



#### HISTORICAL NOTE

##### AMERICA'S COLONIAL WAR

The Philippine "Insurrection" cannot be examined without understanding the Spanish-American War. Following the sinking of the American battleship, USS Maine, President McKinley declared war on Spain, a country ill prepared and ill equipped to risk its foreign possessions in combat with a young country eager to join the colonial community. America seized Cuba in the Caribbean, and soon after Admiral Dewey smashed the Spanish fleet in Manila Harbor. Americans rejoiced. After only four months, America had won its war. Yellow Journalists boasted that the US lost only 379 American lives, a tiny sum when compared to their recent Civil War (no one but their families seemed to miss the 5,000 tropical disease casualties). In the aftermath, a defeated Spain ceded Cuba, Puerto Rico, Guam, and the Philippines to the US. McKinley and his Congress were torn between republican values and imperialistic leanings.

We still recall Teddy Roosevelt's bombastic personality, his Rough Riders and the jingoism of his "Splendid Little War," yet few remember the much longer and far bloodier Philippine Conflict. At that time, Americans didn't know what to make of our first major overseas expedition. Today it's just as hard to explain.

In brief, Don Emilio Aguinaldo, Filipino revolutionary and self-styled President, had already fought the Spanish to a standstill before the Americans arrived. Following Dewey's naval victory, U.S. officials negotiated with Spain over the surrender of the Philippine capital, Manila, while simultaneously negotiating Filipino independence with Aguinaldo. When U.S. forces occupied Manila, Aguinaldo's own larger - and initially better armed - veteran force squared off with McKinley's expeditionary forces.

On February 5th, 1899, Private Willie Grayson fired the shot that opened hostilities. McKinley appointed General Ewell S. Otis as commander of two raw American brigades. Initially, Aguinaldo did not fare well against our Western volunteers. His poorly led veterans proved to be poor marksmen, while U.S. forces proved more accurate. Concentrating their artillery, aggressive westerners chased

Filipino regulars across the main island of Luzon. By 1900, Aguinaldo saw the futility of open confrontation and ordered his troops to go guerrilla. The Filipinos managed to stave off defeat until McKinley declared an end to hostilities on July 4, 1902, long after Aguinaldo had been captured.

Ultimately, the conflict saw U.S. troop levels rise to 70,000, at a cost of \$8,000,000. Over 2,800 military actions killed 4,243 U.S. soldiers and wounded 2,818 more. Reports of Filipino losses were far worse, estimated at more than 16,000. Historians remarked on the alarming ratio of killed to wounded. The staggering number of civilian casualties, 100,000 to 200,000 (Filipino sources claim the figure is as high as a million), seems to have kept the true cost of the Philippine Insurrection out of history books.

The Filipino Insurrection proved to be an ugly confrontation that led to butchery on both sides. True, it did provide America with its first major Asian adventure and allowed the U.S. military to practice its infant "Hearts and Minds" policy. More importantly, America learned that popular overseas insurgencies do not prove popular at home. Unfortunately, 62 years later, we were forced to relearn the same lessons all over again in Vietnam, where once again U.S. troops found it difficult to tell Amigos (friends) from Insurrectos (insurrectionists).

## 1.0 - COMPONENTS

### 1.1 - THE MAP

**The Philippines:** the game board represents the primary areas of conflict. Luzon, the largest Island and the focus of the conflict, contains 33 areas, which are further subdivided into the Northern Luzon, Central Luzon and Southern Luzon sections. Below Luzon are located five key islands in the Visayas Islands. They form three island groups: Panay, Negros & Cebu, and Leyte & Samar. These five islands provide 12 additional areas. The areas adjacent to the sea are designated Coastal areas. The dashed line crossing Areas 14, 17, 19, 21 and 24 is a railroad.

Each area includes an identifier (a white number in a

circle). Black circles identify Mountain areas (See 14.0).

