Halls of Montezuma Rules Summary

Halls of Montezuma is a game depicting the Mexican American war of 1846-1848.

The rules of the Strategy Game Studio engine (or SGS for short) are tailored for strategic and operational turn-based simulation of industrial and modern conflicts.

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Maps:

- Map is area-based, with non-geometrical shapes (although we try to follow geographical features, like rivers)
- Maps is divided into individual regions, each with a name, associated terrain and possible anchors for different things like structures (e.g. cities or ports), units stacks, supply sources, information markers etc…
- Regions are linked between each other by connection, of various types, movement cost, transportation types and combat effects.
- Structures are elements that are present – not in all of them – inside regions. They can have extra features like the presence of a harbor (allowing ships to move in and naval supply to reach it), fortifications (fortified structures cannot be captured without a siege or an assault) or the ability to serve as supply relay (will allow the supply to extend through them).
- Terrains in regions affect movement of units (all regions cost varies for land units from 1 to 4 or more depending on terrain and the scale of the game), stacking of same, as well as combat, both on attack and defense factors and moral factors.

Nations and Sides:

- Halls of Montezuma opposes 2 sides fighting each other. It's pure war, there is no diplomacy and only victory (or peace treaty handled by events, cards or end of game) can stop it.
- Sides are composed of many nations, allowing showing different allies or sub-factions of a nation (e.g. we usually separate army, militias and navy forces units of a nation into "sub-nations")
- When a side receives replacements for its forces, it usually go to any nation part of the side, unless specified in the event or card that brings them

Scale, Events and Cards:

- The game scale of Halls of Montezuma is weekly turns Time, distance, combat and units are all arranged to fit the chosen game scale, for different aspects such as strength, movement, number of combat rounds, game phases etc…
- Each turn in the game may see (or not) the appearance of Events. Usually player will read the event description and understand what is happening. Some events may ask players to make further choices, either immediately (like location of new units entering the game) or later (which units receive reinforcements), one time or more regularly
- Each side receives a certain number of cards each turn. Cards can be played during various phases of the game (cards, movement, combat, reinforcements, end) if their conditions are met. Effects of cards are usually described in short on the card itself.

Turns and Sequence

- Every game turn follows the same pattern, with different phases succeeding one after the other, as follows: cards, reinforcements, supply, air movement, naval-air combat (if any), land movement, land combat, replacement, victory check and end.
- Some phases may be absent if not required or necessary (e.g. naval phase in this game) or can be present only during certain game turns (e.g. a victory check phase could be present only every second turn)

Units:

- There are 3 types of units: combat, support (don't show combat factors and stay behind in battle) and leaders.
- Units usually display at all times their attack, defense and movement factors, as well as their morale factor. Other factors or values can be viewed in units' details windows or tooltips.
- Units have life point (= strength) to account for their size and power, and stacking value (for movement). Units that lose all their life points are eliminated.
- Units may receive replacements: a unit that receives one is put back to full strength in life points. Unsupplied units cannot receive replacements.

Supply:

- A stack is in supply if it can trace an unbroken path clear of enemy units or regions to a supply source or relay. A source is indicated on the map by the scenario supply symbol (e.g. barrels or crates). A relay is usually either a friendly structure (city, port, and fort) or a logistical unit.
- The path can be only of a certain range (in regions). Beyond that range, supply ceases to flow. In most current games, supply range is 3 (including destination region but not counting source/relay region).
- Some terrain types block the movement of supply. Supply does not move through these regions, and units in them will be out of supply.
- Unsupplied units will suffer from movement allowance reduction, combat value reduction, and over time life point reduction, till elimination. This process is progressive but constant over time and will result in the unsupplied unit disappearance if the situation is not remedied.

Stacking and Movement:

- A stack in a region can be made of a limited number of units, based on the sum of each of the stack's individual units stacking values; the said sum being equal to or lower to the region's stacking value (depends on the region terrain type).
- Stacks move from region to region, using their movement point's allowance, spending it according to terrain and connection costs (indicated in tooltips).
- Any stack may enter a region occupied by enemy combat units if it does not exceed the region's stacking value
- Stacks from multiple regions of origin may attack and enter the same enemy region, from the same and/or different directions. Multiple attacks from different directions (i.e. concentric attacks) usually give a bonus in battle.
- There is no impact in battle as to when or where from a stack entered an enemy region (except if they cross certain connections like rivers or beaches). All attacking stacks will be dealt as one single stack when solving the battle. Retreating attackers however return to the region they initially entered the battle from.
- You may "jump" over friendly regions that are fully or almost fully-stacked, provided you have enough movement points to cross over them and enough space (i.e. below stacking value) to enter the final destination. This principle will also apply during retreats from battle (you will jump fully-stacked friendly regions while retreating).
- To move, you can use 2 ways: left-click then drag unit/stack till destination (arrows showing allowed moves and costs), or you can right-click on stack/unit; then right-click again on eligible destination (highlighted and colored region).

Combat:

- Combats oppose two adverse stacks in the same region.
- Battles last a different number of rounds and are simultaneous (unless a card is played for a shoot-first effect).
- The initial battle rounds are specific for air support (if present), artillery preparation, sometimes also some particular units (e.g. mines, modern artillery or reconnaissance) or situations (e.g. ambush).
- The main round is preceded by a special round for any Reconnaissance units present in some SGS games.
- The main round and the following see all land units (surviving from the previous rounds) involved if they are able to fight.
- After the main round, any side can retreat. The non-retreating side wins.
- Each round after the main, battle exhaustion take place (battle morale is dropping): when a side reaches 0, the battle may end in rout.
- The Battle Morale of each side is computed as follows: mean of the combat units' morale + leader's morale value + terrain effects + boosts (from cards or units, may be positive or negative).
- Many modifiers (terrains, cards, various superiorities) may be applied to combat factors (or morale factors) of the units.
- The most important modifiers, beside terrain and entrenchment are provided by the presence of leaders or boosters (boosters are units that give combat or moral bonus to other units in the same stack, e.g. logistical units, HQ or some special units).

- In a battle round, one die is rolled for each unit:
* If the result is inferior or equal to the modified combat factor, the unit inflicts one hit to the opposing side.
* If the result is higher than the modified combat factor, nothing happens.
A result of 0 always inflicts a hit (no matter what modifiers apply)
- Losses are inflicted automatically by the combat engine, pro-rata to the units' respective strengths and weight on the battlefield, and for some units whether if they take hit first (frontline) or last (defenses).
- When a unit loses half or more of her initial strength, it may become demoralized or panicked. Panicked units leave the battlefield and no longer fight (but can suffer losses in excess). Each demoralization or panic increases battle exhaustion by 1, thereby possibly shortening the battle.
- In case of rout (side's morale drops to 0 or lower and rout test fails); a pursuit may happen (a free round of fire against all routed surviving units).
- In some cases where battle involves on the victorious side units able to breakthrough (such as cavalry or leader), a breakthrough may occur. In essence it gives the victor the possibility to move into an adjacent region (and start a battle there if the enemy is present). Up to two successive breakthrough may occur from breakthrough battle for a given stack.

Assaults:

- An assault may occur on a fortress when the list of battle is proposed to the player. If the assault option is not used, a siege will follow if the requirements are met.

- Assaults are resolved in a sequence similar to a combat, with some special rounds being allowed for artillery preparation (both sides), defensive fire (defender only) and then, in the main fight, the fortress modifiers will impact both sides.
- In assaults, only the Attacker has the option to retreat.

Sieges:
- A fortress is a structure on map that displays a defense factor and may contain a variable number of friendly units inside.
- If enemy units with enough life points are present outside of the fortress, a siege may take place, in which case a siege die is rolled. On a modified result equal or lower to the fortress defense factor, the latter surrenders (and units sheltered inside are eliminated).

Victory:
- Victory Conditions are detailed for each scenario. Usually the side with most Victory Points at the end of the scenario wins the game. There may be some "sudden death" victory (e.g. capture of the enemy's main city or fort). Check the scenario information sheet.

Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Notice

HALLS OF MONTEZUMA (SGS) MANUAL

I – Presentation

Halls of Montezuma is a strategy game (based on our SGS – Strategy Game Studio system) for 1 to 2 players allowing replaying the course of the war between the United States and Mexico from 1846 to 1848. The game is turn-based, a turn being roughly equivalent to two weeks. Each scenario has a given number of and turns.

In those games, players receive Victory Points (VP) for the sides they control, score being accounted for capturing key locations during the course of the game (cities, forts, etc...), destroying specific units (e.g. the US Regular Army units) as well as for specific regions under control by the end of the scenario. In addition, the game's cards also provide, or cost, VPs. The player with the higher score at the end of the scenario usually wins the game, unless the scenario has particular victory conditions that may prevail (such as capturing a given location or reaching a certain index).

II – Main Menu

A / Menu

After the SGS logo presentation and loading, the main menu page appears (see **Illustration 2.1**) giving access to the main game functions (new game, load game, save game), options and store (not in version 1.00).

Illustration 2.1

When you leave an ongoing game (see section III) you are taken back to a intermediate menu offering more options (related to the ongoing game) or permitting to come back to the main menu (validate your choice - see **Illustration 2.1bis** below)
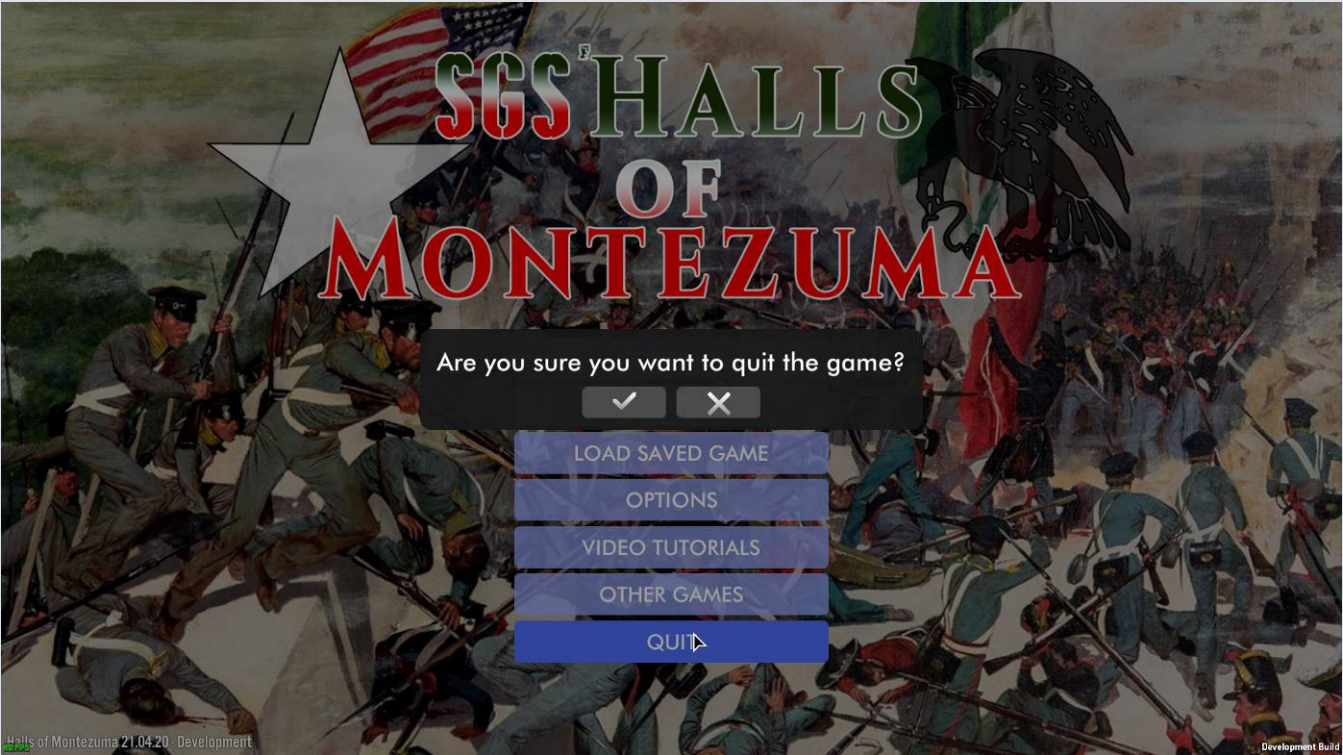

Illustration 2.1bis

B / Options

The options menu as presented in **Illustration 2.2** below can be accessed from the main menu. Parameters such as the game language, the music and sounds levels, or the AI difficulty level can be adjusted from there.

The game rules (this present manual) can be accessed directly in game, as well as information on Steam successes.
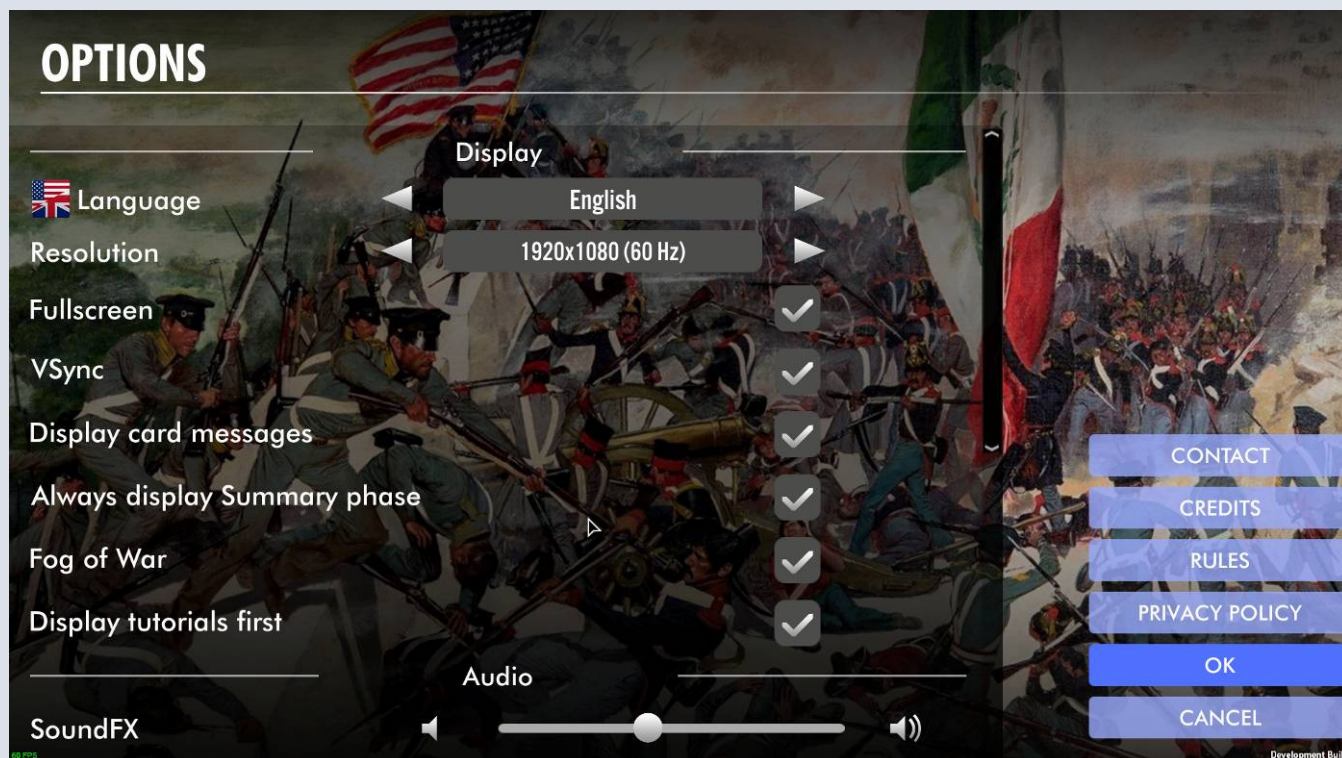

Illustration 2.2

The autosave function is activated by default, and you need to uncheck it in order to prevent it from action (if not the game is saved automatically at the end of each turn).

The function showing battles between AI sides (those controlled by the computer) allows seeing every battle, but it slows down the game consequently (although it is sometimes enjoyable to see opposing units in battle, especially when they suffer losses from other hands than yours)

C / Save and Load

The function that allows saving an ongoing game, or allows loading a previously saved game. See **Illustrations 2.3** below. Remember the game has the autosave activated by default. (Saved games by end of each turn and each phase automatically).
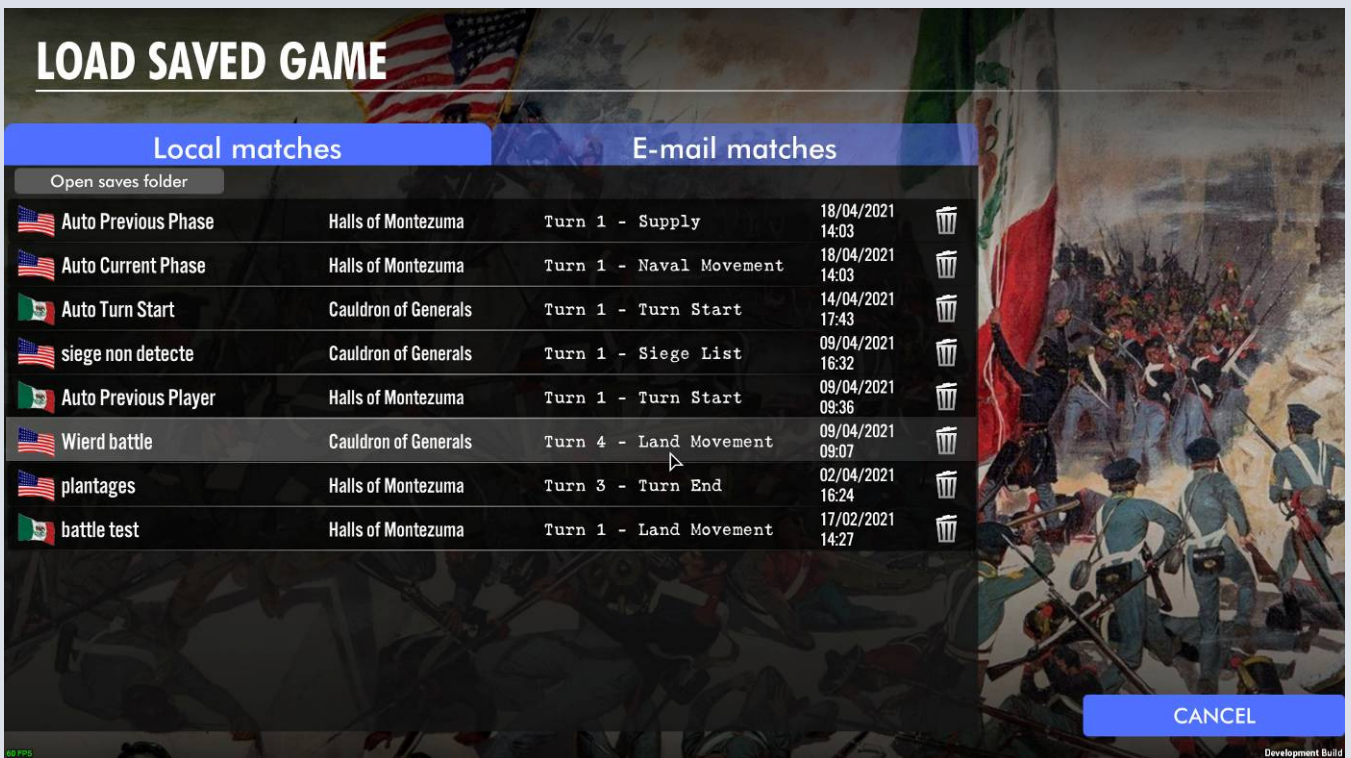
Illustration 2.3

You can rename the saves by double-clicking on their name inside their lines on the save window.

C / PBEM

The function that allows Play By Email (PBEM) with your friends. You need to enter your player name, email and the folder where you will place your PBEM saves in the Options. See **Illustrations 2.4** below. You will find ingame the details instructions regarding PBEM games setup and functioning.
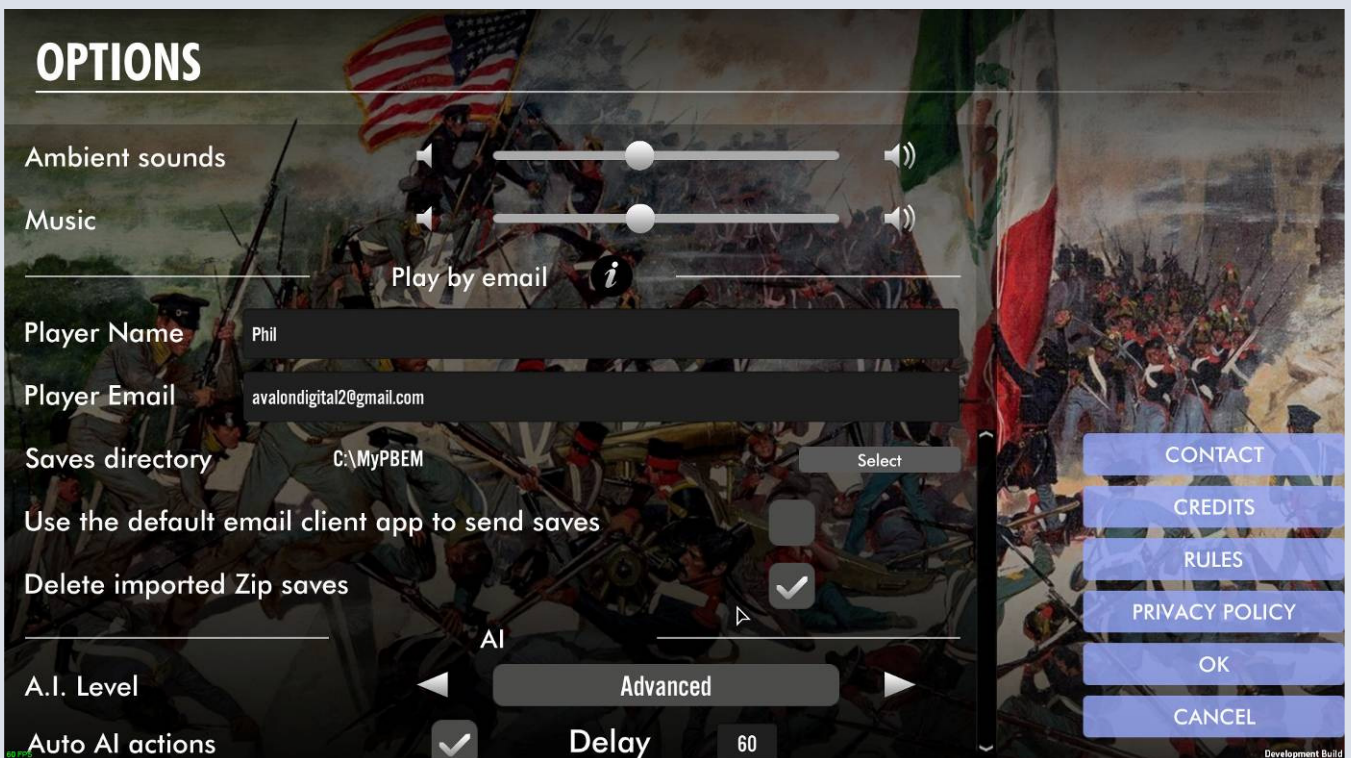

Illustration 2.4

III – Scenario Menu

A / The Scenarios

This menu allows selecting which scenario you can play. Scenarios are displayed by chronological order, starting with the most ancient in history. If a scenario name is displayed as grayed-out, it means it is available for purchase from the store but not yet acquired by you.
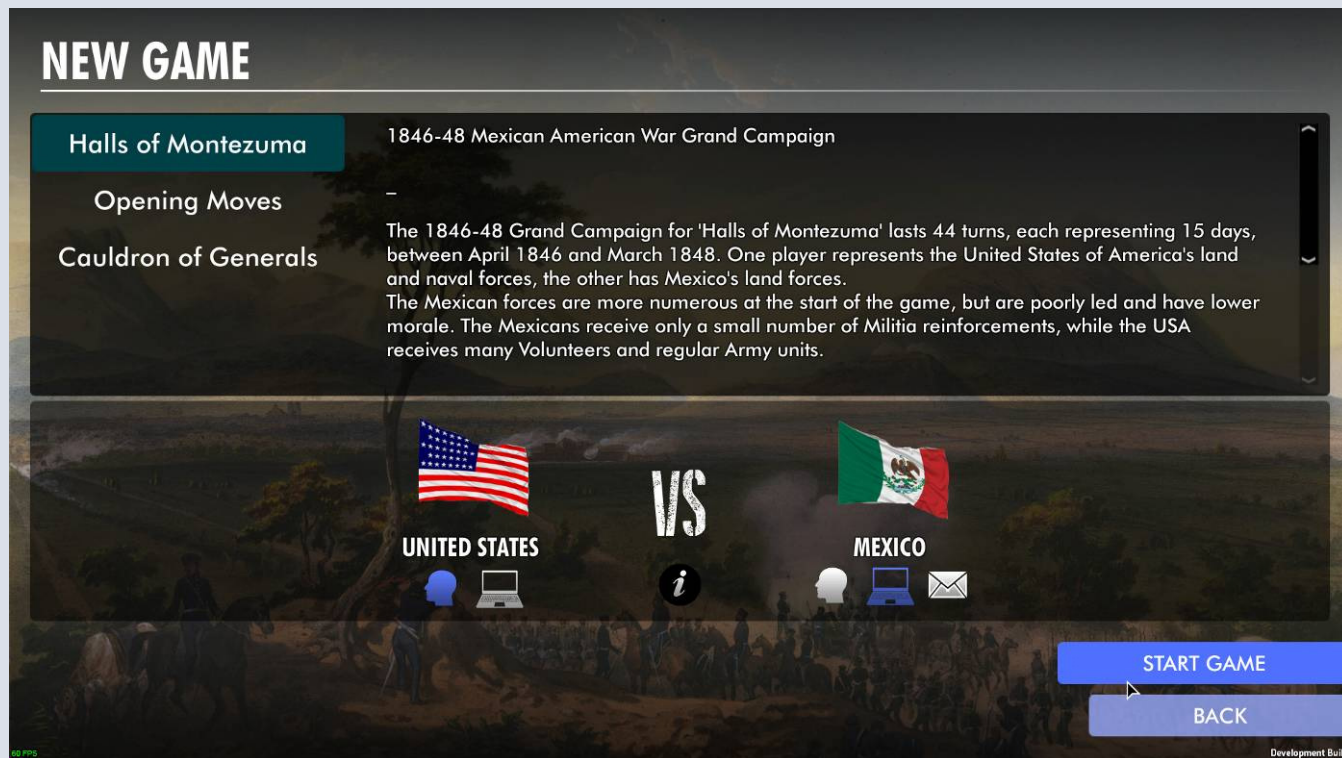

