn Morale markers in the "0" box.
2. Both players deploy reinforcements on map as indicated in the scenario rules.

PLAYER A Phase

3. Player A Movement (Player B may perform voluntary retreats during this phase). At the end of the Player A movement phase, disordered units are automatically rallied.
 - 3.1. Sprinkling of Shot (both players).
 - 3.2. Player A Second Cavalry Movement (friendly units not adjacent to enemy units may move).
 - 3.3. Player A Shock Combat (voluntary).
 - 3.4. Player B Reaction Combat (voluntary).
 - 3.5. Player A Battery Fire.

PLAYER B Phase

4. Player B Movement (Player A may perform voluntary retreats during this phase). At the end of the Player B movement phase, disordered units are automatically rallied.
 - 4.1. Sprinkling of Shot (both players).
 - 4.2. Player B Second Cavalry Movement (units not adjacent to enemy units may move).
 - 4.3. Player B Shock Combat (voluntary).
 - 4.4. Player A Reaction Combat (voluntary).
 - 4.5. Player B Battery Fire.

COMMON PHASES

5. Recovery of Amort (Demoralized) units.
6. Check victory conditions.
7. Move turn marker one box and start another game turn.

4. INSPECTION OF TROOPS (Initial Deployment phase) Set Up

The scenario instructions detail the exact hex of deployment for each unit, and also the hex of entry of reinforcement units. The scenario instructions also indicate which player begins the first turn.

Initiative

For all turns following the first turn, each player will calculate the total number of losses inflicted upon the enemy player. This value is reflected by the Turn Morale marker.

If the difference is 5 or higher for one of the players, this player will be Player "A" during the next turn. If the difference is less than 5 casualty points, Player "A" will remain the same.

Point Calculation- Value of Losses Inflicted

For each eliminated non-PR enemy unit: 4 Points.
For every eliminated PR unit: 6 points.
For every Amort(Demoralized) enemy unit: 2 points.
For every enemy unit in HR status: 1 point.

5. MELIORATION (MOVEMENT)

Units move across the board from hex to hex, spending movement points(MPs) in accordance with the terrain which they traverse. A unit's movement

capacity is determined by the player aid chart, as are terrain costs(which vary according to unit type).

Types of Movement

Advance: The unit moves towards the hexagons situated in front(vanguard) of it.

Retreat: The unit moves towards the hexagons in its rear(rearguard)

During a single turn, a unit may only perform one type of movement (either Advance or Retreat). The First and Second Cavalry Movements are considered to be two different movements. That is, a player may perform either advance or retreat during the 1st Cavalry Movement and can then choose between advance and retreat during the 2nd Cavalry Movement.

Second Cavalry (Troops) Movement

Cavalry units which have finished the 1st Movement and are not adjacent to enemy cavalry units AND did not perform Hasty Attacks during the 1st Movement phase, may perform a second movement during the 2nd Cavalry movement phase.

Encamisadas (Coups de Main)

Units of R or P morale not adjacent to enemy units may expend an additional Movement Point during their normal movement phase. They can do so only if they enter a clear terrain hex and if they attack an enemy unit placed in a vanguard hex of the moving unit.

This combat must be resolved during the movement phase and before moving any other unit. If the unit performing the *coup de main* does not win the combat, it immediately suffers a result of HR, with its corresponding morale cost. The unit is also disordered.

Unit Facing

The three frontal hexes are called "vanguard" hexes (*delantera*) and the three rear hexes are called "rearguard" hexes (*rezaga*), see fig. 2.

Units may change facing one hexside for every hex entered during movement. The facing change happens only after entering the hex (Important note: units placed in rearguard hexes block movement).

Sleeve units may perform two facing changes per hex entered.

If the unit expends 1 Movement Point and remains static, it may change facing any number of hexsides.

When adjacent to enemy units the only movement allowed is change of facing(in order to face the unit exerting a ZOC upon the unit's vanguard) or retreat.

A unit may not perform movement that would leave enemy units in their rearguard (*rezaga*) hexes. Sleeve units are exempt from this rule.