**Note:** *There are some relatively large islands on the map, such as Mindoro or Masbate, that are unplayable (in grey). This is because the Tagalog, Ilocans and Visayans, the ethnic groups leading the rebellion first against Spain and then against the USA, were concentrated mostly in central and northern Luzon and in the Visayas islands. This is the reason that most combat took place in Luzon and the Visayas. Furthermore, islands such as Masbate, Mindoro or Romblon were scarcely populated and, therefore, a guerrilla-style resistance movement had little chance of success there.*

### 1.1.1 - TRACKS AND STUFF...

• **The Sea Spaces:** The White circles adjacent to coastal areas are designated Sea Spaces. They are used to transport units by naval movement. A Sea Space is adjacent to a coastal area if both are connected by a dotted line.

• **The US Political Will Track:** The Political Will (PW) Track records the progress each side makes during a campaign season. At the end of each turn, the political will balance is added to the Victory Point Track. After accruing VPs, reset the PW track to the "0" box.

• **The Victory Point Track:** The Track Marker begins at "0" on turn 1.

• **The Turn Track:** This tracks the seasonal progress of the war beginning in the Fall of 1898, ending in the Spring of 1902 (Note: Although the US declared the war to be over, Philippine patriots known as The Irreconcilables continued to fight US occupation for another decade). A campaign game lasts 15 turns/seasons, divided into two major phases: the STAND-UP FIGHT and the GUERRILLA WAR (See 2.0). Grey boxes indicate Monsoon turns with special restrictive rules (See 13.0).

• **The Assassination Track:** This is used to keep track of the two assassination attempts on the General Luna Leader. (See US Player Aid).

• **The Trans-Ocean Box:** The Trans-Ocean Box is used only as an intermediate space for the arrival of all US Reinforcements.

• **The Jungle Warfare Display:** It is used to keep track of Filipino and US units "going guerrilla". The Jungle transit box requires special combat and movement rules. See 12.0.

• **The Combat Display:** Players may remove the units from an area where a combat occurs and place them in the combat display for more convenience. The Battle Marker is placed in the area as a reminder. Record the losses during a battle on the two body count tracks with the Body Count markers. At the end of the battle, once the losses have been converted into Political Will points (see 10.9), move the markers in the 0 box.

• **Area Holdboxes:** The three areas for Manila, Marong, and Cavite can be crowded at certain times of the game. A player may decide to place his units in the area holdbox for convenience. Doing so, he places a Force marker in the area on the map to indicate the presence of the units.

### 1.1.2 - VICTORY AREAS AND CONTROL OF AREAS

• The 7 areas marked with yellow stars are victory areas that count for Victory points according to the achieved objectives (see player aids).

• **Important:** When the US player controls one of these areas, they must always be garrisoned with at least one Combat step (i.e. A victory area may never be voluntarily abandoned.)

- Areas under **Filipino control** are:
  - Empty areas
  - Any area containing more Filipino combat steps than US combat steps
  - Any area containing an equal number or more of Filipino Guerrilla combat steps and US combat Steps.

**Note:** *Leaders, Macabebe scouts and artillery units are not considered "combat steps."*

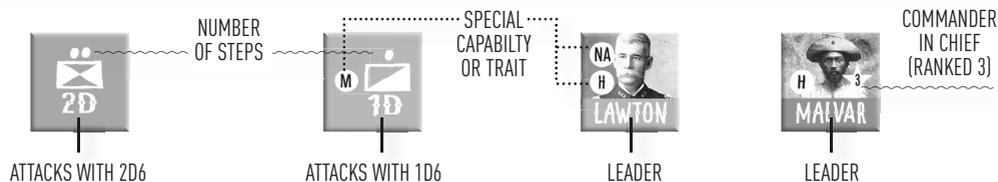
• All areas not meeting the conditions above are considered **US controlled areas**.

## 1.2 - THE PLAYING PIECES

There are a total of 240 playing pieces.