Illustration 3.1

For each scenario you can see a general description and presentation, and a short piece of information on the available sides, their strengths and weaknesses, as well as their goals (see **illustration 3.2**). An estimated playing time is also given. To start, you must first select the flag (or the human/computer button) of the side you want to play before pressing 'Start Game'. When playing hot seat, just click on the 'Human' button below each of the sides' flags.
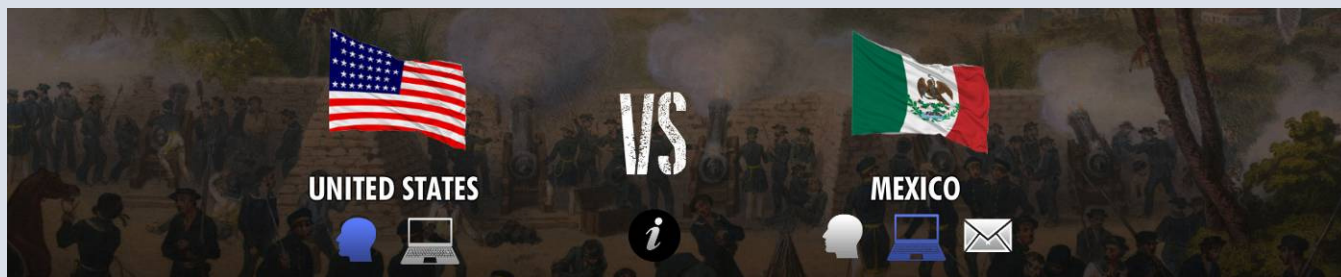
Illustration 3.2

When the scenario starts, a load window is displayed (**illustration 3.3**), showing the load percentage in progress. Once load is complete, you are on the mapboard of the scenario and a Event windows tells what is going on and who is going to move first (*this may be the other side*). See **illustration 3.4**)

NB: you can click on the Scenario Information button in the menu to get a PDF presentation sheet of the scenario.
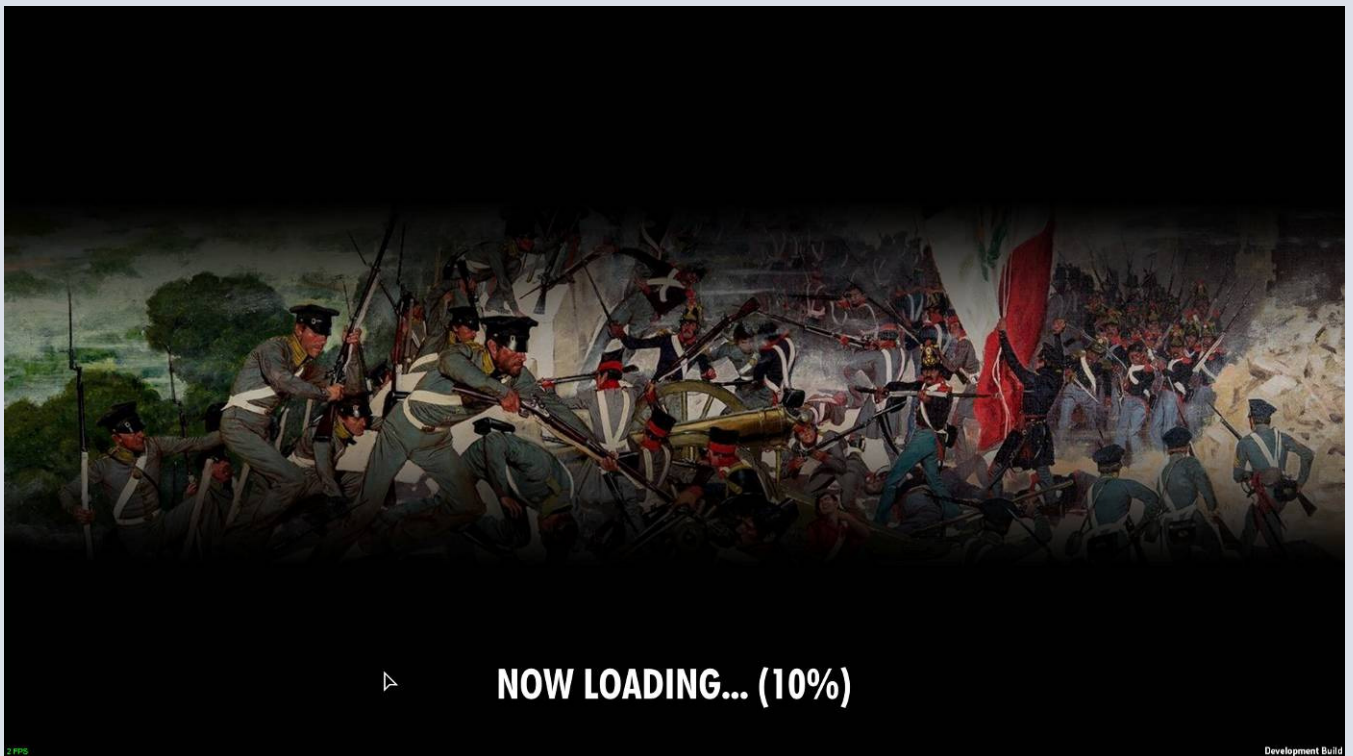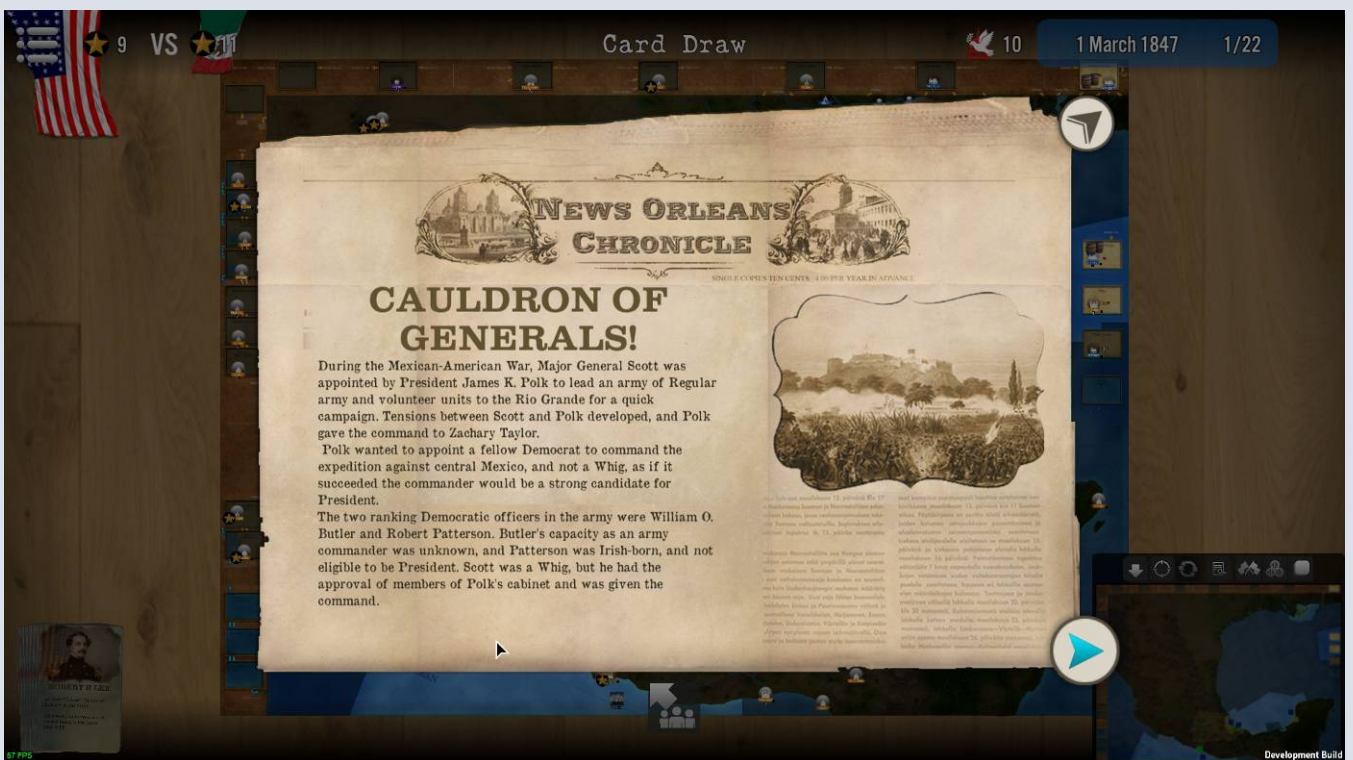
Illustration 3.3

Illustration 3.4

B / Information on the Scenario

When clicking on the **I** button in the scenario start window (see **illustration 3.5** below), you can access the scenario information sheet. The game built-in PDF viewer will show you a presentation about your future game. It usually displays 3 to 4 pages per scenario (see **illustrations 3.5bis** below).
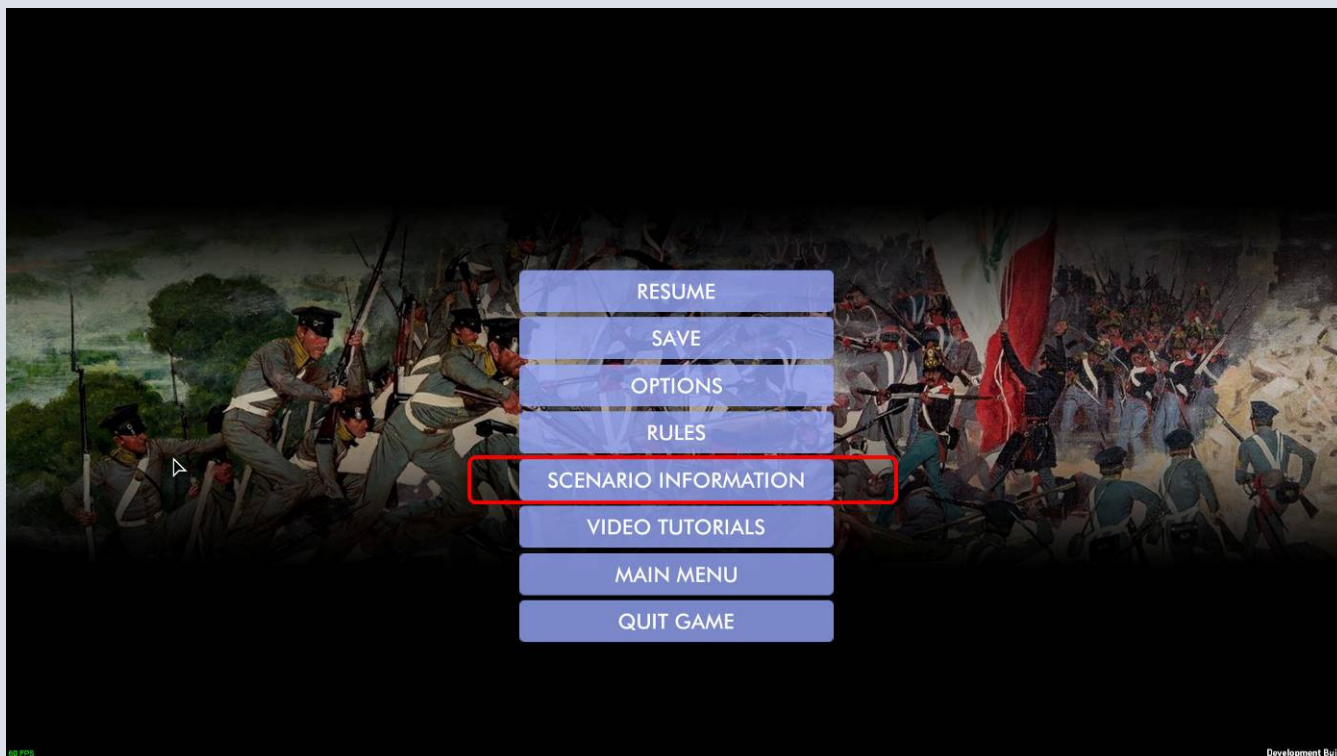
Illustration 3.5

In this window you can read most important information about what is different in the current game from the basic rules, and also the specific victory conditions or game special rules that are in effect. You can zoom in or out, move the window, reduce it, or perform searches in it.

Illustration 3.5bis

Translator Note: those sheets are only in French and English in the current version of the game, and if you play in another language (such as Russian, German, Portuguese, Chinese or Spanish), the I button won't show. But you can always access those Information sheet in PDF format at the root of the scenario directory.
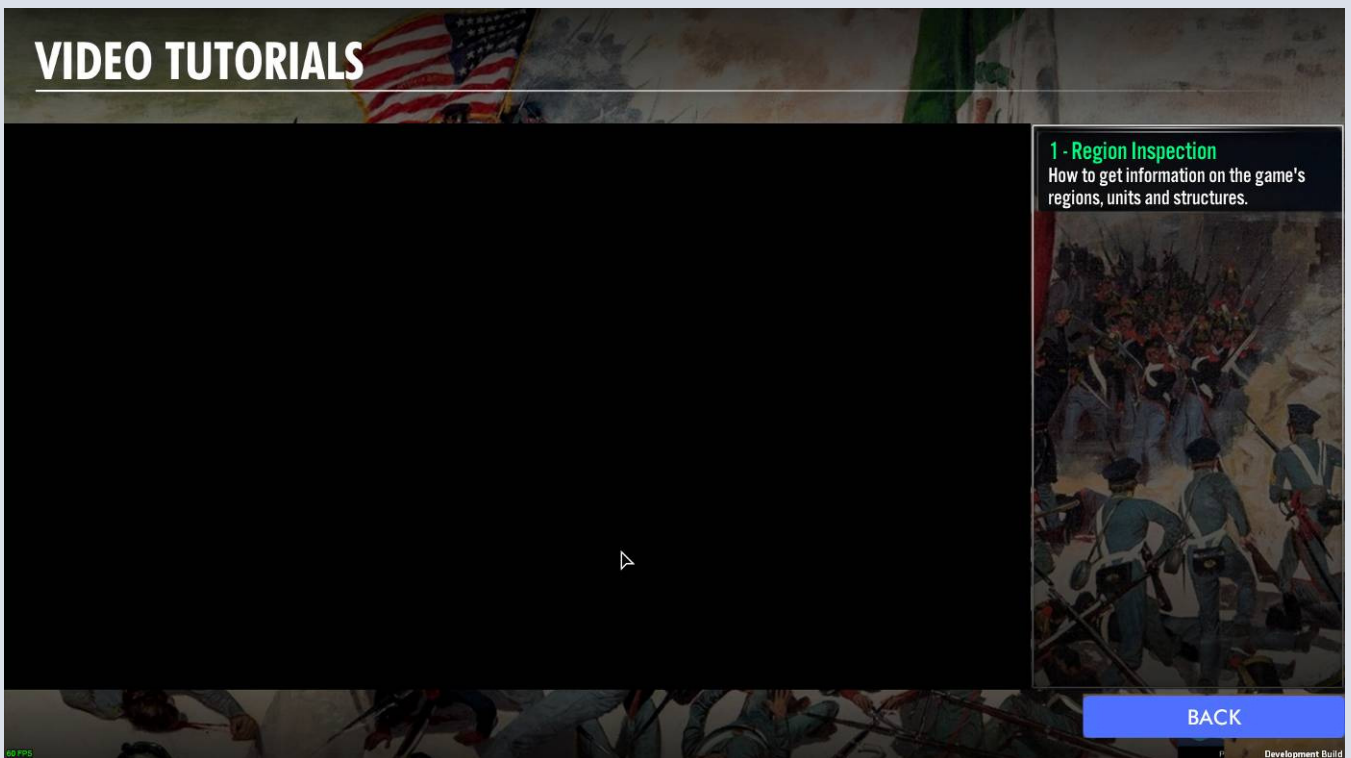
Illustration 3.5ter

In this window you can access to 5 Video tutorials ingame (you can view them from the game's UI) that will give you basic explanation on how the game main parts are played.
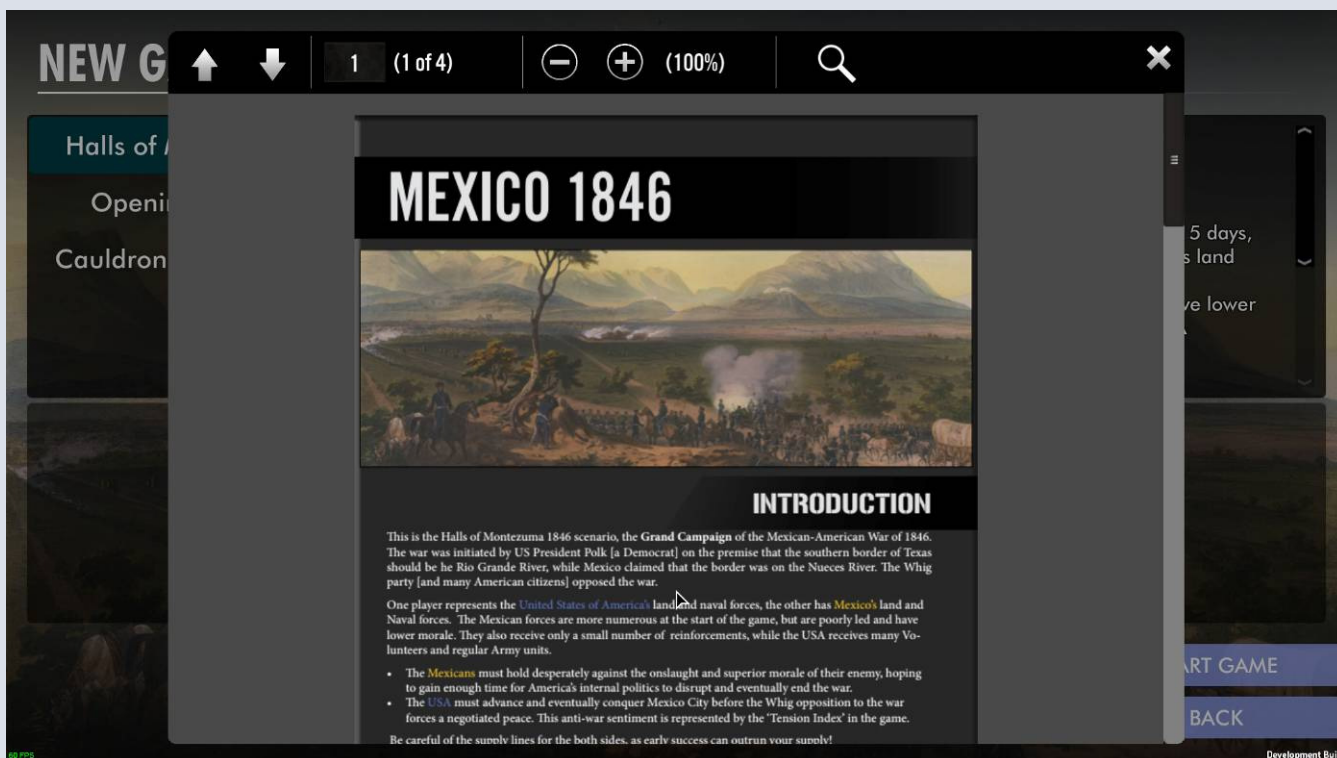
C / Intermediate Menu

When leaving an ongoing game, you are returned to an intermediate menu that allows you to perform various functions on your current game (such as save, resume, quit) or also return to the main menu or the game's options). See **Illustration 3.6** below.
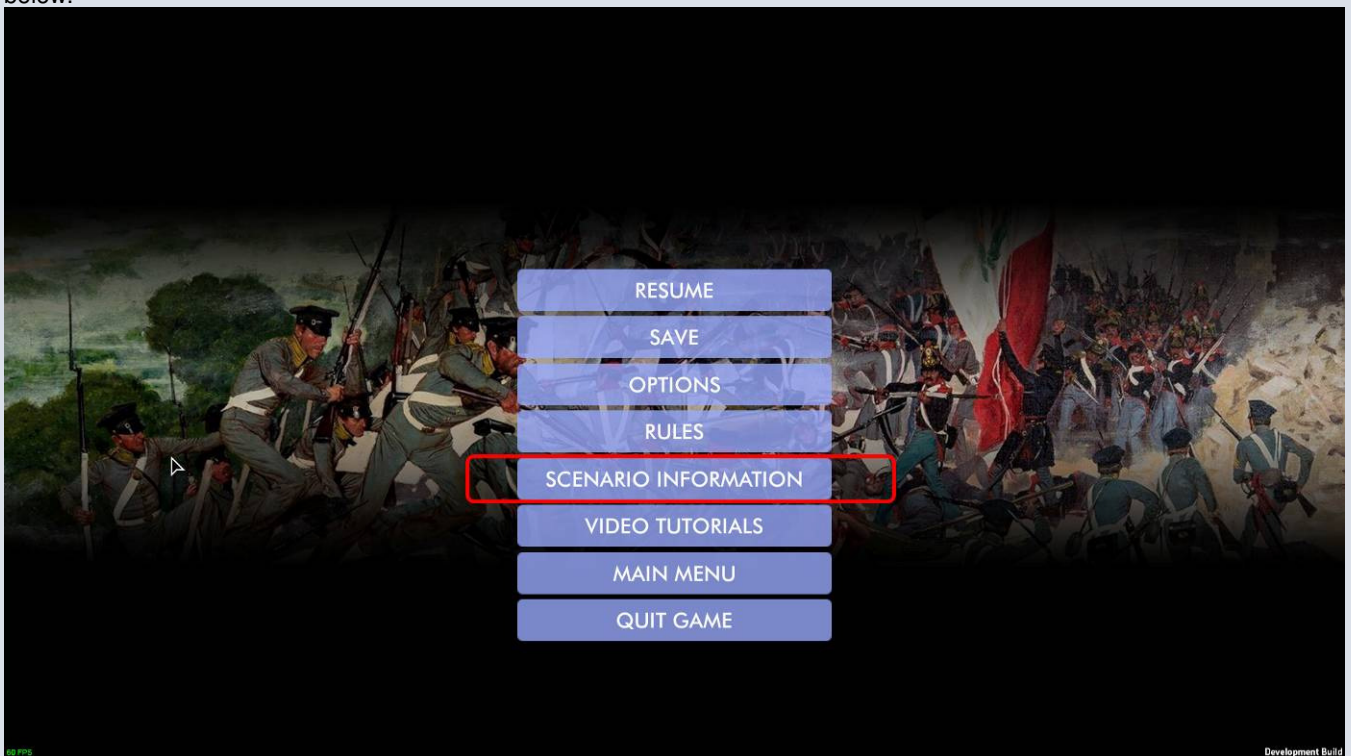
Illustration 3.6

Usually, when in the intermediate menu, you can notice that the main screen background is the same as your current game loading screen, and not the main menu background screen.

IV – Mapboard and Main User Interface

A/ User Interface – Buttons and Functions

Please refer to **illustration 4.1** (and following) below to check the descriptions and explanations.

Illustration 4.1

❖ **Back to Menu** 1 :this buttons takes you back to the intermediate Game menu (see **Illustration 3.6** above) giving access to various functions such as the **save** functions.

Warning: if you decide to return to the menu and access other scenarios, the part of the ongoing game not previously saved will be lost. At best, after the first turn and if autosave function is still active, you can reload the game at the end of the previous turn.

❖ **Side(s) in play** 2 : the flags of the sides in play are presented one after the other, separated by the letters VS (versus). The currently active side has its shield displayed much larger than the inactive ones. Hovering on the flag will give you a list of the sides' nations with their current units in play (**Illustration 4.1a below**).

Illustration 4.1a

❖ **Victory Points (VP)** 3 accumulated by the current side, displayed right the yellow star in black circle ⭐ (the VP icon).

❖ **Phase in Progress** 4: the sentence in the top center of the screen reminds you of the game phase currently in progress. You can see the upcoming phases and the one already passed by hovering the mouse on the phase name. It will drop-down the list of phases. See **Illustration 4.1b** below.

Illustration 4.1b

❖ **Information on Tension Index (on the left), Turn Number and Date** 5: the panel displays visual information on the current game date and the turn number (the figure after the / indicates how many turns in total there are in the scenario)

❖ **Next Phase** 6 button shown as an arrow. When grayed-out, it means you can't move to the next phase (usually because some mandatory action is not dealt with). You can see the Events that occurred (this turn and past turns) by hovering the mouse on the arrow. It will drop-down the list of events. See **Illustration 4.1c** below.

Illustration 4.1c

❖ Sometimes this arrow is replaced by another button indicating that cards may or must be played before moving on. WARNING: once clicked, the game moves forward to the next phase and it is no longer possible to cancel or return back.

❖ **Cards already played** 7 are located on the left side of the screen. You can click on them to view them larger.

❖ **Cards in your hand (not already played)** 8 are located on <u>the bottom left side</u> of the screen. You can click on them to view them larger.

❖ **Access to Stack Content** 9 is indicated by the square button (with the 3-men silhouette). When a stack is selected on the mapboard, clicking on the button opens the **detailed stack panel**. This allows inspection of the stack content but is only possible for the stacks belonging to the player (unless a game playing cards allows you to, such as reconnaissance or spying). See **Illustration 4.1e** below.

Illustration 4.1e

❖ **Selected Stack** 1 is highlighted and a colored circle (of the side's main color, here blue for the USA and green for Mexico) is displayed around it. The stack presents the picture of the commanding leader (if any) or one of the most numerous units (if no leader). You can give to the selected units in the stack orders such as entrench or hide via the order button 2 and you can cycle through available stacks using the stack control button 3 on the minimap.
There is also a popup that appears when you hover the mouse over the stack, giving you more information (if you own the stack) such as the units inside, their total number, total stacking value, remaining movement point or forage values. See more also in **Illustration 4.1f** below.

Illustration 4.1f

❖ **Closing the Selected Stack** is possible by pressing this button; the panel will disappear and return to the usual small 9 button state.

When a unit (or more than one, multiple select by simple clicking. Clicking again on selected unit allows to unselect it) is selected, a white halo is displayed around its counter. See **Illustration 4.1g** below.

Illustration 4.1g

When a right click is made on a given unit 1 in the stack panel, the extended unit information window is displayed. It gives more information on the unit 2 (see D below and section IX on Units), including information related to currently applicable modifiers or events effects in a specific sub-panel which you can access through this information button inside the popup (click on button 3).

❖ **Regions** (1 below) can be inspected via the region inspector. To do so, right-click anywhere inside the region (except on structures or stacks). A pop-up window 2 will appear on the right-hand side of the screen, giving much information on the region such as terrain 3, current ownership 4, and various other elements relative to combat or supply 5 as per **Illustration 4.1h** below.