For the Puissant Pike and Yeoman Pike units treat the six hexes surrounding the unit as vanguard hexes. Any units stacked with Puissant Pike or Yeoman Pike units also consider the six hexes surrounding the stack as vanguard hexes.

6. PICKING (Zones of Control, ZOCs)

Units entering the ZOC of an enemy unit must stop their movement immediately (see fig.2) The type of ZOC exerted by each type of unit is indicated in the TABLE.

Z units exert ZOC only in the single hex at the front of the unit.

3Z units exert ZOC in the three front hexes (delantera).

NZ only exert ZOC in the hex they are in.

Units may only leave enemy ZOCs by using retreat movement. During this type of movement they can perform facing changes.

7. STACKING (Form Squadron)

Stacking costs 1 Movement Point. The maximum number of units per hex is three, regardless of size. However, it is not allowed to have more than 5 stacking points per hex (see Stacking Point Table for the Stacking Point value of each unit).

To form a stack there must be at least one Switzer unit.

Stacks cannot be formed in hexes adjacent to enemy units.

Stacks may only be formed in clear hexes.

Stacked units may only enter clear hexes.

Stacks have only 1 Movement Point.

Stacks may not perform *coups de main*.

All units in a stack have the same facing as the Switzer units.

Sleeve units are always placed on top of the stack. At the end of its movement the order of the units may be modified provided that the unit has not moved adjacent to enemy units.

To unstack the units does not cost Movement Points, but these units may not form another stack during that same turn or perform *coups de main* during that turn.

During Push of Pike combat, use the top Switzer unit within the stack to determine the shock combat modifier.

Stacked units may not, in any phase, move through friendly or enemy units.

Loose Sleeves (Voluntary retreats)

Cavalry and Sleeve units belonging to the nonphasing player, which are not disordered or in an enemy ZOC, may react to enemy movement by means of a retreat movement.

Sleeve Units: When a Switzer or Troop unit moves into an adjacent hex, Sleeve units may:

1. Retreat into an adjacent hex containing a Switzer unit(in any direction, forming squadron if not in an enemy ZOC)
2. Accept a Splendid Battle result, retreating 2 hexes and becoming disordered. This movement must be declared immediately.

If the player does not wish to retreat the Sleeve unit, or it was already adjacent to an enemy unit, the unit

being moved(if it is Switzers, Troops, or PR) may conduct a movement attack by paying the terrain cost to enter the hex, and then resolving the combat the same as any other.

If a single unit conducts several movement attacks, on the second attack a 2D modifier shall be applied. On the third and subsequent movement attacks, a 5D modifier shall be applied (see Section 8, Combat).

This type of attack(movement attack) may not be conducted if the attacking unit is situated in a vanguard hex of a Switzer or Troop unit.

Troop units: Troop units may react to Switzer units which move adjacent by accepting a Splendid Battle result(retreat 3 hexes away from enemy units and become disordered).

8. FIRE AND SHOCK COMBAT

Sprinkling of Shot (Ranged Combat)

Sleeve units may conduct ranged fire.

Procedure

Roll 1D6 to determine whether or not the ranged fire hits the target. The chance of achieving a hit depends on the target; for example, a roll of 5 or 6 would result in a hit against a Yeoman Pike unit. If a hit is achieved, the result is determined by another die roll, the results of which are cross referenced with the ranged fire table.

Requirements and Restrictions:

Units must be able to trace a line of sight which is free of friendly or enemy units, as well as obstacles. The unit's vanguard hexes represent its arc of vision.

Ranged fire is always resolved against the top unit in a squadron (stack).

Disordered units may not fire.

If a target suffers damage as a consequence of a "Sprinkling of Shot" from an arquebusier unit, all units adjacent to the affected unit with a morale of C or V must pass a morale check. Morale C units pass with a roll of 5 or 6; Morale V units pass with a result of 4, 5, or 6. A unit which fails its morale check must suffer a Splendid Battle result.