### 1.2.1 - COMBAT UNITS

US and Filipino ground units are generic strength units that may be used as "small change." A 2 step unit can be represented by 1 counter showing 2 dots (see Unit key) or by two counters showing 1 dot. Most of the US and Filipino unit



counters have two sides: 2 steps on the front and 1 step on the back. When a 2 step unit takes a hit, it is flipped to its 1 step side. When a 1 step unit takes a hit, it is eliminated. The number of Filipino regular and guerrilla units is fixed. No more units than those available in the counter sheet may be created. (This is important for 7.2- Filipino reinforcements and 2.0 - Stand-UP and Guerrilla War Phases). Some units have special capabilities or traits that are showed in a white circle on the left of the counters.

**Note:** You don't need to memorize the following paragraphs. You may even skip these paragraphs for now and read it while playing your first game

• **US Army Infantry** (light blue)



• **US Volunteer Infantry** (dark blue)

Special: **Volunteer Atrocities** (AT)

A US force containing only Volunteer infantry units must roll one die after clearing an area of Filipino units. On a roll of 1, the volunteer unit(s) have committed atrocities against the Filipino population. The US player loses 1 PW point immediately and places a US Massacre counter in the area. (see Objectives #9 on the Player Aids)



• **US Cavalry** (light blue)

Special: **Mobility** (M)

If the Filipino player launches an attack in an area adjacent to an area containing US Cavalry units, these units may react by joining the force under attack by moving to its area.

The US Cavalry units do not have to stop when entering a mountain area (see 14.0).



• **US Artillery** (light blue)

- Artillery units have no integral strength or step and do not count against stacking limitations  
 - They roll 3D to hit during the Phase C of the combat sequence (and do not roll during the combat rounds)  
 - Only one artillery unit is allowed per area (exception: no limitation in Manila).  
 - If Filipino units enter an area containing one artillery unit and no Combat steps, the unit is eliminated and the Filipino player immediately gains 2 PW points.



• **Macabebe Scouts**

**Note:** The Macabebe scouts were US trained Filipinos from the town of Macabebe, in Pam-



panga, who had fought for Spain against the Filipino rebels in 1896-1897. After the end of the Spanish-American War most of them returned to their home town. When the US troops occupied the town some of them volunteered to serve as guides for the US forces. A first company was raised, followed soon by four more, all veterans of the 72nd Regiment of the Spanish Army. They distinguished themselves in the operation to capture General Aguinaldo.

- Scouts units have no integral strength or step, do not count against stacking limitations, and don't roll to hit.

- Scouts units add +1 to search rolls in any area on the map. (See 10.1)

- Scouts units provide several advantages in the Jungle Warfare (see 12.0)

- Scouts units prevent guerrillas from moving through the region they occupy. (See 8.1)

- Scout units do not count as a step and are considered like Leaders for purposes of Leader casualty check. If a Scouts unit becomes a casualty during the Leader Casualty Check (10.7), they are placed in the Ocean transit box on the following turn with the reinforcements.

• **Gunboats**

Special: They can perform **Amphibious Operation** (AO), **Bombard enemy units** (BO), **Interdict Sea Spaces** (IN) and **Secure the Visayas Islands** (S) (See 9.0)



• **Filipino Regular unit** (light red)



• **Filipino Guerrilla units** (dark red)

Special: **Evasive** (E)

- They can be hit only on a die result of 6 during the US operational phase  
 - It takes 2 hits to eliminate 1 Filipino Guerrilla step in a mountain area  
 - They cannot be targeted as long as there are Regular units in the same area.



- US units need a search roll to attack a force including Guerrilla units only

- They do not have to stop when entering an area containing 4 or fewer US combat steps.

• **Filipino Artillery** (light red)

**Note:** Filipino artillery was composed primarily of lantacas, an obsolete type of gun cast in bronze or made of bamboo



- Filipino Artillery units have no integral strength or step and do not count against stacking limitations.