Illustration 4.1h

❖ **Structures** (shown usually with a church icon on map) are cities, often coming with different installations such as fortifications and ports. To see more details you can either right-click directly on the structure icon on the map, or find the structure name inside the inspector window (see previous 4.1g) and select the **Structures** tab in it to access them.

When opened, the Structure details window (**Illustration 4.1h** below) shows different data, such as its name and a photo or illustration of it 1 ,the fortification icon and quality (or level) 2, ownership and other installations such as port (anchor symbol) on the right-hand side 3, and units located inside the structure, sorted by domain type (land 4 or naval 5).Fortified structures can be besieged or assaulted (See section XX on Assaults and Sieges).
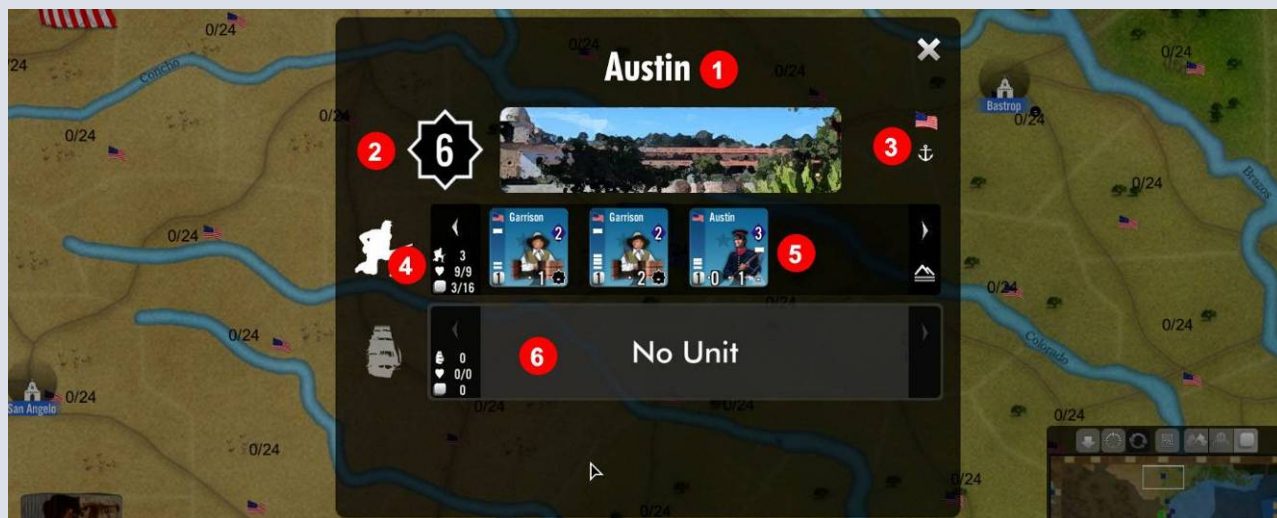

Illustration 4.1h bis

❖ **The Minimap (10 in main picture 4.1 above, 10a below)** can be moved wherever it suits you (click and drag to do so). It shows a reduced version of the main map with the various participants' positions indicated by small colored squares. There are different buttons on top of the display, allowing various actions. Those are, from left to right:

- **Minimize** / **Maximize** button to reduce the minimap (or put it back to main size)
- **Center** button to display the main map centered on its main central point
- **Cycle** button allowing you to find the next unmoved unit stack in the current phase
- **Inspector** button, which does the same thing as right-clicking inside a region (see above)

- **Control filter** button (can be toggled on/off) which will color the regions with the respective colors of their owning sides as presented in **Illustration 4.1i** below.

Illustration 4.1i

- **Supply filter** button (can be toggled on/off) which will display stripes in various color over the regions to indicate the player's supply situation there (see **illustration 4.1j** below), with bright green 1 being supply sources, light green 2 meaning the region is in supply, dark red that the region is not suppliable (can never receive supply) and, finally, grey stripes 3 that show regions held by the enemy (de facto not in supply).

Illustration 4.1j

- **Stacking filter** button (can be toggled on/off) which will display two values **1** in every region: current stacking / maximum stacking. When the values turn red, it means the maximum stacking is reached or exceeded. See **Illustration 4.1k** below.

Illustration 4.1k

B / The Mapboard

Halls of Montezuma map is oriented East-West horizontally. Some areas which would be far away from the current map if geography was proportionally represented are replaced by Off-map Boxes. This is the case, for instance, of the nearby areas such as Eastern USA (United States "home) in the northeast, the vast empty regions of the Great Plains or Llano Estacado in the center, the Rocky Mountains or California regions in the west, or the seas around America, as far as Cape Horn in the south.

Illustration 4.1k - The full map

Illustration 4.2a

Refer to **illustrations 4.2a** above **and 4.2b** below to follow the explanations that follow. Regarding the more detailed terrain effects, see also section B and C hereafter. Other elements and explanation are also presented in the next sections of this manual.

❖ **Coastal 1, Sea 2 and Ocean Regions 3** usually have blue tones (depending on style, Ocean is usually darker) and can only be entered by naval units. The move cost is usually 1 (coastal), 2 (high seas) or 4 (Ocean) per region. Lakes and large navigable rivers (like you find in the Mississippi delta) are equivalent to coastal for game purposes.

❖ **Minor Rivers 4**: they are in general a light blue graphical border between two land regions. Most of the time rivers cost 1 movement point to cross, unless there is a bridge or ferry (see some roads graphics nearby, or a city). They provide usually a bonus to the defender on the first round of battle versus a crossing attacker.

❖ **Navigable Major Rivers 5** are not enterable by any land unit, but can be sailed through. They can be crossed by land units only at some key points, where roads and, sometimes cities, are present. Those points represent the actual bridges or ferries that are need to cross large rivers. They are usually located in or adjacent to region with towns and cities.

❖ **Prairie or Steppes 6 and Clear Region 7** have no particular effect on movement (2 MP/region) or combat (no effect), but stacking is more limited in the former, unless there is a trail or a road present. **Regions with Trails or Roads 8** have usually either a lower move cost (less 1 MP/region) or a road connection that reduced the entry cost to 0.5 MP.

❖ **Hills 9** and **Mountains 10 regions** are usually shown with an explicit look and cost more in movement points than the average land region, and thus may even stop it. They also usually provide a bonus to the defender and prevent pursuit.

❖ **Deserts Regions 11** show a yellowish aspect, and cost more in movement points than the average land region, but are also limiting stacking and, most of all, survival to lack of supply (forage of 0).

❖ **Forest 12** showing an explicit decoration (icons or pictures). cost more in movement points than the clear land region. They also usually provide a bonus to the defender and prevent pursuit. **Deep Forest and Jungles 13** cost even more movement points and have low stacking.

❖ **Marshes-Swamps Regions 14** showing an explicit decoration (icons or pictures). cost more in movement points than the average land region, and thus may even stop it. They also usually provide a bonus to the defender and prevent pursuit or breakthroughs.

❖ **Desert trails 15**: are in a few of the desert regions on the map and their main purpose is twofold: they usually reduce the region's terrain move cost by 1 and they allow supply to flow through deserts that would otherwise not allow it.

❖ **Roads 16**: this transportation networks, when present, reduce the land movement cost of a region to a flat ½ PM as long as the land move is done through a friendly region with such a transportation network and along its path. The full terrain movement cost must be paid when entering an enemy region; even it has roads.

Illustration 4.22

❖ **Unplayable 17** regions are usually shown with a wooden background. They cannot be entered by any game piece, ever.

❖ **Offmap Boxes 18** regions are vast areas usually located rather far away from the visible part of the map, but usually interesting staging points or supply sources for the various sides. They also play some role in game's events and sometimes hold structures with interest (such as cities and ports).

❖ **Structure 19**: are located on regions and show their name and content (ports, fortifications - the latter with their value in a diamond symbol). The name plate is colored as per the controlling side. When a star is displayed, it means the structure controls brings VP. When units are inside a structure, the light background circle behind its symbol becomes colored. More details can be seen by right-clicking on the structure. When clicking on a structure, you enter it (useful to see content and proceed to load/unload operations, in particular in harbors).

❖ **Region details 20**: are accessible for every region, just by right-clicking on it (don't do on units' stacks or structures though), the window thus opened giving more useful details (name, terrain, income, owner, value in VP, etc…). You can also use the explorator button on the minimap.

❖ **Border between Regions 21**: their style may vary but aside from rivers (and mountain ranges sometimes); they have usually no impact on the game. Rivers crossing and landings from the sea however have a strong impact on movement and combat. The **dotted red lines** in Mexico are also borders that indicate separation between Mexican provinces.

Areas and Theaters:

The mapboard is frequently divided into Areas or Theaters. This is used in scenarios for VP collection or for some specific movement prohibitions (e.g. neutral territories or friendly but not open regions, etc...), or also to help cards or events gameplay. Last but not least it is quite useful for the game AI.
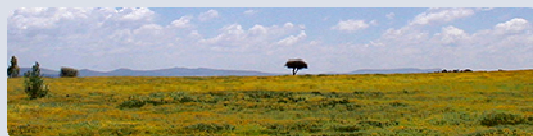
B / Regions, Terrains and Connections

As presented above, the board is divided into theaters, themselves composed of areas, which are groups of regions. Different region types can appear on a mapboard. **NB**: *the values indicated below may change during beta. Valid values are in tooltips*.

TERRAIN TYPES AND EFFECTS

Each terrain costs an expense in Movement Points (MP) to enter it.
Terrain types may provide bonus or penalties to combat units in battle.

Clear
Cost 1 to enter. Stacking limited to 24.
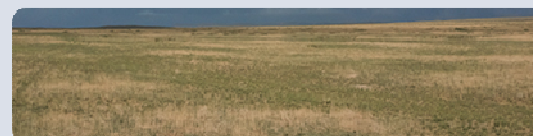Forage value of 12 (used when unsupplied).

Prairie
Cost 1 to enter. Stacking limited to 24.
Forage value of 6.

Steppes
Cost 1 to enter. Stacking limited to 24.
Forage value of 6.

River
Sea and riverine movement only. Cost 1 to enter.

Desert and Desert with trail
Cost 1 to enter. Stacking limited to 16.
Supply can only go through. Forage value of 0 (2 with Trails).

Forest
Cost 1 to enter. Stacking limited to 24.
No cavalry superiority bonus, pursuit or breakthrough forbidden.
Forage value of 10.

Deep Forest
Cost 2 to enter. Stacking limited to 12.
Land attacker has a penalty of -1. No cavalry superiority bonus, pursuit or breakthrough forbidden. Forage value of 2.

Hills
Cost 2 to enter. Stacking limited to 16.
Land attacker has a penalty of -1. No cavalry superiority bonus, pursuit or breakthrough forbidden. Forage value of 12.

Island
Cost 2 to enter. Stacking limited to 8.
Land attacker has a penalty of -1. Pursuit or breakthrough forbidden.
Forage value of 6.

Jungle
Cost 4 to enter. Stacking limited to 8.
Land attacker has a penalty of -1. Defender has +1 combat bonus.
No cavalry superiority bonus, pursuit or breakthrough forbidden.
Forage value of 6.

Marsh
Cost 2 to enter. Stacking limited to 12.
Land attacker has a penalty of -1.
Defender has +1 combat and morale bonus.
No cavalry superiority bonus, pursuit or breakthrough forbidden.
Forage value of 6.

Mountain
Cost 2 to enter. Stacking limited to 12.
Land attacker has a penalty of -1. Defender has +1 combat and morale bonus. No cavalry superiority bonus, pursuit or breakthrough forbidden.
Forage value of 6.

Coastal Waters
Sea movement only. Cost 1 to enter.

High Seas
Sea movement only. Cost 2 to enter.

Ocean
Sea movement only. Cost 4 to enter.
Stacking limited to 6.

CONNECTIONS TYPES

A connection is what joins two regions together (not necessarily adjacent ones). Most of the time they cost 0 MP but some may have a cost - as listed below - and may impact on combat resolution.

Sea: no cost, no combat effect, but may only be used by sea and air units (the latter flying over)

Land: no cost, no combat effect, but may only be used by land and air units (the latter flying over).

River / River Bridge (small): +1 MP / +1 bonus to defenders on 1st battle round only.
No PM cost if a bridge is present (0 if railroad bridge).

Major River / Major River Bridge (large) : +2 MP / +2 bonus to defenders on 1st battle round only. Only +1 PM cost if a bridge is present (0 if railroad bridge).

Strait: +2 MP / +2 bonus to defenders on 1st battle round only. A strait links two land regions separated by a sea region.

Beaches: uses up all movement / +2 bonus to defenders on the 1st battle round only, if the attacker is coming from the sea (not used in this game).

Mountain Crest: +1 MP / +1 bonus to defenders on 1st battle round only.

Mountain Pass: -1 MP / +1 bonus to defenders on 1st battle round only.

Connections with Roads: ½ MP if the whole move is over friendly regions with road. No combat modifier for the road itself (applies the one due to the other connection type).

VP AND OTHER VALUES

Regions of importance are usually shown with a star symbol. When you right click on them, the detail shows more information for the sides in play as to how many VP they gain or lose for conquest or loss of region, as well as potential gains in money or tension. See also **Illustration 4.2a** below.

Illustration 4.2a: shows how much the 'strategic' region of Vera Cruz is valued for the USA (2 VP).

C / Structures

Structures are mostly cities (of different sizes, but that is not relevant in the current version of the game). They can hold in addition ports, and they can be fortified (with a fortress value). See **illustration 4.2b** below for the Structure information detail window.

Illustration 4.2b: *above, Vera Cruz is a fortified town (level 4). Below, Cameron (Fort Brown, TX) terrain details.*

You can click (left) on your own structures to enter them - See **Illustration 4.2c** below – which will display to you which units (usually the garrison when the city is fortified) are currently inside the structure, its port (if any).

Illustration 4.2c *inside the fortress of San Juan de Ulloa (off Vera Cruz).*

D / Units

There are three types of units in the game: **combat units** (CC), **support units** (SU) and **leaders units**. The information presented on the units is always displayed along the same pattern. One can see the units inside the units detail panel (click on a friendly stack on map and click on the small 3-men-like button), where the most useful data is presented (combat, movement, morale, name, type). See **illustration 4.3** below (showing naval units).

Illustration 4.3

with a right-click on a unit counter, you can have the full unit information window opened, with extra data presented (See **illustration 4.4** below).

Illustration 4.4

TYPOLOGY OF UNITS

Illustration 4.5

The information on the unit counter, whether numerical or iconic, is presented in a similar way for air, naval or land units, as follows:

Top
- Top left, the owning nation flag (sometimes below it an icon to show its type, e.g. artillery, fighter, tank)
- Top center, the unit's short name
- Top right, in a blue diamond, the **Morale Factor** (MF)

Center
- In the center the unit's picture
- **If the unit is a <u>combat unit</u>**, on the middle-left en side, there is a hit point gauge (1 white rectangle/point). Non combat units (*support*) or *leaders* don't have hit points bars.
- If the unit has some special characteristics, like Elite 🎖, a special icon is displayed on the right, below the morale diamond

Bottom
(from left to right)
- Bottom left, inside the white square, the **stacking value** (SV).
- Bottom mid-left center, over the ▶ icon, the **Attack Factor**, usually a value between 0 and 9
- Bottom mid-right center, over the ◀ icon, the **Defense Factor**, usually a value between 0 and 9
- Bottom right, the **Movement** potential in points, known as Movement Points (MP). Heavy units have a black background behind the figure, and motorized units show the figure on top of a circle.
- Some leaders or support units may be considered as boosters (an icon showing the boosted feature/icon such has

  with a + sign). Boosters give bonus to attack, defense, morale or a combination of those. If this is the case, the value is presented above a green background (e.g. 7th Army artillery is an attack booster).

Land Units

They can only move on land regions by themselves. They may be transported by sea by naval transport units (usually with a T symbol on their role) or even air transport units.

Naval Units

They can only move on coastal, sea and ocean regions by themselves. They may transport (if naval transport units, usually with a T symbol on their role) land units.

Support Units (SU)

They are essentially Artillery and some Logistical units.

Most of those SU only display a Movement Factor. Support usually have no combat or morale values, and not hit points, as those units never fight directly on the battlefield (see section combat below).

When SU are found alone in a region and attacked by an enemy, they are eliminated.

Leaders

Leaders are units which illustrate the commanders (or key political commanders) that are particularly active or influential. They can also represent the ability of the said leaders to organize the various assets of their commands (such as engineers, supplies, corps or division extra artillery, reconnaissance, etc…).

Information (graphical or numerical) on leaders is very similar to the combat units, and the following:

Top
- Top left, the owning nation flag, and below it stars (1 to 3) which is an indication of the **leader's rank**
- Top center, the leader's short name
- Top right, in a blue diamond, the **Morale Factor** (MF). If the diamond turns green, the leader provides an extra Morale boost to all units under its command.

Center
- In the center the leader's picture, as much as possible the real photo or portrait of the officer from the time.
- If the leader has some special characteristics, a special icon is displayed on the right, below the morale diamond

Bottom
(from left to right)
- Bottom left, inside the white square, the **stacking value** (SV). It is **usually 0** (unless the leader also represents other forces or supporting elements)
- Bottom mid-left center, over the ▶ icon, the **Attack Bonus**, usually a value between 0 and 3, which is benefitting troops under is command when attacking
- Bottom mid-right center, over the ▌ icon, the **Defense Bonus**, usually a value between 0 and 3, , which is benefitting troops under is command when attacking
- Bottom right, the **Movement** potential in points, known as Movement Points (MP).

Extra
- **Hierarchy**: shown only in the leaders detail panel, it's a letter that allows distinguishing the hierarchical order of leaders of same rank (i.e. same number of stars)

Maximum Command and Command Penalties

In the game, leaders can efficiently command only a certain number of units. This is **calculated in terms of units' stacking points**.

The * leaders may command without penalty up to 10 STACKING POINTS
The ** leaders may command without penalty up to 20 STACKING POINTS
The *** leaders may command without penalty up to 40 STACKING POINTS

If a leader commands more units than his allowed maximum, he receives a penalty of -1 to its MF (Moral) and -1 to its CF (Combat),
both cumulative for each extra 5 STACKING POINTS in excess of its command maximum.

This is called Command or Grade Penalty, as per **Illustration 4.8** on the right

Illustration 4.8

V – Game Duration and Victory

A / Duration

Each scenario has its own duration, usually between 2 (for the shortest) and 15 (for the longest) turns. The time scale of the scenarios is Halls of Montezuma is the fortnight (two weeks). See **Illustration 4.1**, info `5` above for the location of the information (it shows usually the first day of the concerned week).

B / Victory Conditions and Victory Points

Each scenario gives the detailed victory conditions for each side, usually inside the scenario information document which you can read from the main menu. A VP star indicates the current amount of victory points for each side.
See **Illustration 4.1 and 4.1a**, info `3` above for the location of the information.

In this version of the game, when the side that has the most victory points at the end of the scenario wins the game.

Victory Points

As a general rule, VP are acquired exclusively through the play of cards and the conquest of some specific objectives on the map, and the successful siege or defense of fortifications.

On map, gains for a side are often lost by the other side, but not systematically (*as one side could value an objective importantly whereas the other considers it as not significant*).

Note: VP never become negative, i.e. their lowest value is at worst zero.

Objective on map that are VP sources are showing the VP Star indicator

Other Conditions - Sudden Death

In most scenarios, there are victory conditions called 'Sudden Death' (SD). They can be of many different kinds, such as killing the enemy main leader, taking its capital city or taking all structures in a given region, or also eliminating all enemies from the map. The side that achieves the SD conditions wins the game immediately, even if it has less VP than its opponent or not reached the scenario end.

VI – Number of Players and Multiplayer

A / Number of players

Most SGS scenarios have been created for 2 players. You can select the side played in the second page of the scenario menu. See **Illustration 6.1**

Illustration 6.1

B / Multiplayer

For the moment, this version of SGS handles only the multi players Hot Seat version (i.e. the 2 players will alternate on the same PC).

C / PBEM

The game can be played by email (PBEM for short). In the scenario menu, you can select a PBEM opponent by clicking on the envelope icon under the flag of the second side (as in **Illustration 6.1** above)

Note that PBEM games are always started by the first player in the scenario. If you want to PBEM the other side, just let your partner start the game.

A separate instructions document is provided in the game and can be viewed in PDF format from the Options in the main menu. This document's content is also displayed in the Appendices of the current manual.
When playing PBEM, the non-active player's Battle cards (those played during battles by the defender) are chosen and played by the AI. We have not yet implemented an option that will allow a player to pre-assign battle cards in PBEM games. .

VII – Game Phases

A game of Halls of Montezuma is a turn-based game where each side play after the other, in a set of sequences called phases. The whole of possible phases (as listed below) may not be fully present in a given scenario. Some can be absent or they can be present only on certain turns (e.g. frequently the income phase, if present, will be played only every even turns). Possible phases are the following:

- Turn Summary (after Turn 1)
- Cards and Events
- Reinforcements
- Supply
- Naval Movement
- Naval Battles
- Land Movement
- Land Battles and Assaults
- Sieges
- Replacements
- End of Turn
- End of Game

A / Turn Summary

At the start of each game turn (except obviously on Turn 1), a summary of the previous opponent's turn is presented.

Illustration 7.0

This **Summary** window has various tabs that allow you to see most action of the previous turn the start of each game turn (as well as at the start of each of the turn's phases), a warning message or animation is presented.

Those tabs show the **Victories** (those you won against the opponent during the latter's turn), the **Defeats** (where your opponent defeated you during his turns), the **Sieges** that occurred (both won and lost), the number of **Casualties** suffered by both sides, and the **Cards** that were played by your opponent and by the AI on your behalf (battle cards when you were defending).

See Illustrations 7.0a to **7.0d** in the following pages.

Note that for EACH battle, Victory or Defeat, you can access a detailed battle report by clicking on the information icon on the left-hand side of the battle. See **Illustration 7.0e** below.

The **Victories** (those you won against the opponent during the latter's turn)

Illustration 7.0a

The **Defeats** (where your opponent defeated you during his turns)

Illustration 7.0b

The **Sieges** that occurred (both won and lost)

Illustration 7.0c

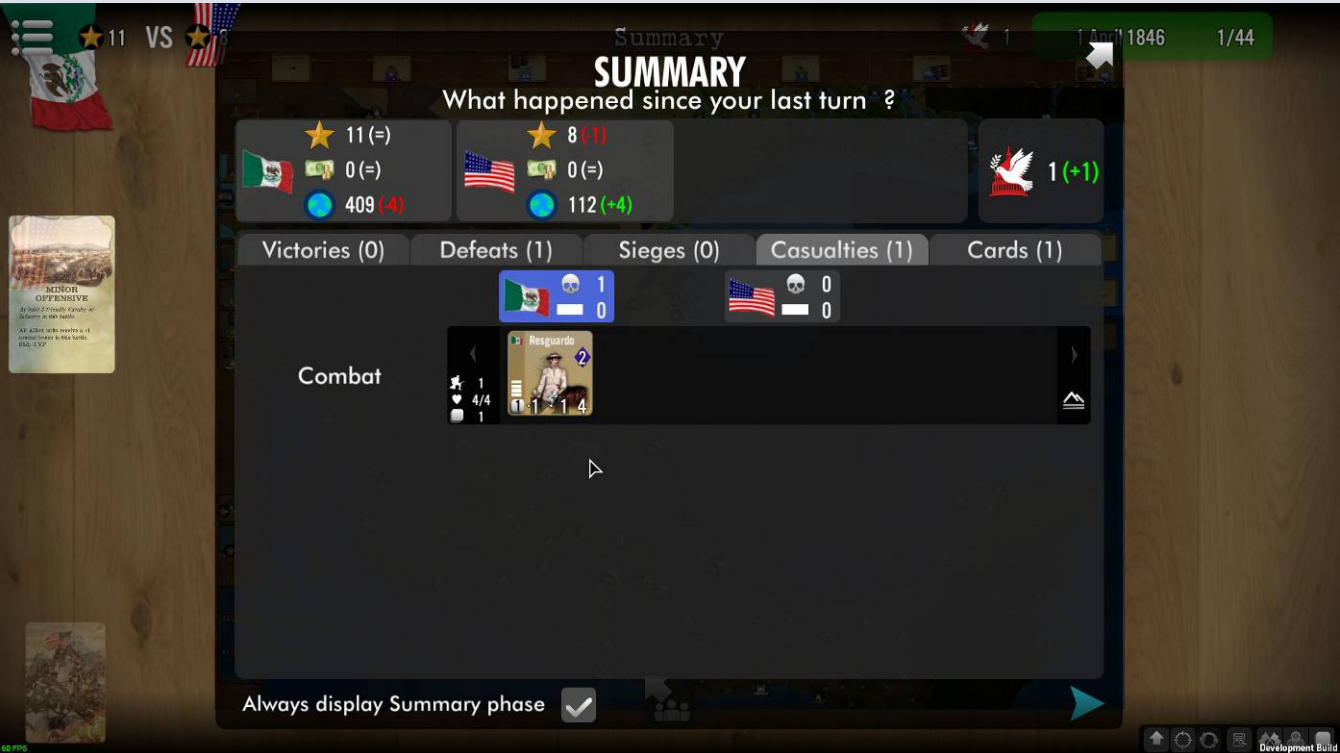The number of **Casualties** suffered by both sides

Illustration 7.0d

The **Cards** that were played by your opponent and by the AI on your behalf (battle cards when you were defending).
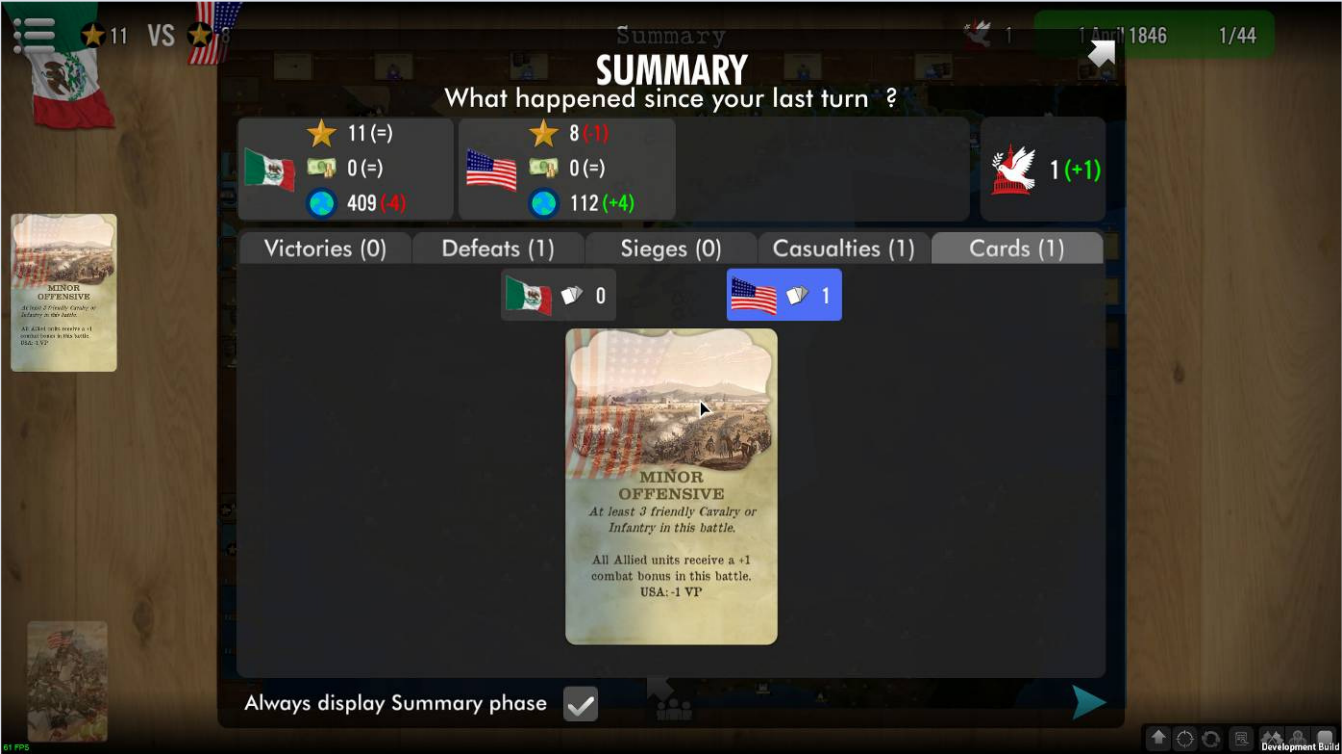

Illustration 7.0e

A detailed report of each battle is accessible from the Victories or Defeats list. When you close the detailed report, you return to the battles' list.