Push of Pike (Shock Combat)

The phasing player must indicate which he will attack.

Combat is voluntary for all units except cavalry; cavalry units must attack if an enemy unit is present in their frontal vanguard hex.

Combat is always resolved against the hex directly in front of a unit. If there are no units in the frontal hex, there shall be no combat; the player must change facing during his movement phase.

In order to attack, the strength factors of the attacking hexes must be equal to or greater than those of the defender. The size of units in other hexes may be added to this calculation.

Exceptions: The number of attacking strength factors may be less than the number of defending factors

when attacking from the rearguard, with *troop* units, or when performing a *coup de main*.

In a case wherein a single defending hex is being attacked from several different hexes, the following conditions must be adhered to:

The attacking hexes must total a sufficient number of strength factors.

Procedure

Combat is resolved hex by hex, in the order that the attacker determines. The attacker will roll the dice for one hex, the defender will roll his, and continuing on, the attacker will roll for another hex, and then the defender will roll for that, continuing like this for however many combats there might be. Cross reference the results with the player aid tables.

Example:

A unit with a strength of 3 rolls three dice and obtains these results: 5,4,1. Since it has a +2 modifier, it applies that modifier and converts the 4 into a 6(5=5, 4+2=6, 1=0 Total=11).

Resolution

The results obtained by the attacker and defender are compared, and if the attacker obtains a higher total, he rolls a die for each unit in the stack(referencing the chart which corresponds to the difference in the totals).

Regardless of the results, the attacker does not advance.

Cavalry which is not victorious must retreat one hex.

Exception: If there is an enemy cavalry unit adjacent, it may conduct an attack before a retreat is carried out, as long as it is not the same unit which was just attacked and has not been attacked this turn.

Retreat Priorities(This is a retreat movement)

1. Move away from enemy units.
2. Move toward the retreat boundary(the side on which the unit deployed)
3. Cannot enter enemy ZOCs.
4. Cannot form squadrons(stacks).

If a unit cannot fulfil these requirements, it becomes demoralized. Demoralized units must adhere to the same retreat criteria. If they cannot, they remain static.

If, as a consequence of a retreat, a unit leaves the map, it is eliminated. This should be added to the morale level as though it were a CT result.

Alarum (Disordered units)

Due to different circumstances, a unit(s) may become disordered.

Effects:

May not make movements which would end with the disordered unit closer to enemy units than when it began its movement phase.

Disorder is removed at the end of the movement phase by removing the disordered marker.

Be Ye Steadfast (Inactive player reaction)

After having resolved the phasing player's combats, the inactive player may conduct his reaction. He may change unit facing by one hexside(but only if there are no units in their frontal hex), and then resolve combats. The rules apply the same as they do for the phasing player.

9. BATTERIES (Artillery)

During the Battery Phase, units of type G and CU may open fire. They must be able to trace a line of fire (the same as Sleeve units). Ranges are as follows:

- G. Basilisks: 6 hexes
- CU. Culverins: 9 hexes

Procedure:

Roll 2D6 per battery; a hit is obtained with a result of 10 or more.

To determine the effects of fire, roll 1D6 for each hit obtained and consult the Battery Fire table for the result and its effect(s).

If a unit(s) suffers damage as a result of battery fire, adjacent units with a morale rating of C or V conduct a morale check by rolling 1D6. Cross reference the results with this table:

EFFECTS OF FIRE ON ADJACENT UNITS		
Morale Type	Result	Effect
C	1,2,3,4	SB(Retreat 2 hexes, 3 if Troop, unit disordered)
V	1,2,3	SB(Retreat 2 hexes, 3 if Troop, unit disordered)

The effects of battery fire apply to all units in a squadron.

If the target hex contains a squadron(stack) of 5 or more points, it is considered to be dense.

Batteries may not form squadrons. Batteries may not attack in Push of Pike combat; they only defend.

Batteries may not voluntarily move adjacent to enemy units.

Batteries which suffer fire during the Sprinkling of Shot ignore SB, HR, and DE results. The battery becomes disordered instead. A disordered battery may not fire.