- They don't roll to hit but add +1 DRM (Die Roll Modifier) to any one Filipino Regular unit involved in the battle.

• **David Fagen** (*dark red*)

**Note:** *David Fagen was a black US deserter who accepted a commission in the Filipino armed forces. Fagen was one of the more celebrated US renegade soldiers, but he was not alone. His unit is representative of the soldiers who sympathized with the plight of the Filipinos. There are several examples of volunteers from Spain, the US and other countries joining the Filipino cause.*



- The Filipino enters the game when Advantage Chit #1 is played during the Guerrilla-War phase or scenario.

- This unit is considered a Guerrilla unit for all purposes except that he hits US units on 5 or 6. (E) (5-6)

- This unit is one step only.

1.2.2 - LEADERS

• Leaders do not count against stacking limitation. They do not have steps, but they can be eliminated during combat (see 10.7).

• When a combat unit enters an area containing only one enemy Leader, the player rolls a die. On 1 through 3, the Leader is eliminated and removed from the game; on 4 through 6, the Leader is moved to the closest area containing a friendly force.

• Filipino Leaders allow the Filipino force in the same area to retreat before combat (see 10.3).

• US Leaders allow US forces in their area to ignore 1 hit per battle (and not per round of combat.). Multiple Leaders do not allow ignoring multiple casualties.

• Some Leaders have one or two more special abilities. They are indicated on the Leader counter in a white circle and listed below:

(NR) **No Retreat:** the Leader allows the Filipino units in the same area to not retreat if they take more losses than the US units at the end of the first round of combat (see 10.6.4) (Aguinaldo, Lunar, Pitar).

(H) **Reduced Casualties:** allows the Force in the same area to ignore one hit per battle (All US Leaders, Malvar).

(F) **Increased Firepower:** allows one step in the same area to add +1 to its Fire Die Roll (Ricarte).

(F+) **Increased Firepower ++:** allows all the units in the same area to add +1 to their Fire Die Roll (Lukban) and to always roll first in a round of combat (i.e. d2 occurs before

d1 if the Filipino is the attacker – See 10.2).

(Ne) **Negotiator:** See 7.4 (Mabini).

(St) **Stratagem:** If a battle involving this Leader also involves a Filipino Leader, don't check for Leader casualty as per 10.7, but just roll one die. On 1 or 2, the Filipino Leader is eliminated (Funston).

(NA) **Night Attack:** when this Leader enters an area containing enemy units, roll a die. On 1-2, the Filipino units cannot retreat before combat (even if they are stacked with a Leader- see 10.3). The Advantage chit Elusive Quarry still allows the Filipino units to retreat, though. (Lawton). **Note:** *Aguinaldo nicknamed Lawton "the General of the Night" because he had attacked him at night and by surprise so many times.*

(K) **"Kill everyone over the age of ten":** When this Leader is involved in a battle that sees more than 2 US losses, roll 1 die. On 1 through 3, the Filipino player places a **US massacre** counter at the start of next turn in the area containing this Leader. The Filipino player immediately gains 2 PW points. (Smith)

1.2.3 - LEADER CHAIN OF COMMAND AND COMMANDER IN CHIEF

• Both sides have a Leader chain of command. If a player eliminates or captures the opponent's Commander in Chief (C-in-C), he gains 5 PW points (instead of 2, see 10.7)

• If the C-in-C is eliminated, he is immediately replaced by the next on the list. If the next on the list is not in play yet, make him enter as a reinforcement on the following turn. If the 3 C-in-Cs are eliminated, the player chooses one of his remaining Leaders to become the new C-in-C.

• **Filipino Force Commanders:**

1. Aguinaldo; 2. Luna; 3. Malvar.

• **US Force Commanders:**

1. Otis; 2. MacArthur; 3. Chaffee.



2.0 - SCENARIOS AND PHASES

• There are 3 scenarios in A&I. **Stand-Up Fight, Guerrilla War**, and the campaign game that including a Stand-Up Fight phase and a Guerrilla-War Phase.