Illustration 7.0f

During the opponent's turn, the player's side may have lost some regions due to enemy action. This is usually indicated in the summary header (regions lost) and also directly on the map by displaying on top of lost regions a set of dark purple stripes. See **Illustration 7.0h** below.

Illustration 7.0h

If you want to observe more closely the lost regions, just temporarily hide the summary window by using the arrow in its top right corner. The window will disappear from view and you will be able to see the whole map.

To proceed with the next phase, just re-display the summary window, which you can do by pressing the down-pointing arrow located in the top-right corner of the interface (the one circled in red in **Illustration 7.0h** above).

A / Events Phase

The game turn usually starts with this phase (although there could well be a scenario without events - non existing now but feasible – especially for those wanting to mod with the game editor). As a rule there is NOTHING to do except reading the events' descriptions. But this is important reading, as it gives you indications on key aspects of the game and upcoming facts, such as movement restrictions, reinforcements, morale bonus or penalty, weather changes, etc…

Illustration 7.1

You can read the list of current or past events when hovering the mouse on the top-right, over the turn number, as shown in **Illustration 7.1a** below. If you let the mouse in this place for a few seconds more, the Event descriptive text will be added in a tooltip box (so you can refresh your memory in case you forget the event's context and effect), as you can see from **Illustration 7.1b.**
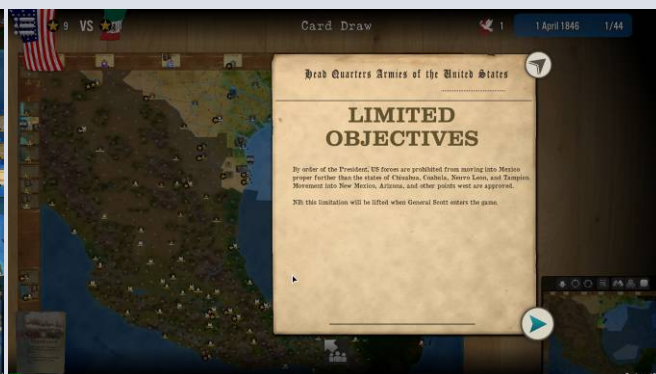

Illustration 7.1a

Illustration 7.1b

NB: you can read the events from both side, unless they are 'secret' (i.e. some events have information and content that is only readable by the side benefitting from them).

Events can have repercussions and lasting effects over more than one turn.
If this happens, an event icon (like shown here on the right) will be displayed to indicate it.

B / Cards Phase

The game turn continues, after the events, by the Card phase (although there could well be a scenario without cards - non existing now but feasible with the game editor). As a rule each side will draw **two new cards** during this phase in the game. See **Illustration 7.2** below.
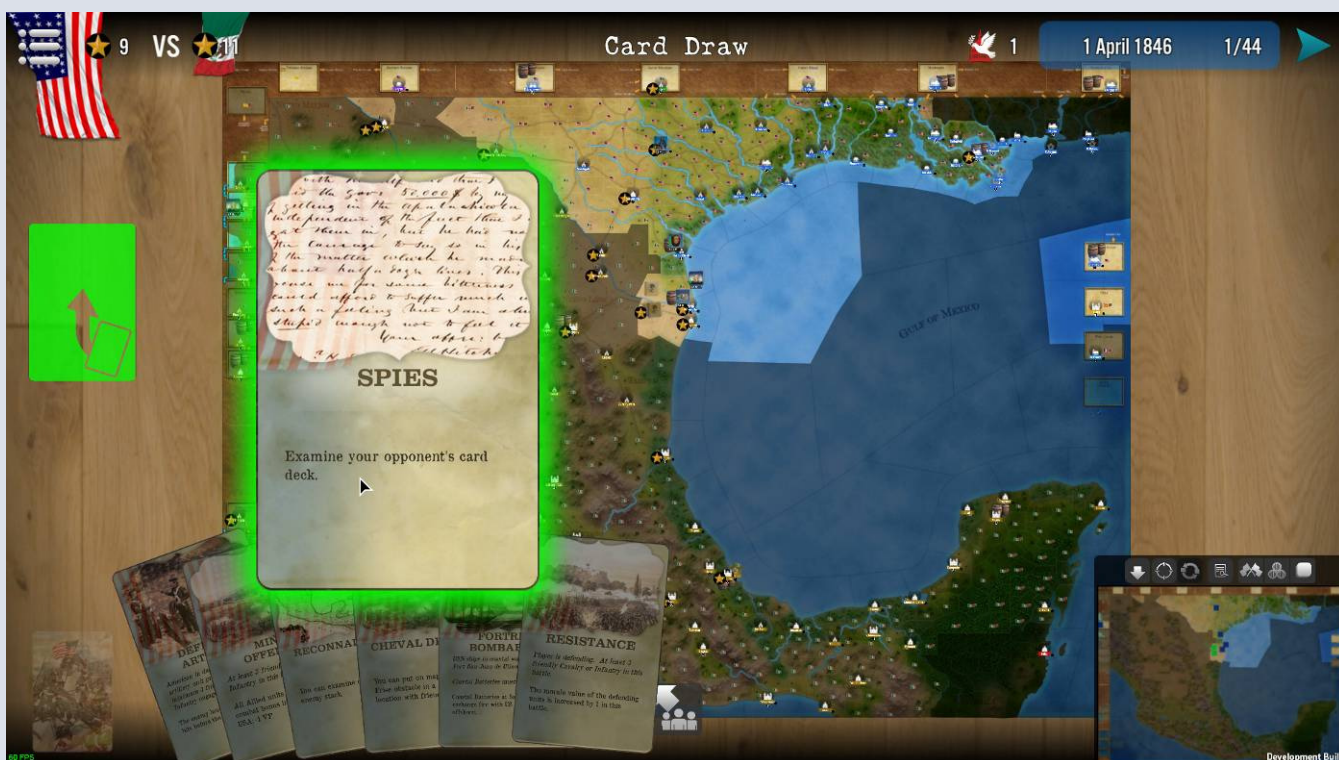

Illustration 7.2

Gameplay of Cards is described in underline section X below.

NB: the first draw of cards on the first turn may be slightly slower (because the game is making the initial sorting).

Important Note: some Cards, when played provoke the draw of extra cards, so you can receive more than two cards in a single turn.

C / Reinforcements

This is the phase that follows Cards draw. It only occurs during turns where the scenario has a planned reinforcements, or if a card in your hand was played previously (this turn or even the previous ones) and was giving reinforcements.

See **Illustration 7.3** below

Illustration 7.3

NB: the Reinforcement window may be changed during late release of the game (the current illustration is from version 1.0)

When you ignore where reinforcement is arriving, you will be able to click on the region name indicated. The game map will then zoom and center on to the said region.

Some reinforcements arrive in regions which are within a given area and it's then up to the player to select where to place them, from a list of yellow-colored regions (click on the one where you want to place the reinforcement).

See **Illustration 7.3a** below

Gameplay of Reinforcements is described in <u>section XII</u> below.

D / Supply

This phase takes place after the Reinforcements phase (if any). Cards that impact supply must be played at the start of that phase.

Illustration 7.4

As shown in **Illustration 7.4**, regions where the player's side is supplied are indicated via green stripes (*falling towards the right*). Supply sources have specific icon and the green stripes are brighter.
Those regions where the player is not in supply for now are in red stripes. Enemy regions are showing grey stripes.

Gameplay of Supply is described in <u>section XIV</u> below

E / Naval Movement

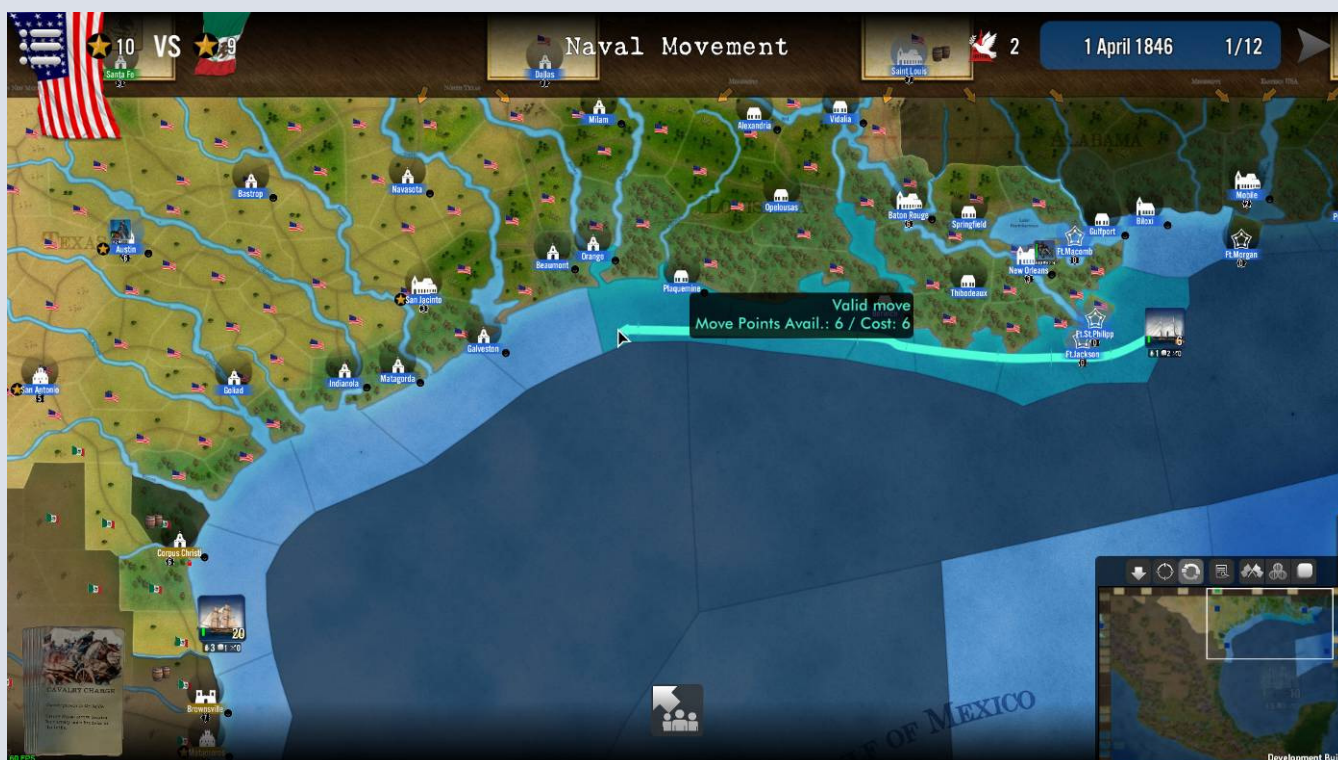The player(s) with ships may move his naval units, as stack or individually, (see **Illustration 7.5** below)

Illustration 7.5

Gameplay of Naval Movement and Combat is described in <u>section XVI</u> below

F / Land Movement

This phase can only exist in scenario where land units a present for at least one of the sides. Players may move their units one at a time or as stacks (see **Illustration 7.7**) and engage enemy in battle.

Illustration 7.7

In some cases, the enemy may be overrun during moving when entering a region where the enemy is much weaker than the moving stacks (usually a power ratio of 10:1 in terms of hit points, the mouse cursor will change to show the possibility). A stack that moved cannot be moved again, and a move already effected cannot be cancelled (in this version). Cards impacting land movement must be played at the start of this phase exclusively.

Gameplay of Land Movement and Combat is described in <u>section XV</u> below

G / Battles and Assaults

Battles take place only after the movement phase is over. If the battle takes place in a region with enemy units present outside any structure, it will be a land battle. If the battle takes place in a region with a fortified structure where no enemy units are located outside of the said structure, there can be a battle called Assault, where the attacker has the option to assault the structure and its defenders (this is an exception to the fact that all battles are mandatory: in the case of an assault, if rejected by the attacker, nothing will happen and the structure can be besieged, if possible, in the ensuing siege phase)

Players can select battles or assaults to be solved in the order they want, by selecting them from the battle list window (see **Illustration 7.8**), then each is solved immediately before going to the next (see **Illustration 7.9**),

Cards playable during battles must be played upon the opening of the battle window, before the fighting actually starts. The attacker must play his cards first, followed by the defender. Some cards may even cancel the whole battle (such as a retreat card), in which case the game moves on the next unresolved battle (or next phase if this was the last or only battle).

Illustration 7.8

Illustration 7.9

Battles are always resolved along the same process, described in details in <u>section XVII</u> below.

At the end of a battle, a check is made to see if there is a victor, if one side has routed (test effected when losses are higher than the side's morale), if there is a pursuit (only after a rout or via card play), a breakthrough (see below) and if leaders are injured or killed.

When an assault results in a failure (i.e. the attacker loses the battle), the attacker remains in the assaulted structure location and, if it has sufficient life points with its units there, a siege of the fortified structure will take place in the ensuing siege phase..

Battles are one of the main sources of VP, and after all battles have been resolved a summary window will display the results (see **Illustration 7.10**) showing gain and losses of all sides involved.

Illustration 7.10

Some battles will create Pursuits (a phase which basically allows the victor to shoot one more time without retaliation to the defeated side).

Check the end of the manual for an explanation of a land battle in section XXV below.

H / Sieges

This phase can only take place when friendly land combat units with sufficient life points are in the same region as a fortified enemy structure (non-fortified structures are automatically captured). As for battles, a list of ongoing sieges is displayed and the player has to choose which one and in which order they will be solved.

Cards playable during sieges must be played upon the opening of the siege window, before the resolution actually starts. The besieger must play his cards first, followed by the besieged. Some cards may even cancel the whole siege, in which case the game moves on the next unresolved siege (or next phase if this was the last or only battle).

See the detailed explanations on Sieges in section XVIII below

I / Replacements Delivery

Each side usually receives 1 replacement (minimum) every turn, except if cancelled or changed by Events and Cards. Sometime more than one is received and the replacements have to be assigned on the unit(s) able to receive them, i.e. units damaged which have their hit points gauge not filled up to maximum. see **Illustration 7.13**

Illustration 7.13

See the detailed explanations on Replacements in <u>section XIII</u> below

J / End of Turn

This phase is there to tell the player that his turn is now complete. Some cards may be played at the start of this phase.

Some specific victory conditions (such as sudden death or tension index limit) may cause at this stage the victory of a player, even if he is not currently leading in terms of VP. See <u>sections V</u> and XIX below.

K / End of Game

That phase only occurs at the end of the last turn of the scenario, showing it is now ended. A window displaying the final VP tally appears with a display of the victorious side (or, rarely, no victor if both sides have strictly the same VP score).
At this stage, the game will end. In another version of the engine, there will be options to continue playing beyond the set time/turn limit.
NB: Note that, for now, the players may alter scenario duration through the editor.

L / Note on Chronology of Phases and Actions

Phases are always solved in the above chronological order. However, within the phases themselves, the actions are left to the player choice in terms of order. See above <u>section IV</u>, **Next Phase** 8

To go to the next phase, players must click on the top-right arrow button. When the button is not present or grayed-out, it means players must still solve some actions in the current phase before being allowed to move to the next. For instance, in the card phase, you can't continue if you have no discarded cards in excess (and the Next arrow button won't be displayed before the action is satisfied).

Warning: when playing too fast, you may go to next phase by error. In that version of the game, there is no way back. The only option is to load the autosave of the game (or the player's own save) and restart from that point onwards. It is advised for new players to leave the autosave function on (which is the default setting).

VIII – Nations and Sides

Those terms are frequently used all over the manual, inside the game and also inside the various parts of the game editor. Explanations below are useful to understand the structure of SGS scenarios and game.

A / Nations: generalities

A nation is the base component of a side (see D). Each nation is unique, has two set of colors (one dark and one light), and has its own colored background counters, victory icons and treasury icons. A nation can be the main nation of a side (there should always be only one, but one minimum) or it can be secondary (see also B). Each nation has a flag assigned to it, which is usually placed on the map board when the nation owns a region for the game start. See **Illustration 8.1**.

Illustration 8.1. *Flags (on the map board, USA and Mexico) and VP*

Some cards may affect only one nation in particular, or a set of nations

NB: the concept of nation in the game is more that of a game entity rather than the more common sense of 'national' entity

A nation usually has its own pool of units, may own sub-nations, has one main 'capital' region in each of the game's domains (air, sea, land, which is where units returns in last resort), a preferred play domain and sometimes specific AI parameters. There must always be at least 1 nation per side (but no limit up).

B / Nations: sub-nations

A sub-nation is always attached to another nation, at least nominally. The main purpose is to give a visual difference (colors, counters, flags) and thus to help better identify the various components of the same side.

Illustration 8.2a. *Pro-USA sub-nations (USA Army, Navy & Volunteers, Great-Britain, France, Guatemala), Mexican sub-nations (Mexico Army, Militia, Levies, Navy, Spain, Natives)*
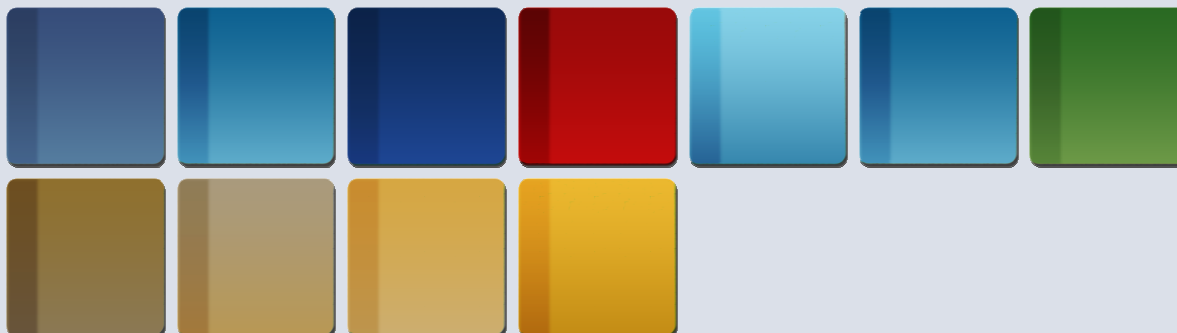

Illustration 8.2b. *Counters colors for US sub-nations (top; US Army, US Volunteers, US Navy, Great-Britain, France, Guatemala), Indians, and Mexican sub-nations (bottom; Mexican Army, Mexican Militia and Navy, Mexican Levies, Spain)*

A sub-nation has usually its own pool of units, may have a capital region, a preferred gameplay domain (between land, sea or air) or special AI (Artificial Intelligence) parameters. Some silhouettes are added next to the subnations flags to indicate the number of units they currently have (see drop-down list when hovering on side flag).

There can be as many sub-nations as desired in a side, as long as the side has at least one nation.

C / Entrenchments

In each scenario, the designer may assign (or not) to nations or sub-nations some specific parameters that will influence game play. Those designed for now are the following:

Entrenchments

Land stacks that do not move at all in the turn may entrench. To do so, the player just click on the entrench button in the unit panel and the unit will entrench. See **Illustration 8.3**

Illustration 8.3.

When a stack is entrenched, a visual indicator is placed on top of it, showing a sandbag icon (see right here). See **Illustration 8.3a**

Illustration 8.3a.

An entrenchment inflicts to all attackers of the entrenched units a -1 penalty to the combat value of the attacking combat units.

When an entrenched stack leaves the region where it was entrenched, either voluntarily (via movement) or involuntarily (forced to retreat following a defeat) n it loses its entrenchment. The indicator is removed. The opponent, when capturing a region where the defender was formerly entrenched does NOT get the benefit of the entrenchment (it is removed).

D / Sides: generalities

The side is the entity the player controls. It may regroup one (mandatory minimum) or more nations or sub-nations. As for the individual nations, a side has a color (only one, to identify what it owns) and a flag which is mainly used on the mapboard when a region is controlled by many nations of the same side or, as default, in most other cases.

The side owns the playing cards (not the nations) and is the one to play them. Similarly, the victory points (VP) and the treasury (income) are assigned to the side, not to the component nations. At the end of a game, the victory or defeat also goes to the side. See **Illustration 8.4**.

Illustration 8.4. *flags used for both sides*

The various sides (in the current version of the game) are automatically at war against every other side, as long as the said sides are designed as active (i.e. playable or non neutral). There are no possibilities of alliances or diplomacy, except via card play changes. When a side is declared as neutral, it is at war with nobody.

E / Sides and Victory Points

As indicated above, VP are assigned to the side, whatever the number of nations the side is made of or the nations which 'gained' the VP by their action. Similarly, cards belonging to the side, their play, when it generates VP, bring the said VP to the side.

For a given game, there is a VP threshold which is termed as the Victory Level. It is used for all sides in the scenario, without difference (in most classical scenarios, the threshold is 20 VP).

IX – Units and Stacks

A / Units Information and Data

The main tool at the disposal of a player in SGS is the **Combat Units (CU)**. Such a unit, be it used on land, air or sea, is the one that directly fights in battle. CU always have the same type of parameters, as indicated below (see **Illustration 9.1**):

See examples below to find the disposition of information on various kinds of CUs.

Illustration 9.1.

The information on the unit counter, whether numerical or iconic, is presented in a similar way for air, naval or land units:

Top
- Top left, the owning nation flag (sometimes below it an icon **1** to show its type, e.g. artillery, fort batteries)
- Top center, the unit's name **3** (usually shortened)
- Top right, in a blue diamond, the **Morale Factor** (MF) **2** if the value is in red color instead of white, it means it is reduced by a penalty. If green, it has received a bonus.
- Some units are costing VP when lost (or giving VP to the enemy when he kills them). This is shown by the **Name 4** being colored in **dark red** instead of white.

Center
- In the center the unit's picture or icon **8**
- **If the unit is a combat unit**, on the middle-left en side, there is a hit point gauge **9** (one white rectangle/point). Non combat units (*support*) or *leaders* don't have hit points bars.
When the unit is damaged, the white turns grey
- If the unit has some special characteristics, like Elite 🎖, a special icon **5** (*for instance mines here*) is displayed on the right, below the morale diamond

Bottom
- Bottom left, inside the white square, the **stacking value** (SV) **10**.
- Bottom mid-left, above the ▶ icon, the **Attack Factor 11** usually a value between 0 and 9. When the background is colored green, this unit is a booster (see last point below). When value is reduced by cards or event, the figure is colored in red. When it is boosted, this background is colored in **green 16** .
- Bottom mid-right, above the ◼ icon, the **Defense Factor 12**, usually a value between 0 and 9. When value is reduced by cards or event, the figure is colored in red. When it is boosted, it is colored in **green**.
- Bottom right, the **Movement 13** potential in points, known as Movement Points (MP). **Heavy units** have a **black** background behind the figure. Immobile units have a dash instead of a figure, and a triangle pointing up behind (to show the static state). When value is reduced by cards or event, the figure is colored in red. When it is boosted, it is colored in green.
- Some units have a large size and thus a multiple **Rate of Fire 14** which is shown by the number of dots to the left of the attack and/or defense values (usually Divisions have a ROF of 2, while most other units have only 1)
- Some units are garrisons: they only appear when a fortified structure is assaulted and can never leave those. They have no movement point value and there is a fortress icon displayed in the movement section to indicate it **15**.
- Some leaders or support units may be considered as boosters (an icon showing the boosted feature/icon such has

  ◼🛡 ◼🗡 ◼ 🛡 🗡 ⛭ with a + sign). Boosters give bonus to attack, defense, morale or a combination of those. If this is the case, the value is presented above a green background.
- Some leaders may also reduce (not increase) the stacking value of the stack they are in (e.g. Taylor has -2, in essence increasing stacking by 2 points for his other units in stack)

Illustration 9.1a.

All this information (and many other) is also found inside the unit detail pop-up tooltip – see **Illustration 9.1a** above – that automatically shows up if you hover the mouse pointer on top of the unit counter stamp in the unit panel.

B / Leader Units

The information on leaders is the same, with the addition of the stars showing the rank (between 1 and 3), plus the following data:

- **Hierarchy**: shown only in the leaders detail panel, it's a letter that allows distinguishing the hierarchical order of leaders of same rank (i.e. same number of stars)

Maximum Command and Command Penalties

In the game, leaders can efficiently command only a certain number of units. This is **calculated in terms of units' stacking points (see C below)**.

The * leaders may command without penalty up to 10 STACKING POINTS
The ** leaders may command without penalty up to 20 STACKING POINTS
The *** leaders may command without penalty up to 40 STACKING POINTS

If a leader commands more units than his allowed maximum, he receives a penalty of -1 to its MF (Moral) and-1 to its CF (Combat),
both cumulative for each extra 5 STACKING POINTS in excess of its command maximum.

This is called Command or Grade Penalty, as per **Illustration 4.8** on the right

Some leaders may also reduce (not increase) the stacking value of the stack they are in. See also **C**/ next.