Capturing Batteries

If, as a result of a Push on Pike combat, a battery suffers any adverse result, it is eliminated.

The attacking player then rolls 1D6. With a result of 5 or 6, the piece(s) are captured. The player may utilize them as though they were his own, remembering to place the corresponding marker on the captured piece.

If a player captures enemy batteries, he is able to use them on the following turn.

10. UNIT RECOVERY

Morale and recovery from demoralization

In order to rally demoralized units, the player must roll 2D6 and consult the Demoralized Unit Rally Chart (see Charts).

Procedure:

If the die roll is equal to or greater than the value which corresponds to its morale rating on the table, it recovers from demoralization. The unit now becomes disordered.

11. VICTORY CONDITIONS

The victory conditions are established by the individual scenario descriptions.

12. SCENARIOS

1.- Nieuport, 2 July 1600

"The Sun Sets in Flanders"

"They marched in day after day, one from the east, another from the west, this one from the south and those from the north. They wanted to put out the fire, but they only increased its fury"

- Johann Georg Dorsch

Historical Introduction

The battle of Nieuport, or the Second Battle of the Dunes (the first was Gravelines in 1558 and the third was Dunkirk in 1658) is considered by some authors to be the beginning of the Spanish decline. The defenders of this theory fail to acknowledge the common denominator of all these defeats: at Lens (1648) and Rocroi (1643) the ineptitude of the command was combined with contempt for their adversaries, to which must be added the notorious cowardice of Archduke Alberto (at The Dunes) and Francisco de Melo (at Rocroi). Despite the insufferable attempts of his hagiographers to spread and promote the "Dutch model", their adversary Maurice of Nassau was a terrible strategist and a questionable tactician.

Having landed in Imperial territory and lacking a clear objective, Maurice of Nassau initiates a siege of Nieuport, to which the Spaniards promptly react. The Spanish situation suffered, as always, from dire shortages in the order of battle, despite being able to count several of the Old Tercios among the ranks. While advancing to Nieuport, these had easily destroyed a 2,000 man detachment of Scots and Dutchmen that had been ordered to delay them by one of Nassau's cousins.

After this small victory, the Imperial commander (Archduke Alberto) makes the least opportune decision possible: to attack the besiegers of Nieuport. One author maintains that the Archduke was pressured into this by mutinous units, although it is doubtful that a Grandee of Spain, having at hand various elite units, would allow himself to be pressured by some mutineers who barely surpassed a thousand in number.

In spite of everything, on 2 July 1600 at the Dunes of Nieuport, Imperial infantry deployed in extremely dense formation defeats its opponents and takes the English battery which had inflicted many casualties at the beginning of the battle. Only the English infantry resists, doing so with its traditional coolness, while the Allied cavalry disperses in pursuit of the less

numerous Imperial cavalry. At this moment, Alberto is wounded, and abandons the fields in a rather dubious manner. At almost the same time, Maurice throws his reserves into the battle: the French gendarmes. This allows his dispersed cavalry and the Dutch infantry to regroup and return to the battle, while at the same time the English artillerymen are able to recover their pieces.

The Imperials, who during their advance from Brussels had given no quarter, received none in turn. They will suffer some 3,000 casualties, 300 captains among them. A thousand escapees enter Nieuport Square, reinforcing the garrison. Ultimately, this forces Maurice to lift the siege, having obtained a mere tactical victory which yielded no benefit other than that of having defeated the Old Tercios. Defeating these units was the key to obtaining victory, as Maurice stated moments before the battle, appealing to his soldiers:

"You must choose between utterly crushing the Spaniards or drinking from the ocean on the retreat".

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Special Scenario Rules

1. Scales and Duration

Each unit is equal to 800 men, and each turn represents 20 minutes of real time. This scenario lasts for 11 turns.

2. Inspection of Troops (Deployment and Initial Morale)

The Imperial player activates first on Turn 1.

The map has a series of letters superimposed on it which detail the starting position of each one of the units for this scenario.