• The Stand-Up Fight scenario lasts eight turns, from 1 to 8. The Guerrilla War scenario lasts seven turns, from 9 to 15. In the Campaign game (turn 1 to turn 15), the Guerrilla War Phase begins the first turn after Aguinaldo is eliminated. If Aguinaldo is still in Play during the end of turn 8, the Guerrilla War Phase begins automatically at the begin-

ning of turn 9.

- **When the Guerrilla War Phase begins:**

- The Filipino player replaces all Filipino Regulars Combat steps with Guerrilla Combat steps (**Exception: Do not replace Filipino units stacked with Aguinaldo.**). There can be no more than 5 guerrilla combat steps per area. Move all the extra combat steps to adjacent areas, including in areas containing 4 or fewer US combat steps. Then, discard all the extra combat steps that cannot be placed in an adjacent area.

- No Filipino Regular units can enter the game as reinforcements during the Guerrilla War phase or scenario.

- Both players put their remaining advantage chits in the pool and redraw 5 new advantage chits. They now refer to the Guerrilla War Advantage Chits part of the Player Aid.

## 3.0 - THE TURN SEQUENCE

### 3.1 - GENERAL

Every game of A&I is divided into a certain number of game turns. Each turn is further divided into a series of sequenced phases. Every action taken by a player must be carried out in the appropriate phase of his own player turn.

### 3.2 - US OPERATIONS LIMITS

- The US player is limited in the number of operations he can execute each turn, as per the following:

- **Turns 1 through 2:** up to 2 Ground Operations  
+ 1 Amphibious Operation

- **Turns 3 through 8:** up to 3 Ground Operations  
+ 1 Amphibious Operation

- **Turns 8 through 13:** up to 4 Ground Operations  
+ 1 Amphibious Operation

- **Turns 14 through 15:** up to 5 Ground Operations  
+ 1 Amphibious Operation

- A Ground Operation consists in activating all or part of the US units in a single area. Activated units can move, attack, or move and attack.

- The rules for the Amphibious Operations are explained in 8.2.3.

- **Important:** Activating gunboats in a non-Amphibious Operation activation does not count against the limitations above. Attacking Filipino units without moving counts as an activation. A Search die roll (see 10.0) must be part of a Ground Operation.

## 3.3 - DETAILED SEQUENCE OF PLAY

- **1** - Each player may pick two Objective Chits each game turn (see 5.0)

- **2** - Each player draws at random one new Advantage Chit (Exception: each side draws 5 advantage chits on turns 1 and 9. See 2.0).

- **3** - Imported Arms Phase. (See 6.0)

- **4** - Reinforcements are placed on the map. US units in the Transocean box are landed at Manila. US units on the turn record track are placed in the Transocean box.

- **5 - US Player Operation Phase**

- a** - Activate the current US Operations Limit (see 3.2 and 8.0) number of US combat steps and move these units, if desired.

- b** - Decide on any Amphibious Operation and move the chosen units to their landing area and the chosen gunboats to their arrival Sea space (see 8.2.3).

- c** - Move any gunboats not involved in an Amphibious Operation.

- d** - All gunboats may shell enemy units in one adjacent coastal area (see 9.1).

- e** - Conduct combat if activated units share a region with Filipino units. (See 10.0).

- f** - Establish POA sites (see 11.0).

- **6 - Filipino Player Operation Phase**

- a** - Move none, some or all Filipino units. Up to two units may use naval transport (see 8.0).

- b** - Conduct combat if sharing a region with US units (See 10.0).

- **7 - Jungle Warfare Phase** (see 12.0)

- **8 - Supply Check.** Elimination of Out of supply steps (see 15.0).

- **9** - Apply political Will points according to the PW points track, and Victory points for each achieved Objective on the Victory Point Track.

- **10** - Check for automatic victory. Advance the Turn Track marker one space. If it is the last game turn of the scenario being played, determine the winner.