Example: Scott shown here has -2, in essence increasing stacking by 2 points for his other units in stack)

Illustration 4.8

Leaders and Combats

Leaders are a great bonus, when they are good, for battles, on two grounds:
Their Attack and Defense factors will influence the combat performance of all the combat units in their stack
Their MF value influences also the stack morale (the higher it is the better as it is added to the battle morale, used to determine when the stack is demoralized and ceases to fight).

See Combat Section XVII below.

C / Stacking

In the game, stacking is not unlimited. Each terrain type (and sometimes even specific regions) has its **own Stacking Value** (SV). Every unit of every kind has also a Stacking Value, usually 0 for leaders, very small units, forts and mines, 1 for battalion to regiments, 2 for brigades and 4 for divisions (some divisions, lightly equipped, may cost 3).

When you toggle ON the Stacking Button **2** on the minimap top tab, the game displays for each region two numerical information **1**. The first figure is the current sum of units' stacking values (all added) present in the region. The second value, on the right, is the maximum SV the region can hold. When the figures turn red, you have reached the maximum allowed.

Illustration 9.4

E / Overruns

When during movement a land stack with combat units moves into an enemy region that contains enemy CU **without any** bunkers, forts or <u>any kind of defensive immobile unit</u>, there can be an overrun situation. A calculation is made between the moving stack total hit points and the defending stack total hit points. If the ratio is **10:1** (ten to one) or more, the defending CU are overrun and eliminated. The operation uses up 1 MP of all units inside the moving stack which may continue moving if it has sufficient MP left. Overrun is solved without battle.

See **Illustration 9.5** below.

Illustration 9.5.

If not enough PM are available to pay the overrun cost, or if the ratio is not met, or if at least one defending units is of immobile or bunker type (i.e. defenses, shown by triangle below the movement factor- see Units description) a land battle will occur instead.

F / Units and Stacks

When you put the mouse over one of your stacks (not the enemy's), a popup window will appear next to the stack, showing its actual content in terms of individual units (combat, support, leaders). This is a rather practical shortcut to the stack panel and allows you to view your stacks' contents without too many clicks. See **Illustration 9.6** below.

Illustration 9.6

You can use the reduction button (downward pointing arrow 1 on the left-hand side of the unit panel) to reduce it from view. Units that you see in the unit panel 3 can also be seen inside the stack content pop-up that appears automatically when your mouse is over a friendly (not enemy) stack 4 on the map. Note that orders button(s), located at the far right of the unit panel 2 can only be visible when the unit panel is not reduced.

G / Information Windows

As a rule, a right-click on a individual unit, structure or region will open the information window on same, as shown in previous paragraphs. This function is always active on friendly elements, and only on regions and structures (not units) for enemy elements. Those windows remain open until the player decides to close them by click on the X symbol located on the top right of the window.

H / Manipulation in the different phases

Most of the time, a left click on a game element will select it (stack of units, card, region). During movement, a right-click will launch the simplified movement procedure (see **Handling Units and Stacks on the Mapboard** just below)

Handling Units from or to Windows: Loading and unloading

This function is active for now in Halls of Montezuma mostly to load land units onto and unload land units from transport ships located inside port structure, as shown in **Illustration 9.6bis** below

- Land units are selected inside the Land units line 1 and you just drag and drop them on to the target transport ship.
- The target transport ship 2 is located inside the Naval unit line of the structure window.
- The target transport ship transport capacity 3, both used and maximum, is visible on the units detailed tooltip

Illustration 9.6bis.

When a unit cannot be loaded onto a ship, for whatever reason (ship is full, ship cannot transport units, or the unit itself cannot be transported, which is the case of most city garrisons), a forbidden symbol will appear on the target land units when it reaches the naval unit's line for attempted drop. See **Illustration 9.6ter** below.

Illustration 9.6ter.

Handling of Cards

See <u>Section X</u> next. Here also click-drag function is used. Left-click on the card, then drag it to the location of the screen where required (it is usually shown with a highlight).

Handling Units and Stacks on the Mapboard: splitting and moving

SPLITTING
The click-drag function can be used **within a region for units** as a useful way to split units from a stack (or you can also use the splitting button – see below). Just left-click on the selected unit and drag it to the location <u>within the same region</u> where you want it. See **Illustration 9.7** below

Illustration 9.7.

You can do so as many times as you want (provided the region is large enough to accommodate sufficient space to put stacks side by side). Each time you can either create a new stack, or you can drop the selected units onto another newly-created stack in same region (the mouse counter will change to show that, to two squares moving on top of each other).

Another way to split is simply to select which units you want to take out from the stack (click on them inside the unit display) and then use the split button located at the right of the units stack panel (see yellow arrow in **Illustration 9.8** below), push it, and then a new stack with the selected units is created inside the same region. This stack will be the one automatically selected by default (if you want to go back again into the initial stack, you need to re-select it). See **Illustration 9.8** below.

Illustration 9.8

MOVING

When **moving stacks** (or even a single unit which is de facto a stack by itself) **to another region** on the map, you can click and then drag or push the whole stack towards the destination, without releasing the click. Releasing the mouse is equivalent to ending the movement where the mouse pointer is located. See **Illustration 9.9** below

Illustration 9.9.

You can move over more than one regions, the map filter and the tooltip will adjust to it, as shown in **Illustration 9.9** above.

Another way to move units and stack, even simpler (and much better if you plan to move on very long distances), is to select the stack (see 1 below, the O'Connor stack), then right click on it (mouse pointer change to a horizontal arrow, see in yellow square in **Illustration 9.10** below). The map will show various colored filters indicated every region in range (light blue green color 2), regions you can reach but cannot enter because of overstacking (in purple color 3) and region you can reach but where your move will trigger a battle (orange color 4) because region is currently enemy. Then (left) click on destination region and the move is immediately implemented.

Illustration 9.10.

I / Fog of War

The player is not allowed to examine the content of enemy stacks. The only thing he can see is the stack on the map, with no other indication than the shape of the background counter and, in some case, the image of the most numerous unit in the enemy stack (by default a leader picture if one is present). If your nation benefits from Fog of War advantage, the enemy will only see a flag on your stacks (see **2** below), and nothing else.
See **Illustration 9.12** below.

Illustration 9.12

Also, every region which is not adjacent to your own stacks is fully covered by the fog of war, and usually displayed under a darker layout, as shown in **2** in **Illustration 9.2** above.

Last, some cards allow the player to examine the enemy stacks (via spying, reconnaissance, leaks, etc…). When such a card is played, the player will see the stacks he is allowed to examine with a yellow highlight. Clicking on the stack de-activates the highlight and shows the stack content in a separate window.

Note that the information thus received is only valid during the current player's phase and will be lost in another phase. It will be lost also if you play another card immediately after it, so be careful to take good note of the feedback as it will not be possible to re-access it later.

X – Events

Each game turn may have an Events Phase as the first phase of the turn. There may be turns without Events though.
Events require usually no action from the player except reading their description, then closing the Event page (which looks like a newspaper – see **Illustration 10.1** below) to move on.
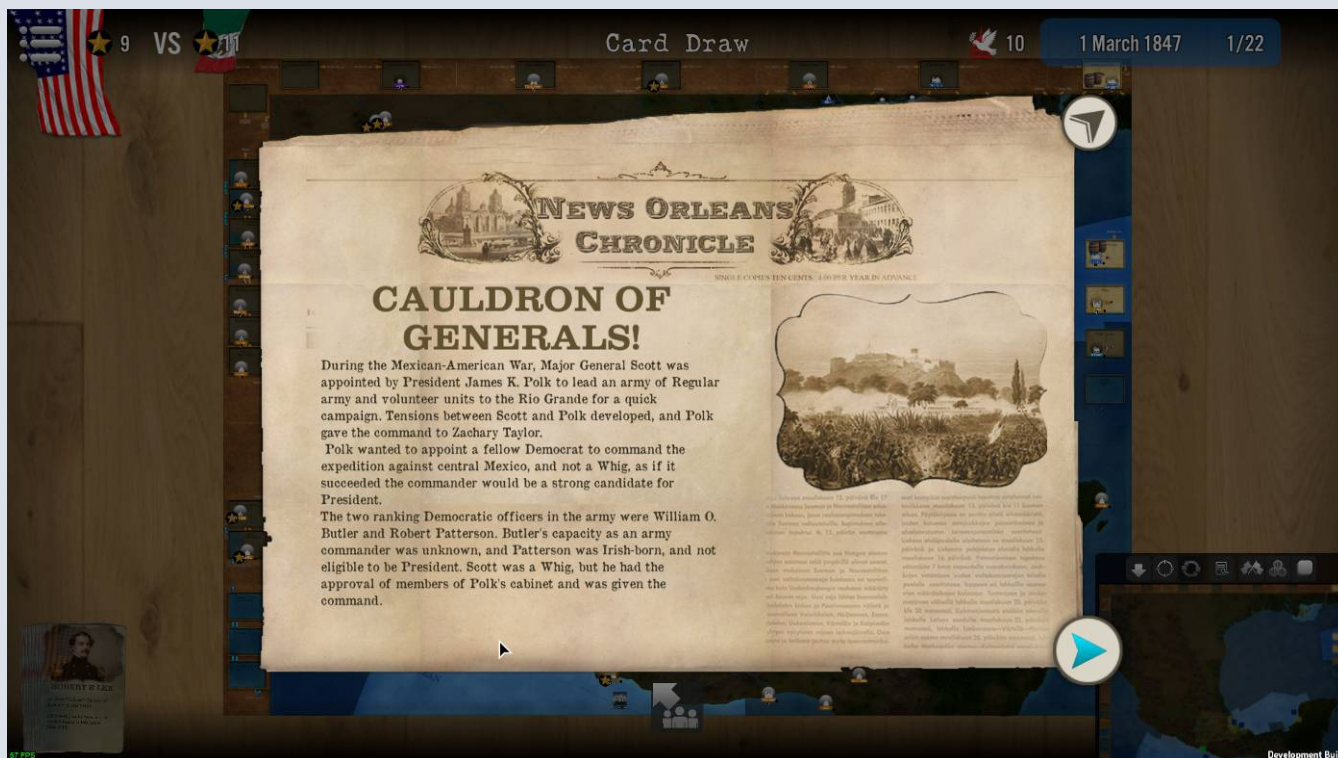

Illustration 10.1

Events have their effects, whether one-time or long-lasting and/or repetitive described in the event text. You can always see past events from the game by putting your mouse over the date section of the interface, in the top right. A dropdown list will appear with all visible events already occurred displayed, and the side(s) they affected. See **Illustration 10.2** below.

Illustration 10.2

At this stage, you can leave the mouse over the Events' titles a few second to see, in a tooltip, the complete description of the event (the same that was displayed in the newspaper window of the first occurrence). See **Illustration 10.3** below.

Illustration 10.3

XI – Playing Cards

Each game turn will have a Cards Phase, immediately after Events (if any are present). As a rule, the playing side will draw 2 card (sometimes more if some cards provide extra draws) at that point.

A / Typology

All cards are displaying a front (where the cards information is displayed) and a back (generic, to keep the details masked to the opponent). There are two kinds of cards: the **black** ones that can be drawn and playable any number of time in the same game and those, in **red**, that are usually playable only once and have effects that may be temporary, unique or permanent.

The above-mentioned colors are used in the card title texts, in addition to any other information that can also be present on the card itself. See **Illustration 11.1** below.

Illustration 11.1

- ❖ Back of the card, displaying the side flag and a discreet on-context decorative (one per side) background 1,
- ❖ Card title, in **red** if unique (and thus not replayable), 2
- ❖ Card title in **black** for those cards that can be played and re-drawn without limitation, 3
- ❖ A decorative image illustrates the theme of the card, 4
- ❖ When the card requires one (or more) specific conditions to be played, those are shortly reminded right below the decorative image, 5
- ❖ A summary of the cards effects is presented right below the conditions, 6
- ❖ Last, for red cards, a short texts reminds the player of the card's fate (removed after play, etc…) 7

Player Hand

Cards drawn and not yet played are sent to the «hand» of the player, which is physically located on the bottom left of the main screen, and can be opened by simple click on it (Illustration 11.1a) and appears in the middle of the screen (Illustration 11.1b).

Illustration 11.1a

Illustration 11.1b

In this game, a player is allowed to hold up to 10 unplayed cards in his hand. When this number is exceeded, the cards in excess are to be discarded.

Deck

The Deck is made of all cards not yet drawn by the player AND all those (non one-time only) already played. The latter, when returning to the deck, are placed at the "bottom" of same (i.e. will not be redrawn till other not-yet drawn cards are drawn).
So except for red ones, most cards return to the deck, allowing some of them to be drawn – and played – more than once in the same scenario (although this is rather rare, but could happen).

B / Drawing Cards

Cards are drawn at the start of each player's turn, immediately after the Events phase, if there is one.. Cards are drawn from the deck. During this phase, the whole screen gets slightly darker. This is normal and used to help players focus on the newly drawn cards. See **Illustration 11.2** below.

Illustration 11.2

Illustration 11.3

If a card can be played immediately during the Card Draw phase, it will be shown with **a light green blinking highlight** around it. When a card is selected (by clicking on it), the card goes into the middle of the screen, and the place you have to move it to play it appears with a green halo too, on the left side of the screen.

To play the card, just click and drag it on to the green zone. Card will be considered as played, even if its effect may apply only in a later game phase (at that point, the card will be shown again and slightly animated, as a reminder).

If one card (or more) must be played (this phase or any other), it will be shown with **a purple blinking highlight** around it (*see also Illustration 11.4 hereafter*). The card button on the top right side will also show a purple halo, as well as the location where the card must be dragged. In that case, you can't move out of the phase till you have played the said card(s).

Illustration 11.4

A non-played card goes back to the bottom left of the screen (the player "hand"), and can be read or checked again from there at any time, just by single click on it. Also note the top right of the screen, where the next Phase Button shows the reminder that a card can be played (if you click on it, you move forward and lose the ability to play card now). **Illustration 11.5** below.


Illustration 11.5

C / Card Play

When a card is playable in another phase <u>after the Draw Card phase</u>, as indicated above, a green blinking halo appears around it inside the player deck, **at the start of the concerned phase**. It is indeed impossible to play a card after action of the said phase at started, even if the phase is not yet ended. In other words, cards must be played at the beginning of a phase

(except battle cards). You will notice on the top interface a small cards icon next to the phase name as a reminder.

As a rule, a card that does not show a green halo around it is potentially available and valid, but cannot be played at the current moment. But that can change during a later phase in the same turn.

You are not forced to play a card when it is possible (or even play it at all), and you can always wait for another time. However make sure the card does not have a turn or special conditions limit. Also remember that the number of cards in hand is limited (see next) and when the limit is exceeded there is a risk to lose a card not yet played.

Note however that some rare cards must be played at required moments. If this is the case, the card will be in purple halo and the button for next phase will not unlock till the card is played. A warning message will be displayed in such a case (see **Illustration 11.6** here on the right).
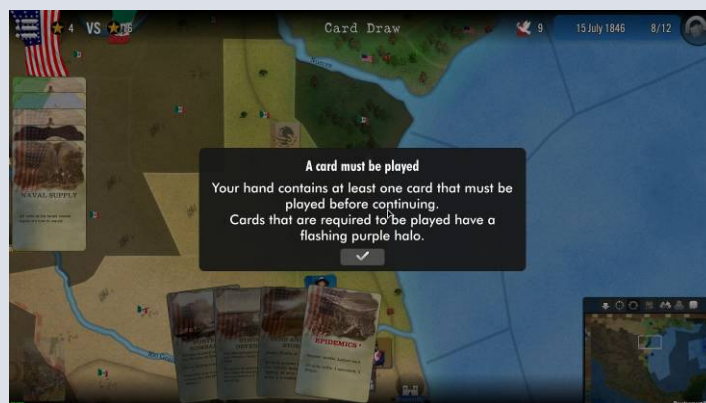
D / Discarding

The overall principle of card play in the game is that a player cannot have a hand made of **more than 10 cards** at the end of the Card Draw phase. So the player may play cards during Card Draw, if allowed, but will be forced to discard every card in excess of 10 after that. Discarding is mandatory and prevents moving to the next phase till solved.

When discarding is required, the game screen becomes much darker and a specific button appears with the number of cards to be discarded indicated (see **Illustration 11.7** below). The player hand pops up. When moving the mouse over the cards, they are shown in bigger size (to ensure better readability).
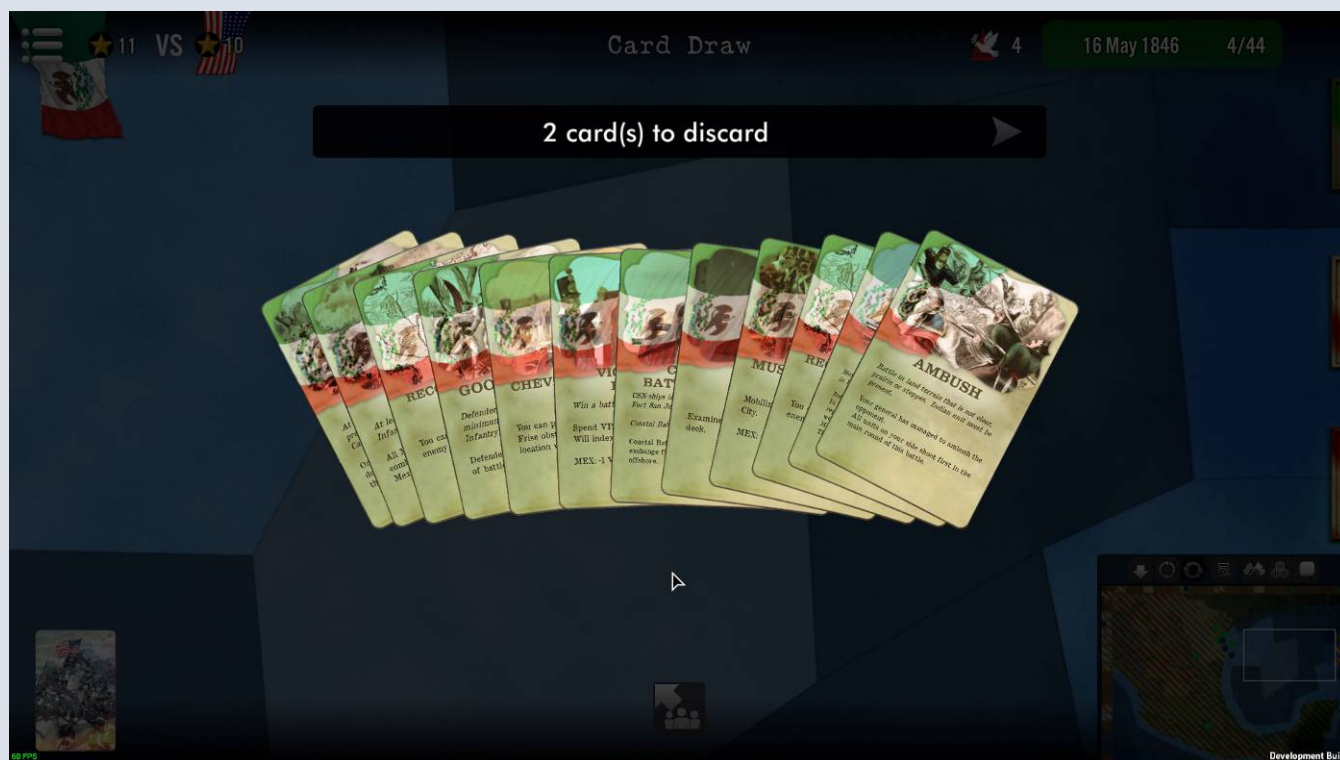

Illustration 11.7

To select a card to discard, just click on it. It will move to the bottom right of the screen (towards the discard zone - see **Illustration 11.8** below). You can always cancel your choice by re-clicking on a discarded card; it will send it back to the hand.

And so forth. When the player is happy with his choice(s), it can be validated by clicking on the arrow button on the message box (see **Illustration 11.8** below).
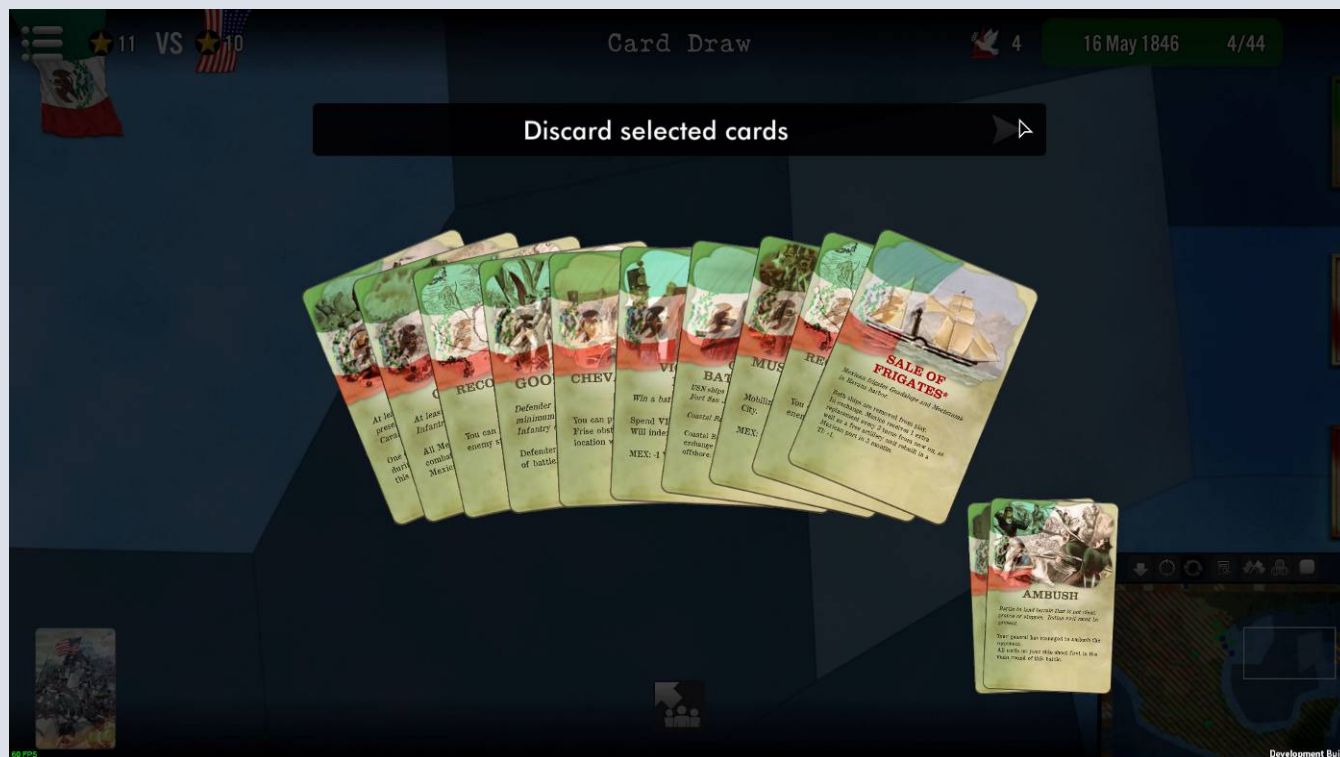

Illustration 11.8
Cards as selected will return to the deck (where they can be drawn again later) as if they had been played. Red cards will also return to the deck (they are not considered as 'played'). Game will then move on to next phase.

E / Red Cards (Unique)

As indicated in paragraph A above, red cards are unique. Both because they are relatively important for the player in terms of effects, but also because they can usually be played only once.

After the card play, the effects are implemented in the relevant phase. The cards are then removed and NOT placed back in the deck.

Note that play of some **red cards is mandatory**: usually the information is clearly indicated on the card and the system forces the player to play the card (purple halo and lock of next phase till play is made). Those cards are rare but designed so that they can give a tempo or a balance to a scenario. The most characteristic of those are cards related to weather conditions, seasons or natural disasters. Very often they impact both players.

F / Permanence of Effects

When cards effects are deemed permanents (for example the card inflicting a movement penalty to both sides in each subsequent movement phases for 2 turns), the card will remain visible (by both sides) on the left-hand side of the screen, in the area where played cards are stored. This allows for anytime check and read of the card, a useful reminder in some games. It also helps remembering what other cards or conditions (if any) could cancel them. When and if such a card is cancelled or ceased to be effective at a later point in the game, it is removed and disappears from view.

G / Players Hands

Active player hand is located at the bottom left of the screen. The opponent's hand is not visible, except in the case when a player's card allows inspecting the opponent's hand (not in the current version, but in future SGS games). Should this happen, the opponent's hand would be displayed in the top middle part of the screen.

H / Handling of cards in different phases

In most phases, clicking on card (playable or not) make it appear bigger and closer, in order to enhance readability. To play a card (which must show a green – sometime purple – blinking halo – see above), just click on it and drag it to where the game system requires, namely:

- ❖ Most frequently on the left-hand side of the screen which is also displayed in green or purple. See again **Illustration 11.2** above
- ❖ During battles and sieges, there are specific locations inside the different windows and screen to drag the playable cards. See **Illustration 11.9** below (and more in Combat section of the rules) Here again, click and drag the cards where the game tells you...

Illustration 11.9

XII –Reinforcements

This is the phase that follows card draw. It only happens when the game turn has reinforcements appearing, either as per scenario design schedule, or because of previous card play (in a previous game phase).

A / Reinforcements (scheduled or card-generated)

Reinforcements are units given to a player at different turns of a scenario. This can be either from the scenario design or because a card was played to provide them. In both case, a summary window will appear at the end of the phase (so you can play card before) which gives all the information about the said reinforcements. See **Illustration 12.1** below.

Illustration 12.1.

- ❖ Each reinforcement (can be made of one or more units) appears on its own line, with the units part of it (not detailed if this is the opponent's reinforcement summary),
- ❖ The place where they appear is indicated and clickable: when you click on it, the game will zoom on to the reinforcement arrival region.
- ❖ Last, at the right of the window, an icon will indicate if the reinforcement is the consequence of a card play (you'll see a card icon) or if it is coming as per the scenario schedule.

B / Placement of Reinforcements and Removals

Most of the time reinforcements will arrive at a pre-determined location. In such a case, no action from the player is required. The summary window will give all relevant details. However, some reinforcements, be they by card play, event or scenario schedule, can only enter the game after the entry location has been chosen by the player. See **Illustration 12.2.**

Illustration 12.2.

First step will consist in selecting the destination region of the reinforcement. Valid regions are displayed with a yellow overlay, as shown in **Illustration 12.2**.

The player clicks on the region where he wants the reinforcement, and this region now has an orange overlay, as in **Illustration 12.3** below. It still possible to unselect the region by clicking at any moment and any number of times to another yellow-colored region. You can also right click on the region name in the window to open the inspector (see yellow circle below).

Illustration 12.3.