Imperials (Spanish)

Initial Morale: 75

Allies (Dutch)

Initial Morale: 75

3. Victory Conditions

When the morale level of one of the two sides reaches the levels shown on the Victory Table (see below), at the end of that turn his opponent must roll two dice. If he is able to achieve a result which is equal to or greater than the minimum required die roll, he is the victor.

VICTORY TABLE	
Morale	Minimum roll (2D6)
50-40	11
39-30	10
29 or less	9

Example:

At the end of turn 7, the morale of the Allied player falls to 49. The Imperial player may then roll 2d6 in order to determine if he wins. The total of the two dice must be 11 or greater in order to win. The Imperial player rolls 2d6 and obtains two results of "6", with which he wins the game (6+6=12). If both players may roll for victory and both obtain the minimum figure, the game is considered to be a tie.

Morale falls using the same values as Turn Morale (see general rules).

4. Allied Batteries

Allied batteries firing at a distance of 3 or fewer hexes have a modifier of +1 on the Results Table. This rule simulates one of the first times in which grapeshot was used in battle.

5. Sprinkling of Shot

All Imperial units with ranged fire capability only achieve hits with a result of 6. This rule simulates the sun on the face and the sand in the eyes which hindered the Imperial marksmen.

6. Dunes

To enter a dune hex costs all of a unit's MPs (Troop units: 3 MPs during 1st movement and 2 MPs during 2nd movement).

All defending units attacked while in a dune hex have a +2 modifier added to their total.

Stacks in dune hexes are limited to 2 units.

Any unit located in the hex immediately behind a dune is protected from Sprinkling of Shot and Battery Fire originating from that dune's frontal hexes.

A battery unit located in a dune hex may fire on any unit located on a dune hex that is within its range.

2. Otumba, 8 July 1520 "The End of the Fifth Sun"

"The soldiers who marched off to the West Indies were the most adventurous men of an adventurous age: they were tough, brave, and unrelenting".

-Terrence Wise

Historical Introduction

According to Aztec tradition, there had been four worlds, or Suns, before their own. The invasion of the Spaniards truly represented the end of their world: the End of the Fifth Sun. Moctezuma (Emperor of the Aztecs) was quickly informed of the arrival on land of the "Teules" (Spaniards; Teules= Gods to the Aztecs).

Their appearance coincided with ancient prophecies which foretold the return of Quetzalcoatl (the plumed serpent) from where the sun rises- the east. The personal characteristics of their leader, Hernán Cortés (Malintzin to the Aztecs), coincided a good deal with the image of this ancient god, in a way which truly verged on the supernatural. As Bernal Díaz (a commentator who was an eyewitness to the expedition) would recount, "Does history know of another happening in which a few hundred men were able to make their way into the heart of an empire of hundreds of thousands?"

Cortés' hasty departure from Tenochtitlán (the Aztec capital) to confront the army of Narvaez, sent from Cuba with the intention of arresting him for insubordination, unleashes a tragedy. The men left in the capital under Alvarado to guard Moctezuma allow themselves to be carried away by their feelings and temperaments, unleashing a massacre against the Tecuhtli (the aristocracy) and the Tlamatini (the clerical caste) during a ceremony involving human sacrifice and subsequent cannibalistic ritual.

With the return of Cortés, passions would not be cooled, and the rebellion of the Mexica people was an irreversible fact which culminated with the murder of the dubious, superstitious, and cruel Moctezuma.

In light of his precarious position, the Extremaduran conquistador embarks on a retreat which would become known to history as "The Sad Night". Losses would be high; some two hundred Spaniards are captured, sacrificed, and devoured without delay, the rest owing their salvation not just to personal bravery but also to that of their Tlaxcaltecan allies, who displayed unbreakable loyalty. The column of fugitives is constantly harassed, but before they can enter the territory of their allies, the new *Matzín* (Lord) of the Aztecs decides to give battle on the plain of Otumba. There, formed into great masses, they await the attack of the Teules with their deer (cavalry), thunder sticks (arquebuses), and their Toledo swords, which in their hands had no rival in the world.

