

"Pancho Villa, Dead or Alive!"

More Infernal Machines Scenarios

by Perry A. Moore

While the Great War raged in Europe, a smaller "hot" war was taking place along the American Southwest border. Here is where many famous leaders of later WW1 and WW2 fame literally "cut their teeth" and learned the biz. Author Perry Moore takes us a tour of some of the hot spots. Enjoy! - Editor.

Scenario General Rules:

Foot Troop units are listed in each scenario by their Fire Strength (FS), Weapons Range (WR), and Morale Ratings (MR). A "4-6-5 infantry platoon" is one with a FS of 4, a WR of 6, and a MR of 5.

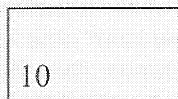
When reinforcements are called for, it may be specified that they may be taken only from units previously lost or from Vehicles that have suffered permanent Break Downs (pick them up off the map). If the correct unit type is not yet available, those reinforcements may enter only they do become available. Otherwise, reinforcements may be taken from unused units or from previously lost units.

If the scenario indicates that the cavalry units enter in Trot or Charge Mode, all cavalry units must begin that turn Trotting or Charging respectively. On the following turn, the player selects the movement rate per each group of three units, moves them and then selects the movement rate for the next three units and so on as per Landships! Rule 6.35.

9.41 MEXICO ATTACKS AMERICA! Columbus, New Mexico, Mar. 9th, 1916

Pancho Villa with some 500 men crossed the border in the dead of night with the purpose of raiding and looting the town of Columbus, about three miles from the Mexican border. What ensued was a confused mess. As the Mexicans advanced toward the US Army base, Camp Furlong, their surprise was complete.

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Map Set Up: Set up Map 10 as shown.

Terrain Modifications: The river and wood hexes do not exist, treat them as clear terrain in this scenario. Camp Fur-

long is the large building formed by hexes 1906-2105-2206-1907. Place a strong-point marker on each of the seven building hexes in this area (these hexes are considered to be strongpoints, and not two-story building hexes).

Weather Conditions: Poor (due to the battle being fought at night).

Ground Conditions: Good

Trench Status: None

Wire Status: None

Game Length: 6 turns.

American elements of the 13th Cavalry (Blue) set up first, move second:

Place six 4-6-5 infantry platoons anywhere inside the area designated as Camp Furlong.

Place one 4-6-4 infantry platoon each in hexes: 1708, 1613, and 2011.

Place five Benet LMG counters in hex 1805.

Reinforcements:

Turn 1: US player receives one Ford AC plus four Morale 5 cavalry platoons at hex 3106.

Mexicans under Pancho Villa (White) set up second, move first:

Place one 3-6-3 infantry platoon each in: 1414, 1614, 2108, 2112, and 2408.

Place one 4-6-4 infantry platoon each in: 1507, 1608, 1707, and 2412.

Reinforcements:

Turn 2: Three Morale 4 cavalry platoons enter at any hex along the south map edge.

Special Rules: Neither side may break down into squads during this scenario. Units that exit from the map may not return. This battle took place at night so Poor Weather visibility rules are in effect. Spotting ranges are reduced to 2 hexes in all cases. Mexican cavalry has a MR of 3, not 4 in this scenario. Units that begin the scenario occupying two-story buildings may set up on any floor or the rooftop. The Ford AC may not fire directly ahead, use the Seabrooke Truck fire arc (in Landships!) instead.

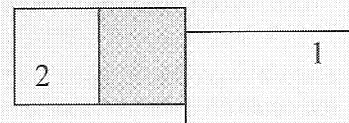
Victory Conditions: The Mexican player wins by capturing (solely occupying) all hexes of Fort Furlong at the end of the game (Turn 6). The American player wins by avoiding this condition.