To confirm the selection, click on the validate button. Once this is done, the choice cannot be undone.

C / Case of Leaders

Leaders can also be received as reinforcements, either alone or with other units. Procedure is identical as the one described above.

XIII – Replacements

A / Replacements Points

Replacement Points (see in **Illustration 13.1** below) are used to repair units that have been damaged previously, either in battle or via events or card play. Damaged units that have lost at least half of their hit points are showing a white stripe across their counter.

Illustration 13.1

When you receive a Replacement Point (RP) you just need to select which unit will receive it among the eligible ones (a unit is eligible if it has suffered at least 1 point of damage). When you are unhappy with the assignment, click again on the unit and the RP will be removed and returned to your stock. Unused RP will be lost (you will receive a warning about it).

Illustration 13.2

XIV – Supply

The supply phase follows the Card Draw phase. Supply plays an important role in SGS, as unsupplied units may suffer serious penalties, and can even be eliminated from the board.

A / Sources and Supply Lines

Each side has one (or more) supply sources, where supply lines originate from.

Sources

Those are regions on the map board that display an icon of supply elements (like old barrels):

Each source is either exclusive to a given side, or valid for both sides. The relevant information is present inside the region inspector window, where the emblem of the supplied side(s) is present next to the supply icon. When a supply source becomes inoperative, the supply icon displays the forbidden symbol (see the icon on the right-hand side in the list above). In supply mode filter (via minimap) and supply view (in supply phase), regions in supply are indicated by **bright green stripes** as you can see **Illustration 14.1** below.

Lines and Distance

The game engine considers that a supply line is a group of contiguous regions, un-occupied by the opposing side and where the terrain type allows supply. In the supply phase, all the regions located in valid supply lines (and within supply distance – see below) are shown with **light green stripes** overlay. Those regions which are not inside valid supply lines are shown with **grey stripes**. Last, regions that are not in supply either because terrain does not allow, or because they are enemy occupied, or because they are too far (see Distance hereafter) are showing **dark red stripes**. See **Illustration 14.1** below.

Illustration 14.1

DISTANCE: supply does not travel indefinitely. In this game, it can go only **3 regions away** from a source (origin not included) OR fro a relay. When a line exists between a stack and a source and within supply distance, the stack is deemed to be 'In

Supply'. If the stack is not in such a line (i.e. stack located inside a red-stripes region), the stack is unsupplied, as shown as an example in **Illustration 14.1bis** in the following page.

Illustration 14.1bis

B / Case of Ports, Structures and Relays

Each port in the game (usually a structure with a port displays an anchor) can be used to relay supply. Each structure (e.g. a city, even inland) is also a supply relay.

An unblockaded / un-closed port connected to another port (by sea regions) is part of a supply line if within supply distance of a supply source or another port (itself within the supply line). Same thing with a non-port structure (the supply path would travel through land).

C / Situations of Non-Supply

When a unit or stack is out of supply in the supply phase (i.e. not within distance from a valid supply source or relay, or not inside a valid supply line), a white/red icon showing the unsupplied situation is placed on top of the stack and units , as indicated in **Illustration 14.2** below.

Illustration 14.2

Note that the same icon is also displayed on <u>each</u> unsupplied unit inside the unit panel of the stack.

D / Role of Logistical Units (supports)

The main role of the support units of type «**L**» (logistics) is twofold:

- they serve as mobile supply relays (i.e. as if they were a structure)
- They can give temporary supply to the stack they are located with in the case it would become unsupplied.

In the latter situation, the game will remove one «L» support unit from the stack, which in turn will be considered as supplied for the remaining phases of the current turn (till next supply phase). None of the effects described in E hereafter will be implemented in such a case. When the logistical unit is removed, it is shown as 'killed' (see the Death Skull on top of the unit indicated with a yellow circle in **Illustration 14.3** below).

Illustration 14.3

E / Being Out of Supply

At the start of their side's supply phase, stacks of land units not inside a valid supply line (*either isolated as shown in* **Illustration 14.4** *below, or too far way – out of 3 regions distance – as per 14.1bis above from the a relay*) will become unsupplied.

Illustration 14.4

In such a case, those units will suffer the out of supply penalties (see F), which are progressive (but not cumulative, each effect applies according the number of turns the units have been unsupplied).

Note: naval units that become unsupplied in their port are stuck there and can sail out to sea.

F / Effects of the Absence of Supply and Adjustments

At the start of their side's supply phase, stacks of land units not inside a valid supply line are indicated as such in the Supply Window summary, as shown in below.

Illustration 14.5

When at the start of a supply phase units are unsupplied, the following effects will be implemented:

First non-supply situation

Movement -1 and Morale -1 for motorized units
Morale -1 for all other units

In addition, a survival test is made on each unit, using their **current unmodified morale multiplied by 3, plus any present leader Morale bonus and other modifiers**. This value is compared to a D10 die-roll.
- If the die roll <u>result is higher</u> the calculated value, the units will **suffer 1 hit** (*consider it as desertions, stragglers, starvation, damages, etc…*)
- If the die roll is <u>equal or lower</u>, then no effect.

For the calculation above, some modifiers apply:
- Bonus of +1 for units in a city area, even if not fortified.
- Bonus of the Terrain forage value compared to the unit's forage value (can be positive or negative modifier)
- Cards (if any affecting supply)

Reminder: a stack with support units of «L» type will gain one turn of respite via the 'consumption' of one such support unit.

Second successive non-supply situation

When at the start of a supply phase units are already unsupplied (from the previous turn), the process above is repeated but with increased effects, as follows:

Movement -1, attack -1 and Morale -1 for all units

In addition, another survival test is made on each unit, using their **current unmodified morale multiplied by 3, plus any present leader Morale bonus and other modifiers** as in step 1 above.

Third and next successive non-supply situation

When at the start of a supply phase units are unsupplied since 2 consecutive turns (or more), the process above is repeated but with again increased effects, as follows:

Movement -2, Attack -1, Defense -1 and Morale -1 for all units

In addition, their survival test made on each unit is now using their **current unmodified morale multiplied by 2 (and not 3), plus any present leader Morale bonus and other modifiers** as in step 1 above.

Last, but not least, all artillery type units are immediately eliminated.

Lack of Supply Penalties Effects Information

Check the unit's tooltip, and go for details
(as shown in **Illustration 14.6** here on the right)

Illustration 14.6

Case of Fortified Structures

A fortress or any structure with a fortification value provides supply to all units that are inside it (leaders, land and sea units), even if besieged. This will be limited by the fortress shelter capacity (as units cannot enter an already full fortification).

Supply and Replacements

Units which are isolated or not in supply are not eligible to receive replacements.

XV – Movement and Stacking

During the movement phase (be it air or land), the player moves his stacks (or even individual units if he wishes so). On any given region of the mapboard he can constitute one or more stack of units and then can move them in any order he wishes.

A / Movement Points, Creating and Moving Stacks

Each unit (including leaders) has a given number of Movement Points (MPs). The number of **current MP**s of each unit is indicated both on the unit counter in the unit panel and inside the unit details tooltip (see Illustration 15.1, showing also the details on how MP where spent). If the unit used some MPs, its MP value on the counter is shown in orange color (see below, inside the circle)

Illustration 15.1

A player can move his units either in complete stacks (the most frequent case), or unit by unit, even if the last case is equivalent to moving stacks made of 1 unit each. When a stack has completed its move (see below), its movement factor on the on map counter displays a **white 0** (see **Illustration 15.1b**).

Illustration 15.1b

NB: when a stack cannot move at all (due to event or card for instance), the numerical value of its MP is replaced by a little **red dash** indicator as shown inside the yellow circle below.

Manipulating and Creating Stacks

Within the Region
To move or select only part of the units in a stack, you must first select it (click on the stack, it is slightly enlarged and an animated circle displayed around it), then select the unit(s) you want to separate and **drag and drop the selection inside the same region in any empty space in that same region (see 15.2)** such as a space next to the initial stack for instance.

Illustration 15.2.

You can do so as many times as you want (provided the region is large enough to accommodate sufficient space to put stacks side by side). Each time you can either create a new stack, or you can drop the selected units onto another newly-created stack in same region (the mouse counter will change to show that, to two squares moving on top of each other).

Another way to split is simply to select which units you want to take out from the stack (click on them inside the unit display) and then use the split button located at the right of the units stack panel (see yellow arrow in **Illustration 15.3** below), push it, and then a new stack with the selected units is created inside the same region. This stack will be the one automatically selected by default (if you want to go back again into the initial stack, you need to re-select it).

Illustration 15.3

To the Friendly Structure in Same Region
When you drag and drop your selection on top of the structure in the same region, a colored overlay appears (light green for now) and selection will enter the structure upon release of the mouse (you can't do that on to an enemy besieged structure).

IMPORTANT HANDLING RESTRICTION: the engine makes it impossible to drag and drop a stack on top of an opposing stack (it will return an invalid move message).

Moving Stacks

To move a stack (land or air), you have 2 ways: either via click&drag option (explained below) or via right-click (see option 2 here below).

Moving Stacks – Option 1: click-drag option

Moving a stack (land or air), by click&drag is usually simpler and faster when you don't travel long distances. To do so, select your stack (the animated red blinking circle is shown around it by then) and then drag the stack, <u>without releasing the mouse button</u>, to the next adjacent region, and the next, and so forth till you reach the region where you want to go, and then release the mouse button to validate the move. Note that if you exceed your MP capacity, the movement arrow will change color and tooltipped information will tell you why you won't move further. See **Illustrations 15.5, 15.6** and **15.7** next.

Illustration 15.5

Colored overlays are displayed on each of the crossed regions during the movement drag, and information on MP expenses is given. As long as the overlay keeps the same light-blue-green color, movement is accepted and done in a friendly region (see Illustration **15.6** below).

When color changes to red, it is no longer possible (or impossible for other reasons, such as moving through an enemy stack) and the move won't be implemented at all (as per **Illustration 15.6**).

Illustration 15.6

When color changes to orange, this means that the moving unit will be in battle in the destination, as this one is currently enemy controlled (as per **Illustration 15.7**).

Illustration 15.7

In order to help visualizing the movement, an arrow will follow your dragging of the stack. The arrow will keep a light blue-green color when the move is valid, then will change to red when the move has become impossible, as shown in **15.6** above.

When a move is suitable, it is only implemented (if valid) when the player releases the mouse button. An animation will display the actual movement of the stack, usually physically following the path of the movement arrow that was drawn during the drag. CAREFUL: a valid movement, when implemented (mouse button released in a different region than the origin one) cannot be cancelled (*at least in version 1.00 of SGS*).

Moving Stacks – Option 2: right-click

This option is very convenient when you want to move over quite long distance on the map or you don't want to bother on physically moving the stack yourself. Just right click on the unit or stack (see **1** below, the NKVD unit in the red circle). Note that when doing the right click, the mouse cursor changes to an horizontal arrow.

The map will display various highlight colors on region that you can (or cannot) reach with the selected stack :

- light blue green color **2** regions you can reach
- purple color **3** regions than you can reach but cannot enter as it violates stacking limits
- and orange color **4** are regions that are currently enemy and where entry generates a battle.

Illustration 15.7b.

B / Costs of Regions and Connections

Movement always takes place from one region to the next, each region having its own cost in MP based on the region's terrain, modified by the type of transportation network in the region (none, road, railroads), and adding to the that the cost of the **Connections** between the regions (such as rivers, mountain ranges, straits). Some specific connections or movements may use up the entire stack's MP, even if the balance after the move is still positive (for instance, paradrops or amphibious landings use up all the movement capacity – not in Halls of Montezuma but in other SGS games).

Terrains

Names of terrains vary according to the scenarios played, but overall the terrain typology in SGS is rather homogeneous and most terrains work the same from a scenario to the next. Information pertaining to terrains can be seen in the top part of the region 1 inspector window when opened, right below the region name. There you can see the MP cost of terrain 2 (both on the decorative sprite and inside the texts of the window) and much more information such as the stacking limit in combat units, effects on supply, forage value, breakthrough and pursuits, all inside a tooltip. 3 See **Illustration 15.9 and 15.9b**
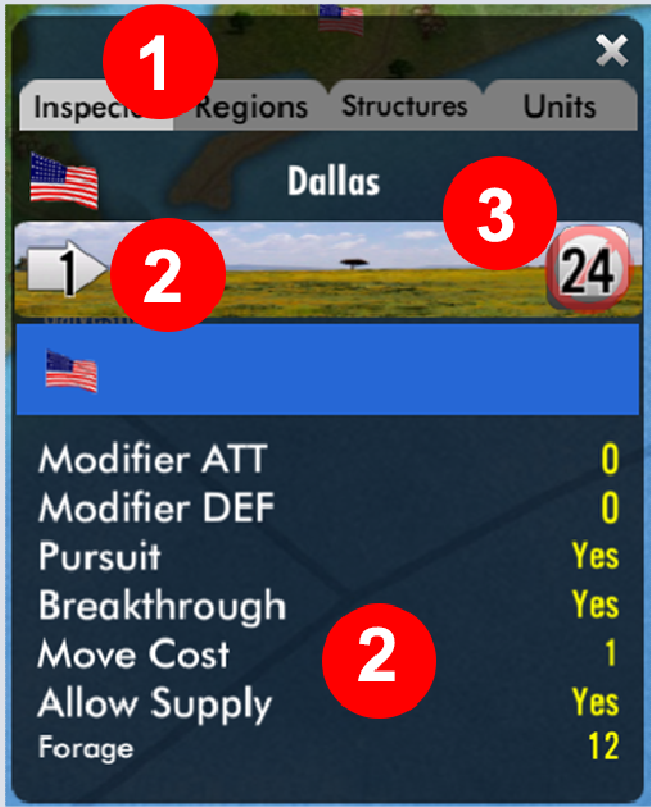
Illustration 15.9
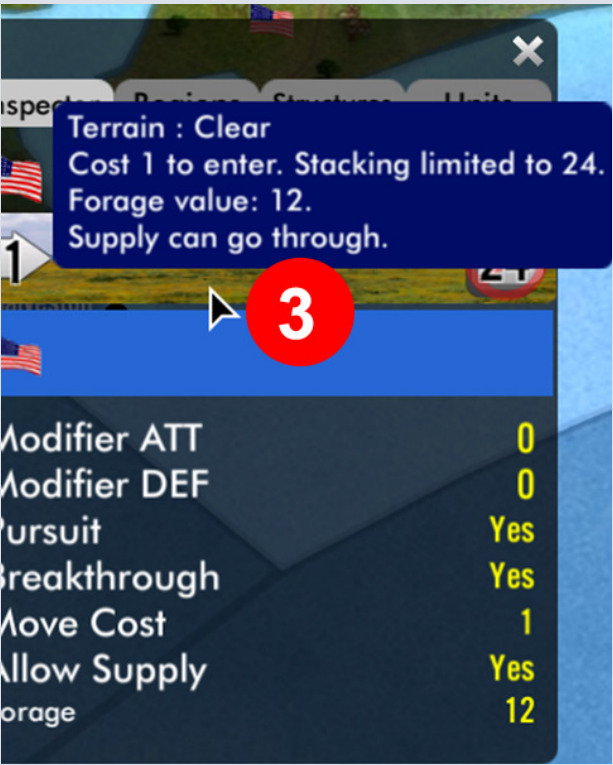
Illustration 15.9b

TERRAIN TYPES AND EFFECTS

Each terrain costs an expense in Movement Points (MP) to enter it.
Terrain types may provide bonus or penalties to combat units in battle.

Clear
Cost 1 to enter. Stacking limited to 24.
Forage value of 12 (used when unsupplied).

Prairie
Cost 1 to enter. Stacking limited to 24.
Forage value of 6.

Steppes
Cost 1 to enter. Stacking limited to 24.
Forage value of 6.

River
Sea and riverine movement only. Cost 1 to enter.

Desert and Desert with trail
Cost 1 to enter. Stacking limited to 16.
Supply can only go through. Forage value of 0 (2 with Trails).

Forest
Cost 1 to enter. Stacking limited to 24.
No cavalry superiority bonus, pursuit or breakthrough forbidden.
Forage value of 10.

Deep Forest
Cost 2 to enter. Stacking limited to 12.
Land attacker has a penalty of -1. No cavalry superiority bonus,
pursuit or breakthrough forbidden. Forage value of 2.

Hills
Cost 2 to enter. Stacking limited to 16.
Land attacker has a penalty of -1. No cavalry superiority bonus,
pursuit or breakthrough forbidden. Forage value of 12.

Island
Cost 2 to enter. Stacking limited to 8.
Land attacker has a penalty of -1. Pursuit or breakthrough forbidden.
Forage value of 6.

Jungle
Cost 4 to enter. Stacking limited to 8.
Land attacker has a penalty of -1. Defender has +1 combat bonus.
No cavalry superiority bonus, pursuit or breakthrough forbidden.
Forage value of 6.

Marsh
Cost 2 to enter. Stacking limited to 12.
Land attacker has a penalty of -1.
Defender has +1 combat and morale bonus.
No cavalry superiority bonus, pursuit or breakthrough forbidden.
Forage value of 6.

Mountain
Cost 2 to enter. Stacking limited to 12.
Land attacker has a penalty of -1. Defender has +1 combat and morale bonus. No cavalry superiority bonus, pursuit or breakthrough forbidden. Forage value of 6.

Coastal Waters
Sea movement only. Cost 1 to enter.

High Seas
Sea movement only. Cost 2 to enter.

Ocean
Sea movement only. Cost 4 to enter.
Stacking limited to 6.

CONNECTIONS TYPES

A connection is what joins two regions together (not necessarily adjacent ones). Most of the time they cost 0 MP but some may have a cost - as listed below - and may impact on combat resolution.

Sea: no cost, no combat effect, but may only be used by sea and air units (the latter flying over)

Land: no cost, no combat effect, but may only be used by land and air units (the latter flying over).

River / **River Bridge (small)**: +1 MP / +1 bonus to defenders on 1st battle round only.
        No PM cost if a bridge is present (0 if railroad bridge).

Major River / **Major River Bridge (large)** : +2 MP / +2 bonus to defenders on 1st battle round only. Only +1 PM cost if a bridge is present (0 if railroad bridge).

Strait: +2 MP / +2 bonus to defenders on 1st battle round only. A strait links two land regions separated by a sea region.

Beaches: uses up all movement / +2 bonus to defenders on the 1st battle round only, if the attacker is coming from the sea (not used in this game).

Mountain Crest: +1 MP / +1 bonus to defenders on 1st battle round only.

Mountain Pass: -1 MP / +1 bonus to defenders on 1st battle round only.

        Connections with Roads: ½ MP if the whole move is over friendly regions with road. No combat modifier for the road itself (applies the one due to the other connection type).

Connection cost is indicated inside the movement tooltip, as indicated inside **Illustration 15.10** below.

Illustration 15.10

C / Minimal Movement

Stacks which have not spent any PM may always move to an adjacent region (with a valid connection), whatever the entry cost (terrain + connection) would be and even if higher than their remaining PM. If they use that possibility, stacks can no longer move this turn after entry in the adjacent region.

This minimal move is not allowed if any unit in the moving stack has used already part of its MP allowance.

It is also forbidden to all immobile units, i.e. units which have the intrinsic inability to move.

D / Naval Movement

Naval movement is allowed between all connected 'naval' regions (i.e. rivers, coasts, seas and oceans). Moving a naval stack is similar to the general movement case presented above.

Handling of Ships

When the naval movement phase is active, the engine will make the naval units pop up from inside their ports, so that the player can easily spot his available units. Naval units can be moved in whole stacks or individually. See **Illustration 15.11** below.

Illustration 15.11

Ships and Supply

Unsupplied naval units are not allowed to sail.

E / Roads

The main purpose of roads (they will be physically drawn on the map) is to replace the various MP costs of the different terrain by a standard flat value of **0.5 MP per region** (rounded up when at the end of movement). In other words, a unit moving alongside a road will pay 1 MP every two regions only. See **Illustration 15.12** on the right

Illustration 15.12

Important: roads bring no MP advantages in regions that are enemy-controlled (including when empty upon entry by the moving stack).
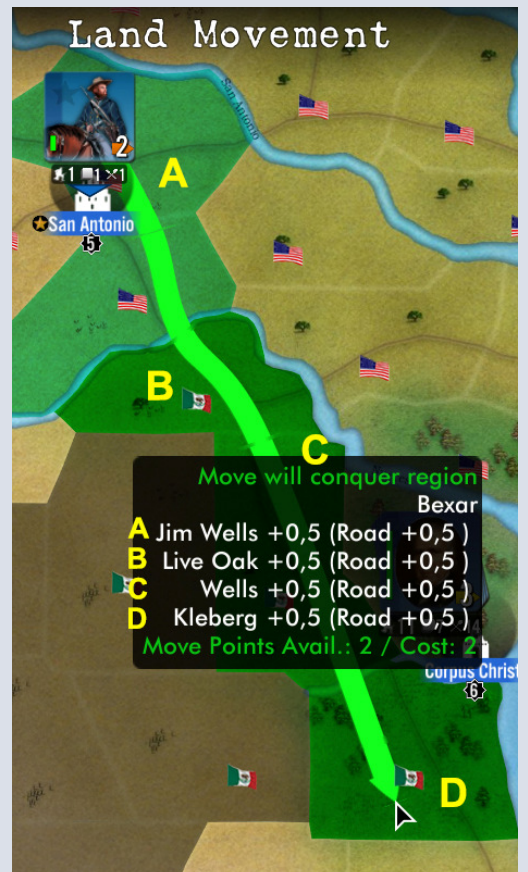
F / Enemy Presence and Overruns

Enemy presence in a region blocks movement. To enter such regions with land units, at least one combat unit must be present in the moving/attacking stack. Upon entry inside the enemy region, the moving stack halts and all its remaining MP are used up (unless in overrun, see next). See **Illustration 15.12**.

Nevertheless there is one case when <u>movement is not halted</u>, which is what is called **overrun**.

Illustration 15.13

An overrun is considered and checked when the sum of the Strength Points of all combat units in the moving stack is much higher than the sum of those in the defending stack, at the current rate of **ten to one** (10:1).

When this happens, the defending stack is eliminated entirely and the moving stack pays a **cost of 1 MP** at once. If it has sufficient MP to continue moving, then this is possible and it can move further. If not, movement ceases immediately.

Note that when doing an overrun, the shape of the mouse cursor will change, the region color will turn yellow and a specific animation will be shown.

G / Stacking during Movement on the Board

Each region can hold only a limited number of units, whether combat or support. Each unit has a cost in stacking points, and each region has a maximum number of stacking points it can accommodate. See **Illustration 15.14** below for more details.

Illustration 15.14

The **Stacking filter** button on the minimap panel (can be toggled on/off) helps to visualize the stacking values of each region. All said region will display two values : current stacking / maximum stacking. When the values turn red, it means the maximum stacking is reached or exceeded.

When moving over a region where stacking maximum is reached or exceeded, the region color and the movement arrow turn purple (see above). The explanations in the tooltip let you know why. You can move across a friendly region where it would create overstacking (if you stop there) if you continue your movement beyond the overstacked region and into one with a valid limit.

Illustration 15.14a

To help you make mental calculations, the total stacking cost of a stack in indicated right below it (second figure, in the middle, to the right of the square symbol). The same indication is also displayed for every individual unit inside the stack panel, which gives you a good indication on which units (and the corresponding stacking cost) you need to remove from your stack if you want to reach a region otherwise impossible to enter due to overstacking. See **Illustration 15.14** above.

H / Entrenchments and Fog of War

Those two possibilities are present in the Winter Scenarios and work as described below.
When the scenario rules allow, the stacks of the different sides (one of them or both) may entrench. There is a special button in the units stack panel to allow it (See **Illustration 15.15a** below) that can be clicked on during the movement phase (only),

allowing the trade the whole MP allocation against an entrenchment. In other words, the stack won't move and does nothing else in its movement phase than entrenching.

Illustration 15.15a

When a stack is entrenched, it receives some benefits, such as the fact that all enemy attacking entrenched units will suffer a **-1 penalty** to their combat factors. A **Sandbags** indicator is placed on the entrenched stack to tell both the defender and the attacker (visible by both sides). See **Illustration 15.15b** below

Illustration 15.15b

The entrenchment remains in place for as long as the entrenched stack does not move away from the region where it was entrenched. Moving away can be voluntary (the stacks moves in a future movement phase) or non-voluntary (the stack must retreat following defeat in battle).
When a friendly unit moves into a region with a friendly entrenched unit, it also becomes entrenched.

Fog of War

When a stack is under for of war, the opponent must stop when entering its region and the enemy stack content will not revealed, unless a successful search occurred. For it to occur, the attacker needs to discover and reveal the enemy under fog of war. This is done via an automatic 'Search' test that is handled via the roll of a D10, which succeeds if the modified result is 0 to 3. Modifiers than can apply are:

* +/- Combat value of the searching leader (if any)
* +/- value from cards played previously (e.g. the Reconnaissance Cards)
* -1 if the terrain has a 'Search Penalty' modifier (usually the case for most non-clear terrains)

If the Search test succeeds, the hidden units are revealed (the stack looks no longer display the generic fog of war aspect). If it fails, nothing happens and combat will be with (yet) unknown enemy units.

I / Structures and Sieges

Friendly structures will cost no MP to enter or leave. Enemy regions which hold enemy structures (without enemy units outside them) can either become besieged or can be occupied and captured, depending on the fact they are fortified or not.

- If the structure is not fortified, it is automatically captured during the movement, at the same time the region holding it is captured. Any unit inside the structure, if unable to fight, is immediately destroyed.

- If the structure is fortified, the region outside it is captured, but the structure remains in control of the original owner and will become besieged **IF the attacker has enough life points to besiege it**. Units inside a fortified structure are unaffected by the entry of the besieger in the region, as they will suffer adverse results only after the siege is resolved OR if the structure is assaulted during the battle phase.

In the case the attacker has combat unit without sufficient life points to siege; he will capture the region with a fortified structure, but not the structure and won't be able to make a siege of the same.

In addition, if a region with a fortified structure is captured but left empty of conqueror's combat units, the region will return to the control of the structure's owners by the end of the current turn.

XVI – Combats

Combats, i.e. (land) battles usually take place when all movement in the concerned domains (air and land) has been executed. Note that a battle which shall see on one side only land-attack able <u>air units</u> would still be dealt with in the land battle resolution.

A player can choose to resolve his battles in the order he wishes, by selecting them in the Battles List window, each battle being resolved one at a time, in the order selected by the player.

Cards impacting battles are playable either at the start of each individual battle round (attacker first, followed by defender) or during the battle's Cards round.
Note that some cards may cancel battles completely (e.g. the "Retreat" card in some cases).

A / Generalities

When there are stacks of **two different sides** in the same region, there is a battle.