Cortés forms his small army into three columns; knowing the rules of war in Mesoamerica, he recognizes that his only chance is to capture the imperial standard. The clash is bloody; the Aztec units hinder one another, while the Spanish move closer to their objective. Their leader is captured and quickly rescued, albeit at the cost of dearly felt losses (Cortés would lose two fingers from his left hand in the battle), but ultimately, Cortés himself strikes down the enemy standard-bearer, and Juan de Salamanca grabs it up; the colossal Aztec army collapses like a house of cards. On 30 May of the following year, the Spaniards assault the capital, encountering tenacious and desperate resistance. They will remain for three hundred years. Hernán Cortés, for his initiative, will, sagacity, and other virtues which equal his defects, doubtlessly merits a distinguished place on the Olympus of heroes.

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Special Scenario Rules

1. Scales and Duration

Each Spanish, Aztec and Allied unit equals 100 men each. Each turn represents 30 minutes of real time. The scenario lasts for 10 turns.

2. Inspection of Troops (Deployment and Initial Morale)

The Spanish player activates first on turn 1.

The map has a series of letters superimposed on it which detail the starting positions of all units in the scenario.

Spanish and Allies, Initial Morale: 80

Aztecs, Initial Morale: 65

VICTORY TABLE	
Morale	Minimum roll (2D6)
50-40	11
39-30	10
29 or less	9
LOSS OF MORALE	
For:	Number of points
Destruction of Aztec or Spanish Allied units	4 points
Amort/Demoralized Units	2 points
Destruction of Spanish units	5 points
Elimination of Cuahtémoc	20 points
Elimination of Cortés	10 points

3. Victory Conditions

When the morale level of one of the two sides reaches the levels shown on the Victory Table (see below), at the end of that turn his opponent must roll two dice. If he is able to achieve a result which is equal to or greater than the minimum required die roll, he is the victor.

If both players may roll for victory and both obtain the minimum figure, the game is considered to be a tie.

Special Rules

Each time a unit suffers a combat result due to an attack from a *Troop* unit, the same effects apply as apply to units within 2 hexes of a unit which suffers from arquebus fire(see Sprinkling of Shot).

Neither Sprinkling of Shot nor Battery Fire may be employed against the Aztec "PR" unit.

Aztec units have a stacking limit of 2 units per hex.

Sprinkling of Shot against Spanish units(excluding the Allies) has a -1 modifier on the Results Table.

Aztec units may not capture Spanish batteries. If they are destroyed, they are eliminated from play.

Spanish Fury

For the duration of 1 turn, and at the election of the Spanish player, all of his units have a +1 modifier in shock combats. This rule simulates the Spanish thirst for vengeance after the sacrifice of the prisoners taken during the "Sad Night". Apart from being an habitual rite, the Aztec rulers wished to show their people that the "Teules" were mortal. However, they did not count on a cultural peculiarity of the Iberian peoples, and indeed the entire Mediterranean basin: vengeance.

3. San Quintín, 10 August 1557 "The Fall of the Princes"

*"The French, with display most brave
resist the impetuous advent
with arms and with spades
and the sanguine enemy intent
cuts, gashes, and graves
such strong and gallant arms
that alas, plate and helmet were in vain
against the cruel ardor of blades"*
- Alonso de Ercilla

Historical Introduction

Once the treaty of Vaucelles was broken, an Imperial offensive on French soil is organized immediately which has as its objective the capture of San Quintín, a weakly held town which will nonetheless be reinforced by the daring Coligny once the siege has been established.

Coligny's success motivated Constable Montmorency to attempt reinforcement of greater magnitude, but sadly for him, the English light cavalry captures several prisoners, who then update the Imperials on his intentions.