## 4.0 - OBJECTIVE CHITS

- During setup, place all Filipino Objective Chits out of view of the US player, and all US Objective Chits out of view of the Filipino player (in an envelope, for instance). From now on, we will call them the Filipino Objective Chit Pool and the US Objective Chit Pool.

- Objective descriptions are found on the player aids and there are two “dummy objectives” that players may place in their Objectives Display to bluff their opponent.

- During Step 1 of the sequence of play, each side may pick up to two Objective Chits from their respective Objective Chit Pool (*as commander of operations on either side - you choose your objectives*) and place them, face down, at their respective Objectives Display on the map. Whether or not to choose or replace an objective is entirely up to the player; choosing an objective is not mandatory. An objective drawn on a previous turn may be retained, but a player can never be in possession of more than two Objective Chits.

- A player can choose to move a non-achieved Objective Chit from the Objectives Display to the Objective Chit Pool. By doing so, however, he immediately loses 1 Victory Point. When a player decides to put a dummy objective back in the pool, he shows it to his opponent (and does not lose a Victory Point).

- When an objective is achieved, it is returned to the Objective Pool or, if an objective can no longer be achieved, removed from the game. A player may not select an objective that cannot be accomplished during that turn.

**Example:** *it is not possible to select objective chit “Eliminate 4 POA sites” if there are fewer than 4 POA sites on the map. Likewise, a player may not select an objective requiring the conquest of a given area if the specified area is not under enemy control.*

- Once an objective is achieved, the owning player reveals it to his opponent **in Phase 9** of the Sequence of Play and gains 1 Victory Point for objectives 1 to 9 and 2 Victory points for objective 10.

- Filipino and US Objective 10 are special objectives. Once Objective 10 is chosen, it must be achieved before attempting any other objective (i.e. a player can not record victory points for other objectives as long as #10 is not achieved.)

## 5.0 - ADVANTAGE CHITS

- Each player has one Advantage Chits Pool. The individual Advantage Chits have differing effects in the Stand-Up Fight and the Guerrilla War. Refer to the Player Aids for a description of their effects during the Stand-Up Fight phase or scenario or during the Guerrilla War phase or scenario.

- During setup, and when the Campaign Game scenario enters the Guerrilla War phase, each player draws 5 chits randomly and keeps them secret. At the beginning of each subsequent turn Players may draw one additional chit. Additionally, Players may discard one or more unused chits at this time and replace them, drawing from the pool. Players may not have more than 5 advantage chits at any time.

- The number of advantage chits a Player uses each turn is limited only by the number of advantage chits held. Once used, the chits are returned to the pool.

## 6.0 - IMPORTED ARMS

- During the Imported Arms Phase, the Filipino player rolls one die. If the result is 1, his arms shipment runs the blockade and the Imported Arms marker is placed in any coastal region that contains Filipino units, and is not adjacent to a Sea Space occupied by a gunboat. If there is no such available area, the Filipino player keeps the Imported Arms marker and places it on the map as soon one of his units occupies such an area.

- Once the Imported Arms marker is in play, the Filipino player no longer rolls for it. Imported Arms arrive only once per game.

- All Filipino combat steps in a region containing Imported Arms hit on 5 or 6 instead of just 6 on the fire roll (see 10.6.3).

- Units with the Imported Arms marker are not forced to retreat (see 10.6.4) if the Filipino player does not wish to do so.

- Filipino units in the Imported Arms marker area may carry the Imported Arms marker with them when they move.

- If all Filipino units in a region containing the Imported Arms marker are destroyed, so is the Imported Arms marker. Once destroyed, the Imported Arms marker is removed from the game.

## 7.0 - REINFORCEMENTS

### 7.1 - US REINFORCEMENTS

- US reinforcement numbers are listed in the two scenario descriptions.