When the Battle Phase opens, all combats initiated by the active side will be displayed inside the Battle List window (see **Illustration 17.1**) which allows the player to select which battle is resolved before which, provided that, in the end, all battles have been resolved (not possible to skip unresolved battles)

To launch a battle, click on the arrow button in the battle list window. The player selects the order in which battles are resolved. This is rather important because due to the fact it is not allowed to retreat into occupied enemy regions (empty ones can be entered during retreat) OR into regions where battle is unresolved.

There may be cases where some enemy troops can find themselves trapped and unable to retreat, thereby risking full elimination in case of defeat.
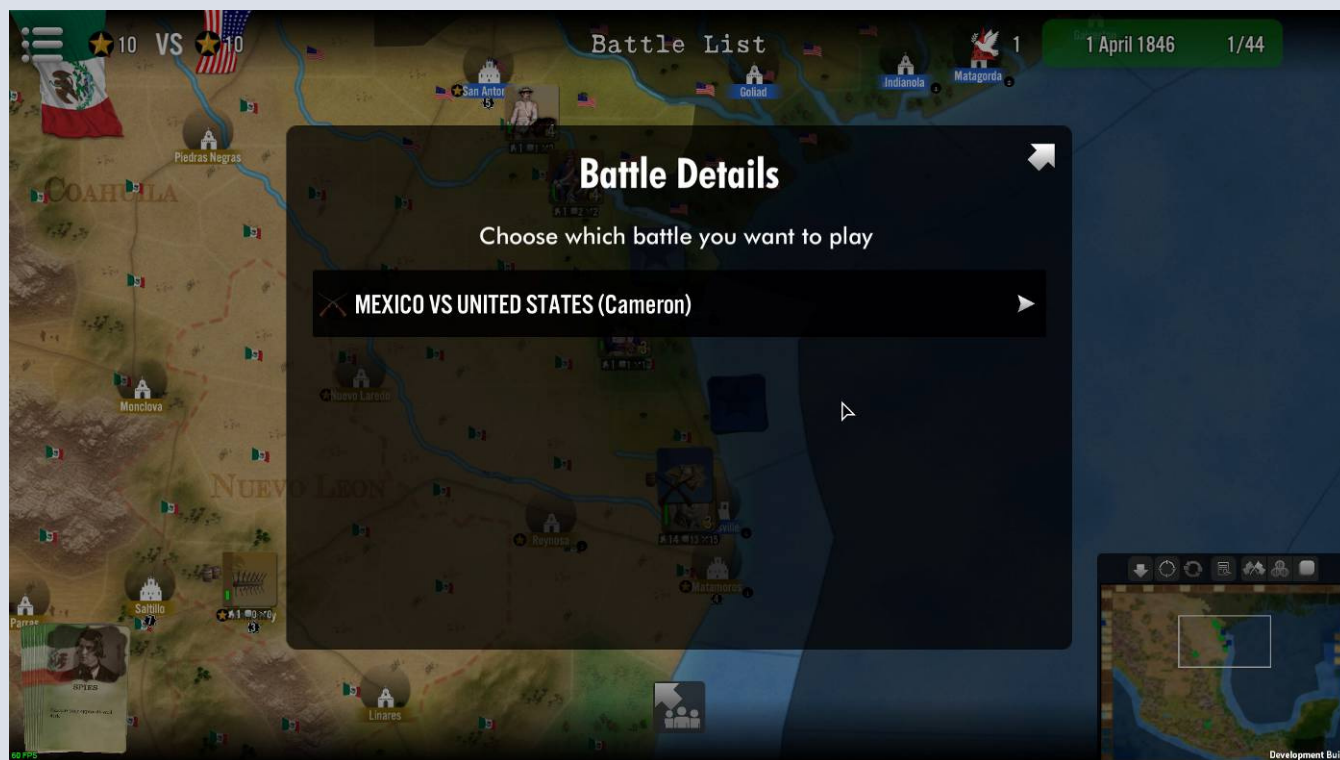
Illustration 16.1

A land battle will last a certain number of rounds, depending on the terrain, the participants and, in some cases, cards played by one side or the other.

The possible battle rounds (one of each except the last) in the battle unfold like this:

- Cards
- Artillery fire
- Main
- Next (s) – up to three times
- Pursuit (in some cases)

Once cards have been played in the Cards round and it has been established that the battle takes place (i.e. battle not cancelled by card play), resolution of battle rounds is processed always in the order above, when applicable, and is usually simultaneous (unless a card modifies this or one side has no units able to participate in the round).

B / Battle Window, Leaders and Battle Morale

Once the player has selected its battle, it is resolved immediately. Explanations on what you see when entering the battle window are shown in **Illustration 16.2** below.

Illustration 16.2

Top part :

- ❖ Battle window reminds both sides where it takes place 1, and between which sides as well as
- ❖ where it is on the main map, through a "hole" in the battle screen that is centered on the region 2 in map
- ❖ On both sides of the central information display, the flags of the participants 3, with the attacker located on the left-hand side on the screen (*see also the red arrow decoration on battlefield*) and defender on the right-hand side. For both side, their respective battle morale 4 is indicated inside the blue diamond, at the bottom of their flags,
- ❖ Next to each flag, a area will show which cards have been played by each side 5, while the current battle round is indicated in the center of the screen 6.

Central part :

- ❖ On the far side, support and artillery units are displayed 7 (usually on top of the semi-circle decor), then leaders 8 right behind the land combat units 9a/9b
- ❖ On the top-bottom center of the battlefield you have the battle log button 10 which you can open or close (*it expands or reduces at will at all time during the battle*) by clicking on the arrow displayed on top of it (the battle log gives written details of everything that happens in the battle). **Important**: just below the battle log, when the battle starts, a button to launch the phase appears there (*see one of the next screens*). See 10 **in Illustration 16.2bis** below.

Bottom part :

- ❖ On the bottom of the screen, on the left and on the right, you find the Losses and Routs Boxes 11 (**LRB**), where units destroyed in battle (*on the left, below the skull symbol*) or those which routed and left the battlefield (*on the right, under the white flag icon*) will go.
- ❖ The bar joining the two above boxes, colored according the sides in play 12, gives an indication (it's statistical and does not factor luck or cards) of the chances of each side to win the battle.

Illustration 16.2bis

- ❖ Note that in the NEXT round(s) two new buttons allowing RETREAT 13 appear next to the LRBs, on which player can click to leave the battle (it's only available after all rounds till the main one have been executed, in this version of the game – see following explanations)

Speed Adjustment

In the middle of the battle screen (see **Illustration 16.2bis** below) there is now a set of sliders 14 that will allow you to slow down or speed up the dice roll animation and combat speed (quite useful if you want to take time to observe in details the battle log).
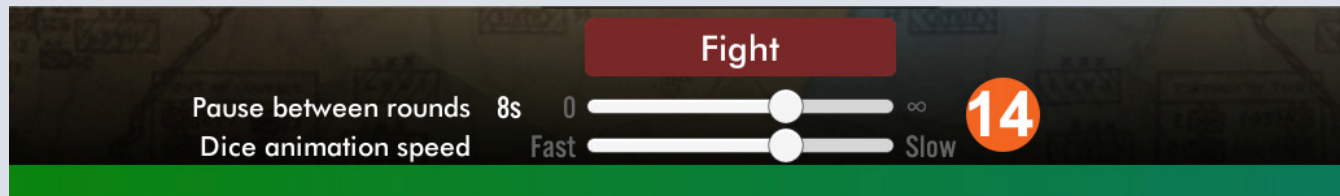
Illustration 16.2ter

Role of Leaders

Leaders are NOT necessary to engage in battles, but they might prove helpful (if they have values of interest) on TWO GROUNDS: they impact on the Battle Morale calculation (see below) and they may influence the combat performance of the units under their commands via their combat modifiers and boost abilities (see units description – leaders section – above)

Battle Morale and Demoralization

The main factor contributing to the duration of a battle is called BATTLE MORALE (or BM – see display 4 in **Illustration 16.2** above). It is a calculated value that sums the **Leader morale** value and **the combat units avg. morale** calculated value, i.e. the <u>average mean</u> of all morale values of combat units (not support ones) engaged in the battle (the mathematical mean is rounded to the next closest full value), plus the modifiers below (all of them are cumulative):

- If a side has Cavalry units present (i.e. tanks), a +1 **Cavalry Bonus** is added to the BM
- If a side has **Cavalry Superiority** (this means at least double the number of cavalry units than the opponent and minimum two of them), there is an extra +1 BM modifier (and also combat modifier, see later)
- Important : there can be Morale « booster » units present (HQ, Leaders, some Logistical units), each with their own BM bonus (see individually the unit's tooltip), those BM modifiers are also added cumulatively added.
- In some scenarios, one side (or even both) may have a "Scenario Morale Bonus" that will be added to all battles, no matter what the battle configurations or the engaged units are.

Illustration 16.3

In **Illustration 16.3** above, you can see that when you place the mouse pointer over the blue diamond indicating the current battle morale, you can see a tooltip which summarizes the various elements taken into account in the calculation. This is dynamically recalculated in each of the battle's rounds.

The higher the BM value, the longer the duration of the battle.

Indeed, a side 'lasts' in battle for as long as its BM has not fallen below 0 (zero) AND the side has not routed.

- When the BM is below 0, a ROUT test is made (see explanation in battle sequence below) and battle end may occur if the test fails (it may even generate a pursuit in some cases, terrain and/or units allowing).
- When the test is passed (i.e. no rout) and another round remains to be done, the battle goes on.

Battle Morale changes as follows:

The BM of a side is lowered by 1 for every completely eliminated or every routed unit in the force engaged in the battle (which happens every time a unit moves from the battlefield to sections 11 of the battle window.) See Losses and routs below.

The BM also automatically drops by 1 every round after the main one (i.e. during the rounds that are labeled NEXT), which means at some point the battle may end (even if there are still rounds to engage in). See Next Rounds details and explanations below.

The BM finally drops by another 1 in round with heavy losses, which means that if, in one single round, the total number of hits strength points lost is higher than half of the total of strength points present at the start of the round, then the BM loses an extra one. For instance, if a side has units (with a cumulative 9 SP) engaged at the beginning of the round and it loses 5 of them in the round, the BM will drop by 1

C / Battle Sequence Generalities

This sequence is always following the list of rounds described above (all explained in details hereafter). Some rounds will not take place if the battle has NO unit on both sides that could participate (*e.g. no air support phase when no planes involved, no artillery preparation when no one has artillery units, no mines when no mine units present, etc…*)

When the battle opens, you see the battlefield with the units present (and their leaders if present). Players will first be offered the option to play cards if they have some (attacker first, followed by defender). Morale values and modifiers are then calculated and adjusted when relevant, as they may be altered by card play.

Card Round

The attacker plays all the cards he wants first (the only limitation – **for now** - being the number of playable cards in his hand). When a card is playable, it displays a green halo and when it is dragged on the center part of the battlefield, the location where to release it also becomes green-highlighted. See **Illustration 16.3** next.

Illustration 16.4

Then the defender proceeds similarly.

Note that you are never forced to play cards.
Cards played by both sides are stored on the top of the panel, next to the nations' respective flags, as shown in Illustration 16.4b on the right here.
Also note that if you don't want to play any currently playable (i.e. with green halo) card, you have just to click on the button in the center of the screen, just above the cards green zone (in the yellow circle here on the right).

Illustration 16.4b

Once both sides have played (or not) their cards, the active player (or the AI when it's her phase) can click on the button (middle of battlefield) to actually launch the next phase of the battle. In each of the subsequent rounds, action is simultaneous (except if modified by some Cards effects) and as follows:
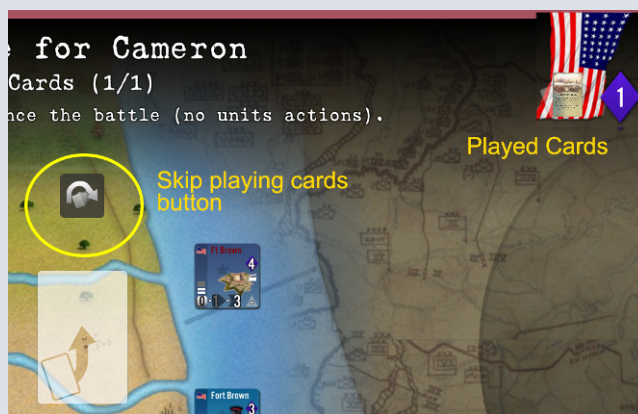
- Each unit allowed to fight in that round has one (or more, depending on their rate of fire) shots at the enemy (Elite units re-shoot if they fail their first shot)

- Losses are automatically assigned and applied, then each unit with too many losses checks to see if it stays on the battlefield or leaves it (also called a panic).
- A rout test is made when the BM is null or negative, if it fails, the losing side routs
- A Pursuit may occur after a rout if the terrain allows and there are pursuit able units.
- Surviving units of the loser retreat;.

Rounds and shoots

A land battle will last a maximum of 6 different rounds, excluding the card round, but including special rounds such as Recon or Artillery Preparation which only exist if the capable units are present. A battle can end earlier if one of the involved sides (or both) has no combat units left on the battlefield at the end of a round, or if it has routed.

In a battle, each combat unit fires as many times as its ROF (Rate of Fire) allows, which is usually 2 for large units and 1 for all others. This is independent to the number of steps it has, but the combat strength is usually lower for units that have lost 50% or more of their strength. Elite units (showing a nice little medal on their counters) may re-roll if they failed to hit on their first rolls.

Modifiers

The following modifiers exist in the game and may apply to some or all types of rounds. They are classified as follows:

Leaders
- As a bonus the difference of their Combat values, in favor of the side whose leader has the highest value
- Also as a bonus their booster capacity (may apply to attack, defense and/ or morale)

Terrains
- May vary according to terrains (the value can be seen above and in the terrain image, as a tooltip): as a rule, usually a +1 or +2 in favor of the defender in non-clear terrains, and sometimes a -1 penalty to the attacker in some rather difficult or dense terrains.

Connections used to reach the battle
- The modifier may vary according to type: as a rule a +1 or +2 bonus to the defender when fighting against an attacker that crossed a river or strait. However this modifier is only effective in the first round of the battle

Cards
- All kind of modifiers can in theory be inflicted by cards, be they positive or negative, according to the card definition and purpose. This is the most random and uncertain modifying factor in a battle (aside from the die itself).

Entrenchments
- Attackers suffer a -1 combat penalty when in a battle against entrenched defenders.

Units and Superiorities
- **Cavalry**: if a side has a Cavalry unit (usually displaying a little horse head silhouette on the top left of the counter, below the nation flag), it will receive a +1 Morale bonus (see above). If the total number of Cavalry units is at least two and double that of the opponent, there is an extra +1 combat factor modifier.

Where to find Modifiers: as those modifiers will be calculated individually for each unit, a summary is available inside the unit tooltip: just check it (even in battle) to get the details

Visual Impact of Modifiers on Units Values: in addition to the details (value and type) of each modifier shown in the tooltip, all units whose values have been modified are colorized, either in light green if their value has increased, or in red if it has decreased. Values shown in standard white color have not been modified OR the modifiers received have cancelled each other out so that the final change was zero.

Hits, Losses and Disorganization/Panic

A unit will either succeed or fail its shot. If the shot is successful, the number corresponding to the die is colored in yellow. If it shown in black, this is a miss. A success occurs when the dice is equal or less to the modified combat value of the unit, for each time it fires.

Each successful shot inflicts a loss on the opponent (barring a few exceptions, such as cards canceling first shot, or protected units which "absorb" their first received hit for free). Some units may suffer losses before others. See **I/ Combat Round** below.

Any unit that receives hits equal to or higher than half of its remaining strength points will make an automatic test to check if it remains engaged in battle for the following round (if any). The process is called disorganization or **panic**. A unit will fail the disorganization or panic test if a die is rolled and the result obtained on that die is strictly higher than the double of the base Morale value of the unit. If the test is passed, the unit stays engaged in battle.

Panicked/disorganized units leave the battlefield (they no longer fire or suffer losses) during the regular battle round. They return to the owner's stack during the pursuit phase (if any, in which case they can receive pursuit hits), and thus will be present in the owner's stack, wherever it is located, once the battle is over.

Visual Aspect of Combat Dice

Each time a units shoots, a very large figure is displayed on the unit counter, either in yellow color (the unit scored a hit) or in black color (the unit failed). A smaller value of the result(s) is (are) displayed, as a reminder, on the right-hand side of the unit's counter. See **Illustration 16.5** here on the right.

Illustration 16.5

NB: the dice roll values remain on the unit counters till the end of the ongoing round, then they are erased, and new figures will be displayed if there is another round. If you want to keep track of ALL the rolls of your unit, you can open the **Battle Log** window in the middle of the screen, to see every roll and result for every unit engaged.
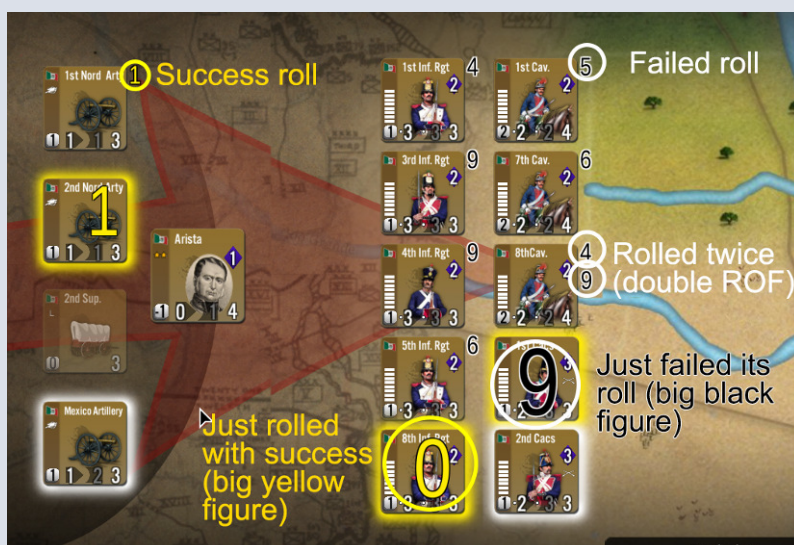
End of Battle - Victory and Defeat

A battle ends when one side is completely eliminated from the battlefield (all its combat units are destroyed or disorganized) or has retreated. The winner of a battle is, in decreasing and exclusive order of importance:

- the side which is the only one with combat unit on the battlefield, else
- the side that did NOT retreat, else
- the defender.

The defeated side, if it has surviving units, must retreat. See **Illustration 16.6** below.
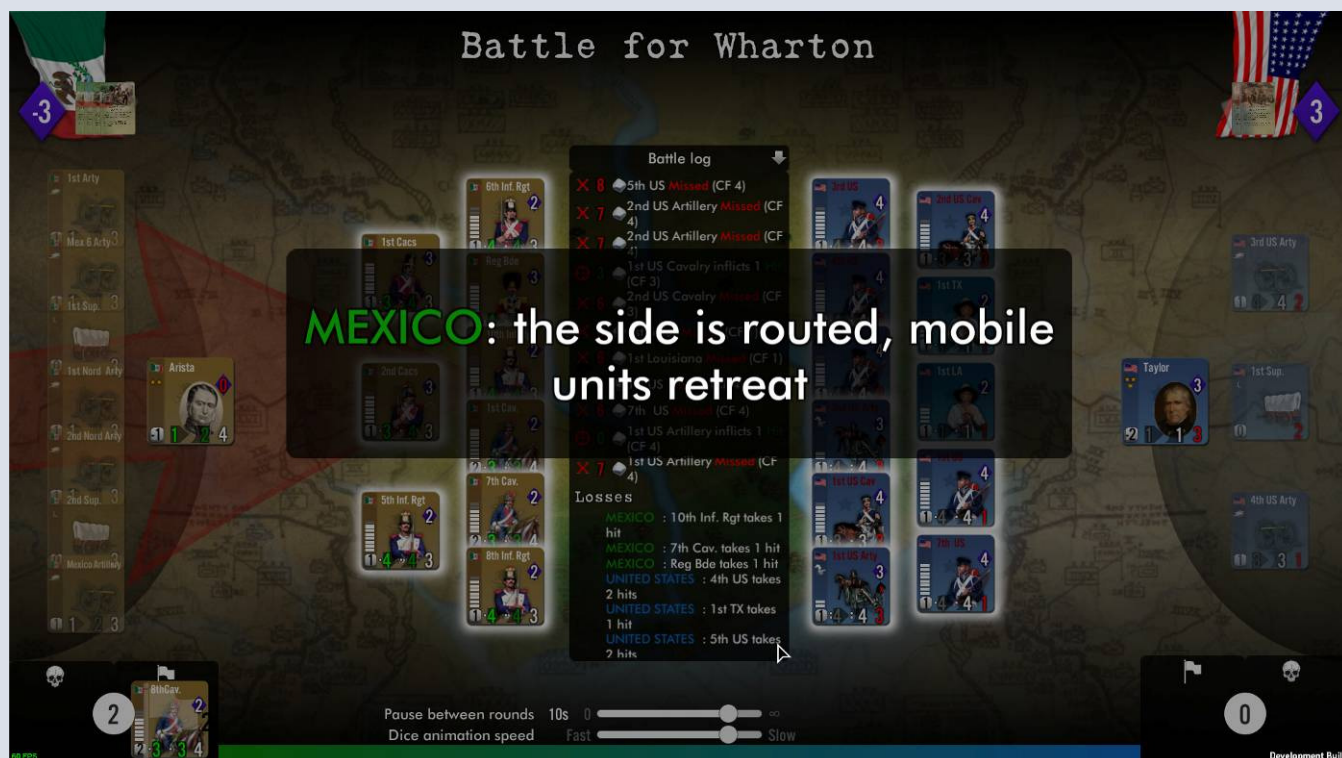
Illustration 16.6

D / Artillery Preparation Round

This round takes place only when there is at least one artillery present on one side. When the round plays, only the artillery-able units are clearly visible, the units that cannot shoot or cannot be targeted are shown dimmed. Suitable targets for the artillery fire are displayed normally. See **Illustration 16.8** below.
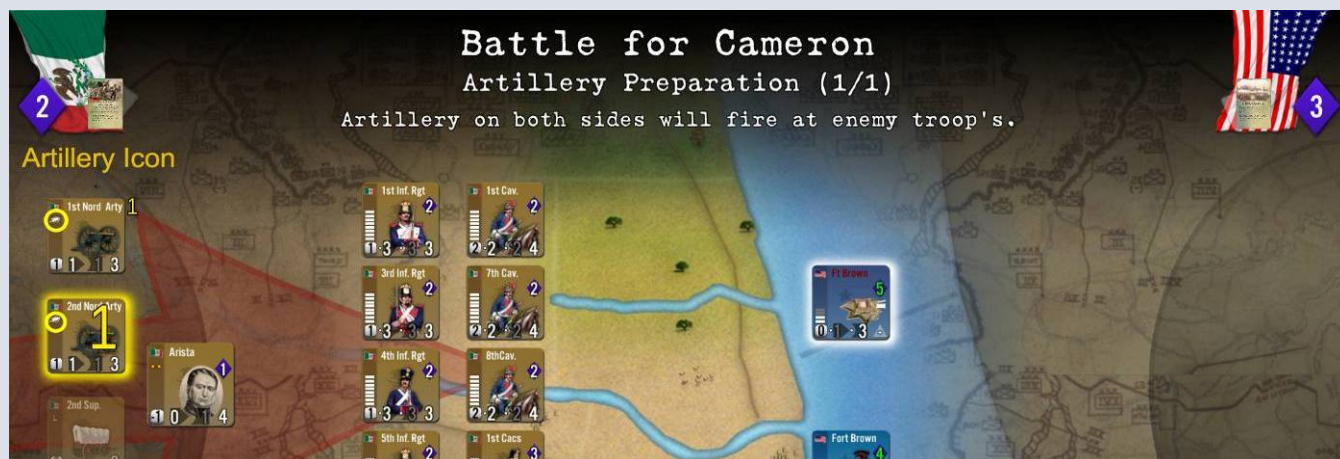
Illustration 16.8

During that **Artillery Preparation** round,

- Only the combat AND support units which have the Artillery role (you can see usually a little gun silhouette on the unit's counter for most of those – *see the yellow circled icon in **Illustration 16.8** above*) can fire.
- The only applicable modifiers are coming from Cards, Terrains and Entrenchments.
- Some cards (usually related to artillery operations, such as barrage) can be playable in that phase.
- Each unit shoots as many time as its ROF allows.
- Hits are implemented immediately. Units destroyed or disorganized influence the BM change (as indicated above)

E / Recon Round

This round takes place immediately AFTER the Artillery preparation round, and is usually present only when the circumstances and certain specific units warrant it.
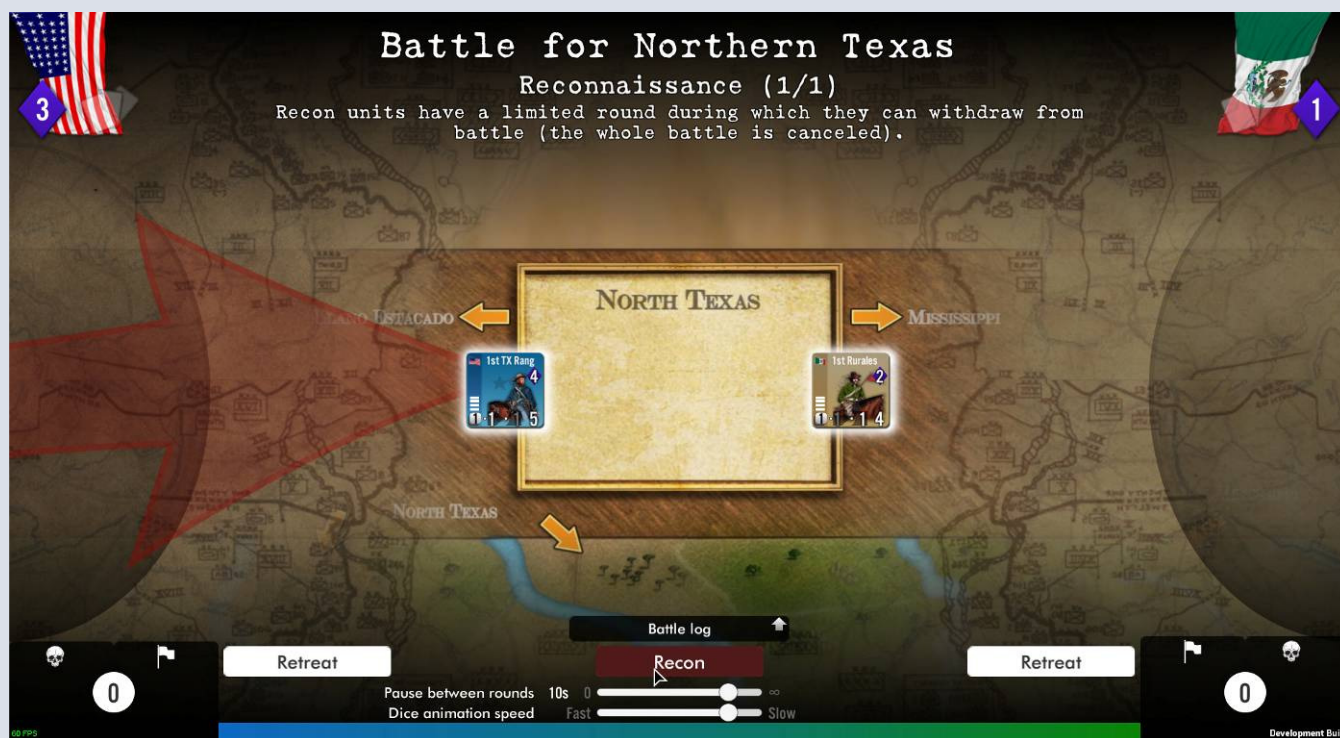
Illustration 16.9.