Aftermath: Pancho Villa and his men killed many US troops in their quarters (after first killing many more horses by initially attacking the wrong building) and elsewhere before being tied down in a bitter firefight. Just when it seemed that Pancho Villa would take over Columbus, the boys in Camp Furlong managed to reach a guard shack containing some Benet light machine guns. It was this weapon, coupled with the tenacity of the American 13th Cavalry defenders, which would stem the tide. The machine guns proved too much for the morale of the Villa's men who eventually fled. They did loot what they could and set a few fires, fleeing across the border into the barren hills. Villa too lost a good number of men but posed a continuing threat to the bordering states.

9.42 CHASING VILLA – Mar. 28th, 1916

After the Columbus incident, in response, the US enlisted General Pershing to lead an expedition into Mexico to hunt down the bandit, Pancho Villa. Pershing was prepared to use his 7th and 10th Cavalry Regiments, plus other formations, to strike deep into Mexico to find him. Intelligence pointed to Guerrero, a small town some 11,200 ft. high in the mountains. Pershing closed in.

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Maps Used: Set up Maps 1 and 2 as shown. Only part of Map 2 (the unshaded portion) is used. Connect the road between the maps at hexes 5529 (Map 2) and 4009 (Map 1).

Terrain Modifications: None

Weather Conditions: Fair

Ground Conditions: Good

Trench Status: Hasty

Wire Status: None

Game Length: 7 turns.

Mexican Forces (White) set up first, moves second:

Place one 4-6-3 infantry platoon each in hex 2212 and 2211. Place one 4-9-4 MG and six 4-6-4 infantry platoons, plus one Infantry Leader (Villa) anywhere in the town of Chambley (Guerrero).

Reinforcements:

None

American Forces (Blue) set up second, move first:

No units on the map at start.

Reinforcements:

Elements of the 7th Cavalry:

Turn 1: Two Morale 5 cavalry platoons with one Benet LMG between them, plus a Tank Leader (Patton) enter on Map 1 at hex 2817 using the Trot movement rate.

Turn 2: Seven Morale 4 cavalry platoons with two Benet LMGs between them enter at hex 1617 on Map 1, using the Trot movement rate. One Mack AC enters anywhere along the south edge of Map 1 on any road. One JN-2 B aircraft becomes available this turn.

Special Rules: Neither side may break down into squads during this scenario. Units that exit from the map may not return. The American Tank Leader counter functions as a Cavalry Leader and provides the same benefit to cavalry units as an IL provides to FT units. The CL moves as a CT piece when stacked with any CT unit. If the CL dismounts, he acts as an IL.

The JN-2 "Jenny" recon aircraft was seldom used as a bomber, but a few times during this campaign it was. In this scenario, this aircraft may be used once per game to bomb with a strength of 10 (instead of its normal 1). Once used, remove it from play. Also, the JN-2 was underpowered and subject to dramatic flight characteristics (i.e., uncontrollable) at high altitudes. When in play, after placing it on the map, roll a ten-sided die. If the result is 1-3, the pilot has lost control and the aircraft can take no actions this turn. Try again on the next turn. If a 10 is rolled at any point, the plane crashes.

Victory Conditions: The Mexican player wins by solely occupying all hexes of Chambley (check at the end of his portion of the turn) for at least three consecutive turns and by having at least four FT units and the IL (Villa) reach any hex of Frontenac by the end of the game. It's a draw if the Mexican player he does not hold Chambley the required number of turns, but the IL Villa and the four FT units reach any hex of Frontenac by the end of the game. The American player wins marginally by preventing a Mexican win or draw by the end of the game. The American player instantly wins big time (game stops) if the IL Villa piece is eliminated at any point.

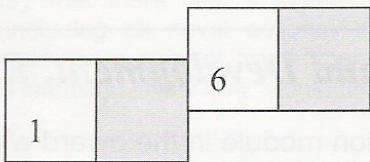
Aftermath: Villa proved to be a fox and, while wounded, slipped away. It was at

Guerrero that the 7th Cavalry came as close to finding Villa as Pershing ever would (thanks to a recon aircraft that had flown over that day). In the coming year, Villa was never located even though in a few cases, US forces passed to within a few miles of his base. All in all, this invasion would lead US forces some 700 miles into Mexico, only ending at Parral.