- On the turn of their arrival, US reinforcements are placed in the Trans-Ocean Box, landing in Manila on the following turn. Units beginning turn 1 on the Trans-Ocean Box must land in Manila during the Reinforcement Phase of turn 1. **Units landing in Manila cannot be activated during the turn in which they arrive:** place them under the Fresh Troops marker.

- When the reinforcements call for an Infantry unit, the Player may choose either US Army units or Volunteers.

- In addition, during the reinforcements phase the US player may retrieve one artillery step and one cavalry step from the Eliminated Units Pool each turn, and place them in Manila. However, the US player loses 1 Political Will point for each rebuilt cavalry or artillery step.

- In the unlikely event that Manila is Filipino controlled, reinforcements land in the supply source area (see 15.0).

### 7.2 - FILIPINO REINFORCEMENTS

- At the beginning of the second and subsequent turns, the Filipino player rolls for provincial reinforcements as follows: Roll one die for Luzon and one die for the Visayas Islands, apply DRMs and check the table below. The result is the number of combat steps received in Luzon and in the Visayas:

- The Filipino player cannot deploy more than 1 combat step per area.

- If there are available Guerrilla units and Regular units, the Filipino player may choose which type of reinforcement he wants to deploy, with the following restriction: until Aguinaldo is eliminated or declares a Guerrilla War at the beginning of turn 9, only 1 additional Guerrilla combat step may be recruited per turn.

- Regular units can not be recruited during the Guerrilla War phase or scenario.

- Reinforcements must be placed in areas already containing one or more Filipino combat steps.

- Filipino Guerrilla units may be placed in areas containing 4 or fewer US combat steps.

- POA sites prevent the arrival of Filipino reinforcements in their areas and in all the adjacent areas.

- Secured Islands Groups (See 9.4) cannot receive Filipino reinforcements.

Die Roll	Luzon	Visayas
1	2	0
2	3	0
3	4	1
4	5	2
5	6	3
6	7	4
7	8	5
8	9	6

#### Die roll modifiers:

- +1 for each Filipino VP above 0 (maximum: +2; that is, if the Current Filipino VP is at +3, the DRM remains a +2). No negative die rolls if the current Filipino VP is 0 or less.

- +1 to the Luzon die roll if the Filipino player controls 20 or more areas in Luzon.

- 1 to the Luzon die roll if there are 3 or more POA sites in Luzon.

- +1 to the Visayas die roll if the Filipino player controls all areas in the Visayas.

- 1 to the Visayas die roll if there are 2 or more POA sites in the Visayas.

- The reinforcement steps that cannot be deployed on the map regarding the restrictions above are returned to the unused unit pool.

### 7.3 - MABINI ARRIVAL

*Historical Note: Apolinario Mabini (1864-1903) was one of the most brilliant counselors in Aguinaldo's government, having first joined the insurrection against Spain in 1896. He was not a military leader but a civilian and a peace negotiator. In March 1899, he tried to negotiate a peace agreement with the US that included some kind of self-government for the Philippines. Considered the "brains behind the revolution", he was captured in December 1899. Sent into exile in Guam, he was allowed to return in 1903 after taking an oath of allegiance to the United States. However, he remained an active agitator for independence until his death in 1903, aged 38.*

- On Game turn 2, Spring 1899, Mabini arrives as a Filipino reinforcement. He is placed in any area adjacent to an area containing any US Leader.

- If the US player attacks during turn 2, 3 and/or 4, the Filipino player gets a +2 DRM in the reinforcement die roll for Luzon for the following turn.

## 8.0 - MOVEMENT AND STACKING

### 8.1 - LAND MOVEMENT

- All units may move up to 2 areas per activation.
- US infantry and artillery units must stop when entering a mountain area. US cavalry and Filipino units are unaffected.
- All US units and Filipino Regular units must stop movement when entering a region occupied by enemy units.
- Filipino Guerrillas do not need to stop in an area containing 4 or fewer US combat steps.