On 10 August, the vanguard under Dandelot begins its march towards the town, but is greeted by intense firing from prepared positions and from the outer neighbourhood of L'Isle. Meanwhile, the bulk of the Imperial cavalry(composed of Spaniards, Englishmen, Walloons, Italians, Germans, and Croats), under the command of Egmont, carries out a rapid flanking movement near Rouvray. The French cavalry, quite diminished since the defeat at Pavia at the hands of Spanish arquebuses, is isolated in small groups on this occasion after the infantry have been put to flight. The latter, although they offer resistance, are surprised before they can deploy, and are consequently and alarmingly butchered. The cavalry Gendarmes, despite being surrounded, show heroism worthy of their fame. Following the Spanish victory, there was no pursuit, nor even exploitation, of such a complete victory. From his retreat in Yuste, a surprised Emperor Carlos V asked, "Is my son already in Paris?"

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Special Scenario Rules

1. Scales and Duration

Each cavalry unit is equal to 700 men, and each infantry unit is equal to 1,000. Each turn represents 30 minutes of real time. The duration of the scenario is 11 turns.

2. Inspection of Troops (Deployment and Initial Morale)

The French player activates first on turn 1.

The map has a series of letters superimposed on it which detail the starting positions of the units in the scenario.

Initial French Deployment:

VS, CO, HA: in any hex within San Quintín. The remaining units are deployed according to the letters printed on the map.

Initial Imperial Deployment (Allies):

SA: Any hex of the Real Campamento Español(Spanish Royal Encampment).

CA, PK, HN, CT and GR: Any hex of the Real Campamento Inglés.(English Royal Encampment).

AL: In L'Isle

NÑ: In the Revellín.

SI, HO: Any hex in Rouvray.

LZ, PM, DH, FE: Any hex of the Spanish encampment.

All remaining units are deployed according to the letters printed on the map.

3. Victory Conditions

The French player wins if at the end of the last turn he has moved 10 or more strength points into the city of San Quintín. *Troop* or *Black Cape* units do not count towards the victory calculation; the PR unit does.

4. Special Rules

Imperial units may not fire upon targets located within the city of San Quintín.

French units cannot fire upon targets located in the encampments.

French units located within San Quintín cannot fire on targets located in L'Isle.

Crossing a river hexside costs all of a unit's MPs. *Troop* units pay 3 MP during their first movement impulse, and 2 MP during their second.

If one of the French units initially deployed outside San Quintín comes within 3 hexes or less of the city, the

French units inside the city(except the battery unit) may leave.

No Imperial unit may enter San Quintín.

No French unit may enter the Allied encampments or L'Isle.

4. Tunis, 20 July 1535 "Lair of the Asp"

"I aim to defeat this detestable pirate with the favor of God and the help of my Spaniards".

- Emperor Carlos V

Historical Introduction

Despite rebukes at the beginning of his reign(uprisings of the Castilian communities and the Germanies in the east), a mutual affection between the Spanish and Carlos V was ultimately established. Thus, in his missives, the Emperor, while taking inventory of the many nationalities which composed his armies, would always refer to the Spanish as "my Spaniards".

Following the bloody harassing maneuver carried out by Khayr al Din(the second part of the Barbarossa saga) against southern Italy, the most memorable part of which was the attempt to kidnap Isabel de Gonzaga, who escaped *in extremis* at top speed, Barbarossa occupies Tunis by surprise and without resistance, a city allied to the Empire. Its capture upsets the balance of the Mediterranean theater of operations; Italy, the islands, and even Spain itself are in grave danger. Carlos V organizes an expedition which carries overtones of a Crusade, sailing from Barcelona with the Grandees of Spain, while the New Tercios unite at Cerdeña with the Italians, Germans, Maltese, the small Papal contingents, that of Monaco, and many others.

After landing at Porto Farina(ancient Utica), a siege of the fortress of La Goleta is initiated. It is bravely defended by the *Rais*, or pirate captains, distinguished among them Sinán the Jew and the Turkish Janissaries, who in their bold forays cause a multitude of casualties and manage to capture a Spanish standard. Following long weeks of skirmishing, the fanaticism of the Knights of Malta allows them to take the impregnable position. Several advisors prefer to retire after this victory, citing a lack of crossbowmen, the ideal units for confronting the numerous Berber cavalry. Despite advice to the contrary, the Emperor decides to effect the conquest of the city, and at dawn on 20 July, the Imperial army marches in battle order.