Recon conditions are: the battle has reconnaissance units (e.g. Cavalry scouts, Indians) involved, and the terrain allows it. Only the said units will shoot, without any return fire from the enemy except the enemy's own Recon units. Both sides may decide to retreat at this stage, which is a great advantage if one finds oneself in a difficult situation or risking to take many losses (**Illustration 16.9** above).

F / Combat Rounds (Main and Next)

Those rounds take takes place after all the previous ones listed above have been executed (if present). The **Main or Next Rounds** play exactly in the same way, the ONLY difference being that NO RETREAT is allowed in the Main Round.

All units that are COMBAT units will fire during those rounds, whatever their types.

- Air units that are allowed to fire are Fighter-Bombers (i.e. close support attack aircraft) or Dive-Bombers, usually identified by a specific icon on their counters. Regular Bomber or Fighter units take no role at this stage.
- Artillery units that are in the support zone do not fire either (they already did so in the preparation round), unless they are also considered as combat units (e.g. frontline artillery regiments).
- As in previous rounds, units of your side that are NOT allowed to fight are shown in a dimmed aspect.

See **Illustration 16.11** below.

Illustration 16.11.

Losses are assigned by the game, the player cannot choose them. There are <u>some keys to understand allocation of loss</u>, as follows.

Units are "classified" by the engine into two main groups: CavUnits and OtherUnits. CavUnits is more or less armored units like tanks, or heavy mechanized units. Each group present stores the hits it is inflicting separately.

- First, all losses inflicted by CavUnits are assigned to the equivalent units of the other side (if any), with the hits assigned in proportion of the remaining strength of those still there (so logically the bigger units receive the majority of losses)
- Then if there are still hits inflicted by CavUnits and no equivalent unit(s) on the other side to absorb them, the balance is inflicted on the OtherUnits
- Then all losses inflicted by OtherUnits are assigned to their enemy's counterpart.
- The procedure is applied exactly the same way for sides, and losses are simultaneous, even if for practical reason we show attacker's results before the defender's
- In case there are only CavUnits remaining on one side, only half of the balance of losses inflicted by enemy's OtherUnits can be assigned to the CavUnits (i.e. there is a wastage of half of them). This represent the superior mobility of those units on the battlefield, making them harder to be hit.
- Obviously, if a side has no more units able to absorb losses, all excess balance inflicted is lost.
- Units are in addition sorted by category of "Loss priority": we have those which 'Take Hits First' (e.g. minefields), those which 'Take Hits Last' (e.g. fortifications supposed to be in the rear), and those without one of those two specifications. Obviously, the category is used when assigning the hits (of any kind or from any source) by the game. Typically, players will see all minefields or obstacle sustaining (and sometimes being killed) by the first hits, while some units (like forts in the rear) will never suffer hits until no other units can absorb them before.

The same procedure is applied in ALL the rounds, including the Pursuit round (except that, in the latter, only the pursuing – i.e. victorious – side can shoot and inflict hits).

RETREAT: from the first round (called NEXT) following the main battle start round, players will see a RETREAT button displayed in the bottom part of the battle interface. Those buttons are clickable and, when this is done, make the side which

clicked on it retreat from the battle. The advantage of deciding to retreat by oneself (i.e. using the button) is that it prevents the enemy to make a pursuit (consider this as some kind of organized withdrawal from the battlefield).

G / Particular Cases in Land Combats (from Cards)
The general procedure described above applies, but may be changed sometimes due to the play of some specific cards

Retreat Card

If one side plays such a card at the start of the battle, the whole battle will become cancelled and the playing side will retreat (if the card says so, or it could be the attacker forced to retreat). This 'missed' battle will generate no VP change – See K below.

Non Simultaneous Battle Card

If a side plays a card that allows it to shoot first in one (or both) round(s), then the combat is no longer simultaneous. The side benefiting from the card effect will shoot first, and inflict all its results first. The other side will then replicate with its surviving unit(s), if any.

H / Demoralization, Routs and Pursuits
A rout is the consequence of a test which is made **when a side is demoralized,** that is when the side's battle morale is lower than zero. If a rout ensues, it may in some cases imply of pursuit of the routed side.

Rout

When the conditions are satisfied (side is demoralized); a rout test takes place.

If both sides are demoralized, the one which suffered most loss and panics cumulatively is the only one to make the test.

In case of ties of those cumulated loss/panics, the loser is the one which suffered more panics than loss. In case of total tie, there is no test.

Reminder: if, during a non-simultaneous battle, the enemy may become demoralized even before having a chance to shoot back, he won't fight and will make a rout test immediately instead.

Pursuit

There can be a pursuit ONLY if there was a previous rout AND the side not in rout has pursuit able units AND the terrain allows pursuit. In such a case an extra Pursuit round takes place, where all the units of the victor capable of pursuit will make another round of fire.

The units capable of pursuit in this game are all cavalry and mounted units on both sides. See **Illustration 16.12**

Illustration 16.12

Total Elimination

If at the end of a pursuit (or at the end of a normal combat round, main or next) all the combat units of a side are eliminated, then half of all support units also present are fully eliminated as well.

I / Retreats
In this version of the game, retreats are effected automatically, including for the active player when necessary. The destination region of a retreat is chosen according to the following guidelines:

- A retreating attacking unit goes back to the region from where it entered the battle region (i.e. each unit is returning to its own region of entry).

- The defender must retreat towards a friendly region (non occupied by enemy forces), and cannot retreat into any of those from which the attacker(s) entered. A region which is the site of a yet unresolved battle cannot be entered as well. Game mechanisms will attempt retreats into region closest to the defender's supply source if more than one choice is possible (random choice if more than one and all equivalent in terms of supplies).
- And, in all cases, terrain of and connections into the retreat region must be allowed.

Important: a stack that could not retreat is eliminated instead.

The defender must retreat into an adjacent region free of enemy combat units; it will be eliminated if none can be found. A region where a battle is yet unresolved does not qualify for defender's retreat. However, if the region of the battle holds a friendly fortified structure, the defender can retreat inside the structure if no other choice is possible.

Overstacking: last but not least, if the retreat region has a stacking limit that is exceeded because of retreat, then all units in excess are retreated one more region that would accommodate the stacking (in other words the first region will be "jumped"), the choice of which – if more than one qualifies - being made randomly by the game engine according to the guidelines above (i.e. getting closer to the supply sources).

Battle Summary Window

When all battles of the same turn have been resolved, a Battle Summary window is displayed with the account of all those battles. See **Illustration 16.14 and 16.14a** (details viewed when clicking on the button on the left-hand side) below

Illustration 16.14.

It summarizes the various scores, VP, winners and losers and many other details. You can see more details by clicking on the information button located at the far left of each battle listed in the window (see **Illustration 16.14b** below).
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Illustration 16.14b.

XVII – Sieges

A siege takes place only when the besieger has combat units with enough life points as required to siege the enemy fortified structure (unfortified structures are automatically captured).

When the game reaches the siege phase, the siege list window opens. See **Illustration 17.0.**

Illustration 17.0.

The window is similar to the battle list window, showing the locations where sieges are to be solved. The player is free to select them in any order, but all must be processed to be allowed to move to the next phase.

A / Garrisons

Each fortified structure has usually an intrinsic garrison, made of one or more units (they have the structure name to identify them, or the word 'Garrison'). Those units can never leave the structure, and you can see your own garrisons (not the enemy's) by clicking into the structure on the map to pop up the garrison window as shown in **Illustration 17.1** below.

Illustration 17.1.

❖ The top of the window tells which garrison fortified structure you are in 1, and its decorative image and owner flag 2

❖ On the left-hand side of the image, you can see the surrender level of the fortification or structure (the higher the level the higher the chance of surrender) 3 and, if relevant, those units that are currently part of the structure garrison 4.

❖ On the left-hand side of the units list, you have important details on the structure content, such as the number of land units presently inside (garrison included), their life-point total as well as their stacking value and the maximum stacking points the structure can hold 5, the most useful information (all units that exceed the structure's stacking maximum cannot enter it and are left outside)

❖ If the structure is a port, a similar display is presented for naval units (number in it; stacking total), except that there is no "naval garrison". When the structure is not a port, the naval unit icon 6 is presented alone in the middle of the window.

B / Siege Window

For each of the selected sieges to be processed, a specific siege window for the location opens after clicking on the arrow in the siege list. See **Illustration 17.2** below.

Illustration 17.2.

- ❖ The top of the window tells which structure (city, fortress) is the object of the siege **1**,
- ❖ and the image of the besieged structure is presented immediately below, **2**
- ❖ Under the image there is information concerning the surrender level of the fortification or structure (the higher the level the higher the chance of surrender) and all the modifiers that are currently pertaining to the ongoing siege, **3** (which will adjust dynamically with the play of cards) and, if relevant, those units that are currently sheltered inside the structure **4**. (NB: this also changes if there are modifiers that are applied, as shown in excerpt below)
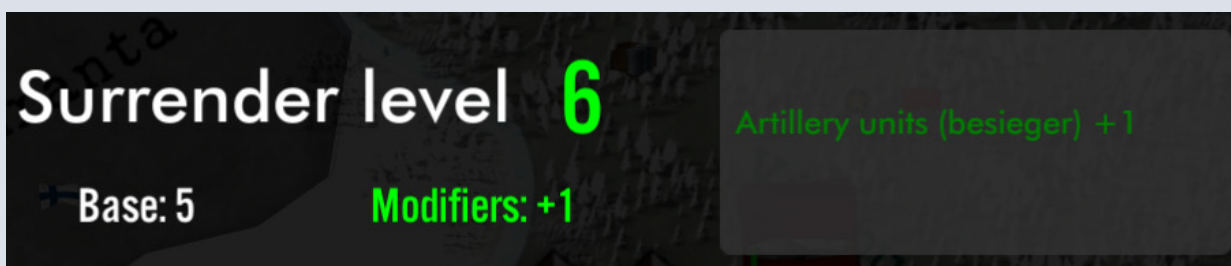
- ❖ On the right-hand side, a place is reserved to drag and drop the siege-relevant cards that both sides can play, the top one **5** for the besieged side, and the bottom one **9**. for the besieger.
- ❖ A reminder is made of the side who is besieging, **6**, as well as the besieging units currently outside of the concerned structure **7**
- ❖ When the besieger has unit(s) providing siege bonus, such as engineers, artillery or bombers, those units are shown after the besieging combat units (you can scroll through it) **8**,
- ❖ Last, the siege start dice-looking button **10**, will allow to start rolling for the current turn siege result which will be then displayed (see next)

C / Siege Resolution

Siege is resolved automatically and there are only two possible outcomes for now: success or failure. See **Illustration 17.3** below.

Reminder: following movements or combats in the field, if at least 2 combat Units are in a region with an enemy fortified structure (a.k.a. fortress), those units will effect a siege.

The siege test consists in getting a modified die-roll result which is below the surrender level (including modifiers) of the besieged structure, as shown in the siege window. The list of the modifiers is the following:

•   -1 for each siege-able heavy artillery unit present (they display a big **S** letter in white on their counters)
•   -1 if one or more artillery units are present
•   -2 for the siege bonus of the besieging leader, if there has one ((they display a big **S** letter in white on their counters)
•   +2 for the siege bonus of the besieged leader, if there is one.

Illustration 17.3.

Success: the fortress surrenders, all units and leaders inside are eliminated.

Failure: the fortress keeps on resisting, nothing else happens, siege continues.

D / Sieges, Blockade and Supply

Units inside a besieged fortress are always in supply, even if the region is isolated or cut from supply sources or lines. Units outside the fortress still follow the normal supply rules.

NB (**not in version 1.00 of this game**) : In some scenarios, fortresses that are also ports can only be besieged if they are <u>at the same time</u> suffering from a blockade. That means that the siege test only takes place if a naval stack friendly to the besieger and/or enemy to the besieged structure owner is present in the sea region where the port of the structure exits (it twill also, via the blockade, cut the normal supply lines via port – see above).

XVIII – Tension Index: US Antiwar Sentiment

In most of the game's scenarios, there is an active Tension Index (TI, the name of which may vary as a flavor depending on the scenario). See **Illustration 4.1**, info N°5 above and **Illustration 18.1** next (yellow circle) to locate where the information and icon are displayed. The tension index usually benefits only one side, leading to its ultimate victory, or it is sometimes used as a counter without impact on victory (see the scenario details information for more).

Illustration 18.1

A / General Facts

In this game, the TI is called **US Antiwar Sentiment** and is used to represent the fact that a large part of the American population and politicians (the Whig party) opposed the war. If their opinion and voices prevail, there is a great risk for the Polk's administration that a forced negotiated peace settlement will be imposed and that war aims may not be achieved, a defeat in such a case for the President and his party.

The Index is used for determining victory, so the Mexican side which is benefitting from it will win the game if it reaches or exceeds a certain level or value **at the end of a game turn**. In the current case, it's usually around **20** but could be more, or less. In most cases, when the Index increases, Mexico gains bonus victory points.

B / Cards and TI

The cards that affect **US Antiwar Sentiment** will be clearly indicated. The TI can rise by +1 or +2 according to the card's description, or it can be lowered by the card effect.

XIX – Victory and Defeat

If the scenarios does not end because some Sudden Death condition has been achieved (e.g. USA capture of Mexico City, or Mexicans increasing the TI above maximum level) the Victory Points accumulated during the game will be used to determine who has won it. Victory Points are essentially received from 4 different sources:

- Cards
- Conquest of key regions or group of regions, and/or Structures (e.g. the key city of Vera Cruz)
- End of game bonus (see **Illustration 19.1** below) for holding specific locations or structures
- Destruction of some specific units (e.g. US Army or Navy regular units), which can be clearly identified through the color of their names on the counter and tooltip (usually red instead of white) and whose information tooltip indicates how many VP they bring (when killed) or cost (when lost).

Illustration 19.1

After displaying possible End Game bonus (see previous illustration), the game will give you the final RESULT (see **Illustration 19.2** below) and an explanation of the nature of the victory or defeat.

Illustration 19.2

If you click on the SHOW SCORES button of the Result Window, you can see a comparison of both sides relative performances during this game (see **Illustration 19.3** below).
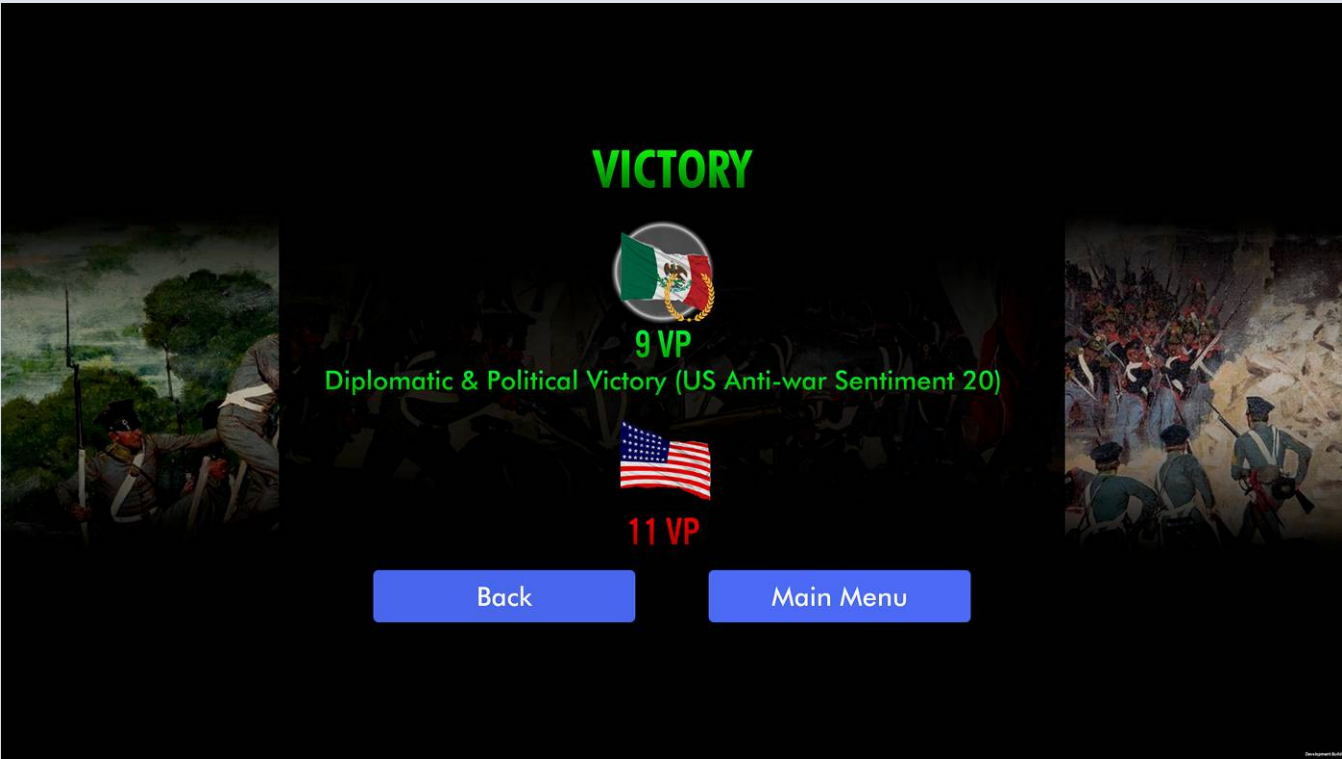
Illustration 18.3

Note that once you have reached this stage, the game is over and cannot be continued (i.e. you cannot play a game past its last turn).

XX – Other Windows and Messages

A/ Scenario Presentation

Players can open the rules booklet and some Scenario Information sheets within the game from the Main Menu or when playing from the Menu button (top left of the screen). See **illustration 20.1.** below.
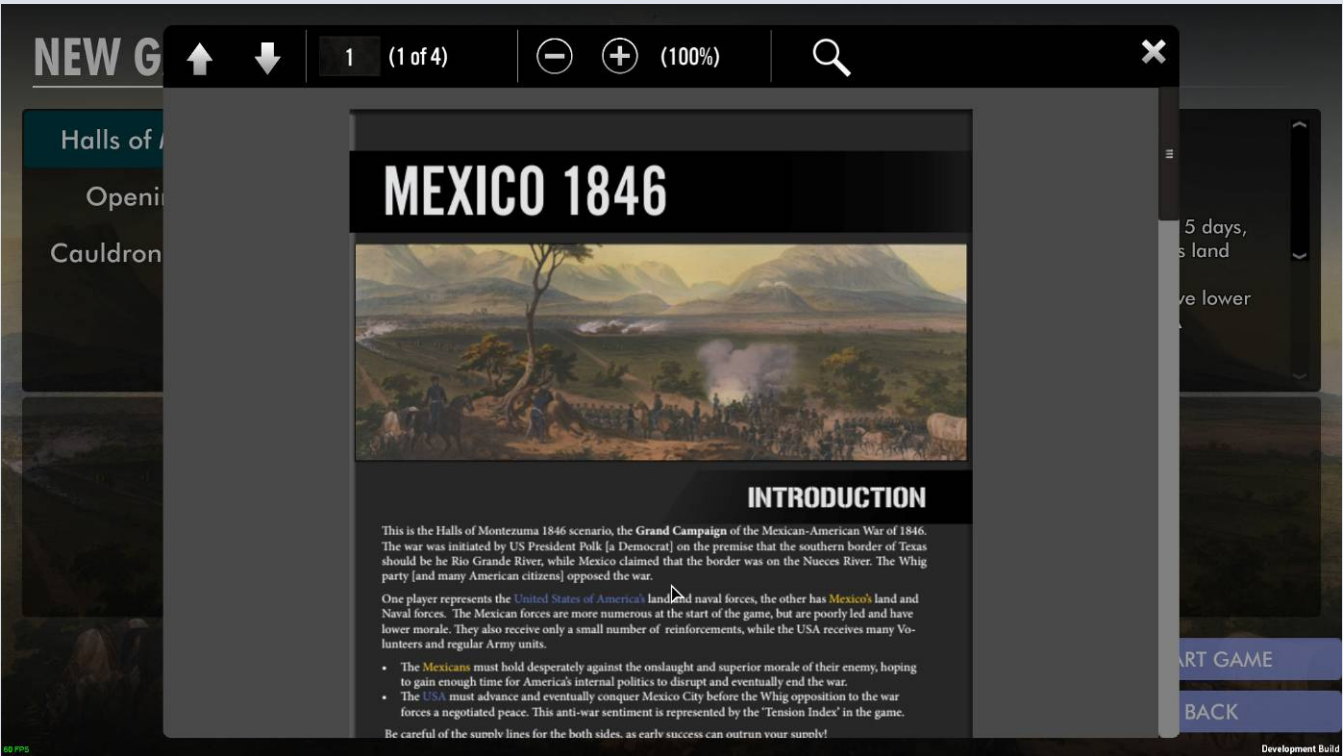
Illustration 20.1

NB: the Information sheet can be re-accessed at the start of any new turn.

After the first turn, the I button is accessible in the 'New Turn' window that pops up at the start of each new turn. In the next version of the game, the information sheet will also be accessible from the player's side shield in the top interface. See **Illustration 4.1**, info N º2 above

B/ Information on Sides

In a future version of the game, more information on the side you play will be made available at any time during the game, by clicking on the active side shield. At the moment, the only effect is to color regions with the side's color.

C/ Tooltips

Tooltips are present on a great number of game elements, such as unit's stacks on the map. Note that some more complete tooltips will appear not immediately but after a short delay of 1 or 2 seconds, so be patient.

D/ Battle Log

In the battle screen, at the bottom middle of the battlefield, there is a battle log that lists all the events that occurred during the battle. It can be an interesting feature for those who want to examine in details what happened during the battle.

See **Illustration 20.2** on the right.

XXI – The Game Editor

The Game Editor is the main tool used for creating SGS scenarios, including the original development team. It can be used by players who want to mod existing scenarios or create their own.

There will NOT be a specific manual for this Editor for the time being, but may be some videos explaining the usage. The SGS team will be at your disposal to answer all related questions. Contact them by email at : contact@avalon-digital.com

Stay tuned and check regularly our SGS website located here: https://strategygamestudio.com

XXII – Hints and Tips

Will be filled progressively with the development of the player's community. A few key ones are presented here.

Leaders

Keep your leader(s) with your strongest stack, especially those who give attack or defense factor boosts. The Mexicans have a few and they are not very good in battle but can provide the necessary morale boost which can make the difference in key fights. The USA has more (Kearny, Fremont, Taylor, Scott) who are all providing decisive advantages and can offset numbers or terrain penalties.

Stacks

In difficult terrain, keep your stacks within the maximum stacking allowance, and try to keep logistical units with them to use in case of isolation.

If you plan to move deep into enemy territory, beware of supply lines for your stack, or make sure sufficient logistical units are included with them, and that your lines are well guarded and protected.

Coordination of movements

Try to move forces behind enemy stacks if you can, in particular forces that are not too important but good enough to cut supply and retreat lines. This can do sometimes more damage than a battle.

Don't forget battles prevent further movement through the battle areas, so beware of the order in which you plan and time your moves, as you could find out that stacks behinds your lines are prevented to move their full allowance by battles generated by your forward units.

Order of Resolution of movements and battles

Always resolve those battles where there is a possibility for you to retreat.

Also resolve those where the enemy won't have many (or any) retreat options, as in case of his defeat, total annihilation could be your reward. Remember that retreat is not allowed on to the region where the attacker comes from, enemy regions or regions with yet unresolved battles.

Supply

Never put yourself deliberately out of supply, unless this guarantees some serious damage to the enemy (e.g. cutting his supply lines). If you plan some risky move ahead, take logistical units along, they do marvel to grant you the extra one or two turns needed to reach or capture the next supply source.

XXIII – Examples of Play and Videos

Will be filled progressively with the development of the player's community. Our goal is to have many "How to Play" videos on our website and Facebook pages.

Please also visit our SGS YouTube Playlist on Avalon Digital's channel here :

https://www.youtube.com/playlist?list=PLsH2ZD_DTwZo11ba0Y-akOYUBzZZ4KmEu

XXIV – Appendices & Various

A / Units Specific Halls of Montezuma Icons

- Elite units are usually associated with this icon

- Some of the units **Roles** identified by an icon used in Halls of Montezuma are the following:

  Coastal Artillery :

  Logistical units (supply):

  Anti-Cavalry units (usually horse artillery   ):

B / Cards Icons
Will be filled progressively with the development of the player's community.

C / Mapboard Descriptions
Will be filled progressively with the development of the player's community.

E / Main Cards Effects
Will be filled progressively with the development of the player's community.

F / Various
Will be filled progressively with the development of the player's community.

G / Designer Notes, History and Commentary
Will be entered later by Game Designer.

XXV – Credits

Game Designers:	**Philippe THIBAUT**
Development:	SAS AVALON DIGITAL
Art Director:	Philipe Thibaut
Map(s):	Philipe Thibaut
Graphics:	Philipe Thibaut, Massi del Bono for soldiers pictures, Mr MacBarron for main cover and scenario loading screens.
Historical Research:	Philipe Thibaut and Steve Dunn, Beta Community
Lead Scenario Designer:	Steve Dunn
Executive Producer:	SAS AVALON DIGITAL
Assistance & Advising:	SAS AVALON DIGITAL
Music, Sounds,SFX:	Original Theme "Rising from the Flames" by Simon Stevens, Other effects Silverjack Studios, QC
Documentation:	Original documentation by SAS AVALON DIGITAL
Proofreading & Localization:	SAS AVALON DIGITAL and volunteers
Corporate Communications:	SAS AVALON DIGITAL
Administration:	SAS AVALON DIGITAL
Production:	a game produced by SAS AVALON DIGITAL

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