9.43 RIGHT OF WAY DENIED - June 21st, 1916

One of the most dramatic battles of the US Mexican war (or more aptly called, the Chasing of Pancho Villa) was a bravado attack by the US 10th Cavalry. This attack came about due to the macho attitude of American leaders at the time. Gen. Pershing had ordered a certain Capt. Boyd to conduct a reconnaissance of the area to determine the strength of the Mexican troops in the area under Gen. Felix Gomez. This recon force from the 10th Cavalry consisted of about 80 men from Troops C and K. The troopers approached the town of Carrizal, which lay between them and their prime objective. The 300 Mexicans inside had orders not to allow the Americans through. Capt Boyd insisted on an attack despite some other officers suggesting using other methods to get the Mexicans to leave.

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Maps Used: Set up Maps 1 and 6 as shown. Fold both maps and use the sides with the numbered map sections. Join the roads between the two maps.

Terrain Modifications: There are no woods hexes on Map 6, and the river on Map 1 is dry and considered a trench line instead. Place a Trench marker (symbolizing a deep ravine) in hex 4127 on Map 6.

Weather Conditions: Roll
Ground Conditions: Good
Trench Status: Prepared
Wire Status: None
Game Length: 6 turns.

Mexican Forces (White) set up first, move second:

Place one 4-6-4 infantry platoon each in hexes 2411, 2410, 2409, 2408 and 2407 on Map 1. Place one 5-9-4 and one 4-9-4 MG platoon in either hex 2414 or 2309 on Map 1.

Reinforcements:

If any American unit enters the dry riverbed, then three Mexican Morale 5

cavalry platoons enter at hex 2202 on Map 1 on the following Mexican player's phase.

American Forces (Blue) set up second, move first:

10th Cavalry recon patrol:

Place one 4-6-5 infantry platoon and one Infantry Leader each in hexes 4324 and 4325. Place one 3-6-4 infantry platoon and one Infantry Leader in hex 4329 on Map 6.

Reinforcements:

If the Mexican cavalry reinforcements are triggered, then all American unit MR values drop one point permanently during that phase and for the rest of the game.

Special Rules:

Neither side may break down into squads during this scenario. Units that exit from the map may not return.

Victory Conditions: If at least one American FT unit (ILs don't count) reaches the town of Carrizal (defined as hexes 1908, 1909 and 1910 on Map 1) by the end of the game, the American player wins, otherwise the Mexican player does.

Aftermath: Some of the American troops reached the dry riverbed and pressed hard against the Mexicans. However, Gen. Gomez flanked the Americans using his own cavalry that routed the American troops, the men taking cover where they could. American morale dropped as a result and as the Yankees fled, the Mexicans simply watched. Pershing, when told was dumbfounded as to why Capt. Boyd attacked. Later, it was said Boyd hated Mexicans in general.

Curiously, the Germans, by 1916, already had thought about what would happen if America entered WW1. To combat this, they offered Mexico ammo and explosives in exchange for a diversionary attack from Mexico. Machine guns, rifles and explosives were sent to Mexico, some were intercepted. Mexico at best, was lukewarm about the idea, although, Pancho Villa did raid the depots and obtained some of the machine guns.

9.41 THE LAST GASP OF VILLA - June 14th, 1919

Pancho Villa made his last attack into the United States crossing the Rio Grande near El Paso. After his attack, he fled back across the border to Juarez, feeling immune from retaliation. The US Army's 7th Cavalry was incensed at the audacity of Villa and during the night conducted a surprise attack on Villa, moving into Mexico one last time.

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Maps Used: Set up Maps 2 and 6 as shown. Fold both maps and use the unshaded sides of the numbered map sections.

Terrain Modifications: As the Rio Grande was a tad shallow at this time of year, treat the river as Clear terrain (no additional MP costs). Ignore the trenches or shellholes printed on the maps, there are none in this game. All town hexes of Frontenac (Juarez) are flimsy wooden buildings so apply only a +1 modifier on the SACRT for units occupying these Town hexes.