Khayr al Din did not seek a decisive battle; rather, he attempted to wear down his enemies before they could strengthen the siege. For this, he had at hand a large force of cavalry which attempted an envelopment(the typical tactic of the Berbers), the excellent Turkish artillery(Spanish infantry, French cavalry, and Turkish artillery was the saying of the day), and several thousand Janissaries, together with his stalwart pirates. Despite the fact that the Imperial advance took place in confusion and was beset by thirst, what was supposedly their weaker flank was reinforced by veteran German infantry, and in the rear was the scant heavy cavalry under the Duke of Alba and the "green" Tercios, ready to fill in any gaps.

Having begun the attack, the losses caused by the Imperial artillery cause the Berber army to quickly collapse. Barbarossa then tries to protect his elite

units for the predicted siege that will follow, but this time luck is not on his side: a group of renegades in the Kasbah had freed the better part of ten thousand Christian captives inside the city, who quickly took the walls and hoisted the Spanish flag that had been captured in the battle of La Goleta. Khayr al Din and his faithful flee toward Bona; Drub el Diablo (known to the Spanish as Cachidiablo) dies during the retreat.

The subsequent sacking of the city would be horrific and shameful by any reckoning. In three days, fifty thousand of its inhabitants would be killed or reduced to slavery. Some would be rescued for the personal use of the cruel and depraved puppet-king of the Spanish, the deposed king Azzem. Meanwhile, Barbarossa continues his retreat to Algiers by sea, pursued by a cousin of Andrea Doria who is unable to cut him off at the pass since most of the fleet is participating in the sacking of Tunis. The corsair then sets sail again, now towards Mahón, where he captures more than 4,000 people, whom he offers to Suleiman as “compensation” for the loss of the fortress.

Khayr al Din was one of the best seamen of his age, the best in Turkish history, as well the most celebrated pirate of all time. Suffice it to say that almost until the end of the 19th century, all warships that sailed through the Bosphorus and passed in front of his tomb in the Ortakoy neighborhood were compelled to salute him with a salvo from their guns.

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Special Scenario Rules

1. Scales and Duration

Each infantry unit represents 1,000 men, cavalry units 800 men, and artillery units represent groups of 5 pieces. Each turn represents 45 minutes of real time. The scenario lasts 13 turns.

2. Inspection of Troops (Deployment and Initial Morale)

The Imperial player activates first on turn 1.

Imperials: Initial Morale: 85
 Berbers: Initial Morale: 75

Imperial Deployment: All units are deployed according to the hex markings on the map.
 Berber Deployment: BM in any hex within the city of Tunis (Túnez). All other units according to the hex markings on the map.

3. Victory Conditions

When the morale level of one of the two sides reaches the levels shown on the Victory Table, at the end of the turn, that side's opponent must roll two dice. If the result obtained is equal to or greater than the minimum required level, that side wins.

If both players have the right to roll for victory and both obtain the minimum figure, the game is considered to be a tie.

VICTORY TABLE	
Morale	Minimum roll (2D6)
50-40	11
39-30	10
29 or less	9

Special Rules

La Goleta and Túnez batteries:

The La Goleta and Túnez battery units have no movement ability.

Liberation of the Captives:

From the end of turn 5 onward, the Imperial player rolls 1D6 per turn: with a result of 5 or 6, deploy the following units within the city of Tunis: CT and MD. They may act freely during their side's activations. In addition, a captured marker must be placed on the BM battery unit (Berber), and the Berber morale level falls by 5 points.

Credits:

Game Design: Enric Martí, Cándido González
 Playtesting: Frank Guasch and David Rebollo
 Graphi Design and Computer Graphics:
 Xavier P. Rotllán, J. Romero, and S. Heredia.
 English translation: Grant Whitley