Weather Conditions: Poor, due to the battle being fought at night. Spotting ranges are reduced to 2 hexes in all cases.

Ground Conditions: Good

Trench Status: Not Applicable

Wire Status: None

Game Length: 7 turns.

Mexican Forces (White) set up first, moves second:

Place five 3-6-3 infantry and three 4-6-4 infantry platoons plus one Infantry Leader (Villa) in any town hex of Frontenac.

Reinforcements:

None

American Forces (Blue) set up second, move first:

Elements of the 7th Cavalry:

Place one 4-6-5 infantry platoon each in hexes: 5022, 5123, 4925, 4827, 5021 and 5025 all on Map 2. Place one 4-9-4 MG platoon each in hexes 4925 and 5022 on Map 2. Place one 75mm ART Gun and a Crew each in hexes 5326 and 4928 on Map 2.

Reinforcements:

Turn 4: One Ford AC, one Mack AC and five Morale 5 cavalry platoons in Gallop mode enter at hex 6032 on Map 6.

Special Rules: Neither side may use Gas or Smoke ammo in this scenario. Neither side may break down into squads during this scenario. Units that exit from the map may not return. No Mexican unit may exit Frontenac until Turn 4.

As this is a night battle, all Spotting ranges are reduced to 2 hexes in all cases. However, all hexes in the town of Frontenac are automatically spotted and may be attacked by any American unit with a LOS to the hex. American ART guns can only fire in direct mode and use the SACRT to resolve attacks.

The Ford AC may not fire directly ahead, use the Seabrooke Truck fire arc (in Landships!) instead.

Victory Conditions: Starting Turn 2, the Mexican player receives 2 VPs for each turn that the Mexican player has control of (no enemy units occupying) all of each town hex of Frontenac. Starting Turn 3, the Mexican player receives 4 VPs for each Mexican FT or IL unit that exits the map from hex 4618 on Map 2. At the end of the scenario, the Mexican player needs a minimum of 28 VPs to win, otherwise the American player wins. The American player instantly wins big time (game stops) if the IL Villa piece is eliminated at any point.

Aftermath: The bulk of the 7th Cavalry attacked directly across the Rio Grande, meeting some resistance. Meanwhile, other cavalry crossed further north in an enveloping movement and swung around south of the town to trap Villa. Pancho Villa escaped once more but he would never attack the United States again. Assassinated in 1923, Pancho's deeds and exploits still live on in folklore, myth and song. Pershing is more rarely remembered....

After Years of Testing and Development, Real Weapons...At Last !

Real Weapons will be the final expansion module in the award winning **Landships!** design. Unlike the first two, **Real Weapons** focuses on the major developments in war technology, from 1936-41. During this small slice of time, major technological changes occurred to tanks and aircraft. This module requires the maps from both **Landships!** and **Infernal Machines**, but adds an additional 200+ counters covering the hot new planes (Bf109c, Ju87a, and C.R. 32) and tanks (T26B, BT-5, BA 10, CV35, T34A, Pz. I, Pz. II, and Pz III) to name but a few, a map section of its own, and rules to cover the new technology. The game system now uses a more intricate system to simulate the impact of modern aircraft and armor.

The scenarios, like in the previous games, are the heart of the matter. Like its predecessor, they are based on historical battles. Here, for the first time, the Spanish Civil War receives a long-overdue focus, with numerous scenarios involving tanks and the dreaded 88mm multipurpose Flak gun. Also covered are: The Finnish War; Zhukov in the Far East; the first encounters by the Germans with the KV-I and T34A in 1941; the French in 1940 Indochina, the Campaign for France in 1940; and Panzers in Norway.

Contents:

1 double sided 11" x 17" geomorphic map
1 countersheet with 280 die-cut colorful playing pieces
Expansion rules and scenarios
Historical Commentary
Cost: P300 \$22, after release \$27

Real Weapons is fully-designed. The maps have been drawn, as have the counters. Upon receiving orders for 300 copies, production will commence. Checks will not be deposited or credit cards charged until the module ships.