**Exception:** *They must stop if Macabebe scouts are present in the area.*

- The Monsoon season restricts movement. (See 13.0)
- For Movement purposes, the area Cebu Sure is considered adjacent to Negros Oriental and the Area Leyte is considered adjacent to Samar (i.e. you can move your units from one to the other by the land movement rules).
- Moving units may not pick up additional units along the way. That is, a stack moving from Bataan to Cavite via Manila may not pick up any friendly units located in Manila. They may, however, drop units along the way (dropping one or more units in Manila, if we follow the same example). The dropped units end their movement there and may not be activated again that game turn.
- If a US Force exits an area containing Guerrilla units without leaving at least one Combat Step in this area, roll one die. On 4 through 6, all the Filipino player units take a parting shot (see .10.6.5).

### 8.2 - NAVAL MOVEMENT

#### 8.2.2 - FILIPINO NAVAL MOVEMENT

- The Filipino player may move up to two combat steps per turn up to 5 Sea spaces, from one coastal area to another coastal area. (**Example:** *a unit embarking in area 18 can travel up to area 2 or area 32*)
- The units must begin their movement in a coastal area.
- Naval movement is prohibited during a Monsoon turn and may be subject to interception when moving through any Sea space occupied by a gunboat (see 9.2). Filipino naval transport may also be denied by the Gunboats Activity advantage chits.
- The movement must finish in a coastal area (i.e. a unit cannot stop in a Sea space).
- A naval movement uses all available movement for the

transported units. That is, units performing Amphibious Operations may not move further after landing

#### 8.2.3 - US NAVAL MOVEMENT

- Once per turn, during the Operation Phase, the US player has the option of conducting one (and only one) **Amphibious Operation** from or to Manila (Area 24) without distance restriction.
- An Amphibious Operation must begin OR end in Manila.
- The units must start the turn in a coastal area. The gunboats must start the turn in the Sea Space adjacent to this coastal area to participate in the Amphibious Operation.
- Up to 6 combat steps can be transported per Amphibious Operation.
- One gunboat must accompany every 2 combat steps in an Amphibious Operation. (i.e. if 6 steps are being transported, three gunboats are required to transport them.)
- An Amphibious Operation uses all available movement for the transported units. That is, units performing Amphibious Operations may not move further after landing.
- Landed units may attack any Filipino units in the area, but they cannot reorganize (see 10.8) if they eliminate all Filipino units in the area.
- Amphibious Operations are prohibited during a Monsoon turn.

### 8.3 - STACKING

- The US player may deploy a maximum of 10 combat steps and only one artillery unit per area.

**Exception:** *There is no stacking limitation for the US player in Manila area.*

- The Filipino player may deploy a maximum of 10 Regular combat steps, 5 Guerrilla combat steps and only 1 Artillery unit per area.
- Leaders and Macabebe scouts do not count against stacking.
- Stacking limitations are checked at the end of a movement.
- In case of over stacking, slap your opponent.

## 9.0 - GUNBOATS

- The US player controls five gunboat units and may move them all every turn during his Operation Phase, no matter the current number of activations (i.e. moving a gunboat does not count as an activation).

- Gunboats have no stacking limitation (i.e., any number of gunboats may be in the same Sea space).
- Gunboats may move any number of Sea spaces.
- Gunboats can never be attacked by the Filipino units or take a hit.

- Gunboats have four purposes, as explained below.

### 9.1 - SHELLING ENEMY UNITS

- Gunboats may act as sea-borne artillery.
- They may attack Filipino forces including Regular units in one (and only one) adjacent coastal area at the end of their movement during the US Operations phase.
  - They may participate in a land combat in one (and only one) adjacent coastal area as any artillery unit (during phase C of the combat sequence - see 10) during the Filipino Operations phase.

### 9.2 - INTERDICTING ENEMY UNITS AT SEA

- Gunboats interdict the passage of enemy units moving through the Sea Space they occupy. They roll one die when one or more Filipino units enter the Sea Space they occupy.
  - On a roll of 4 through 6, the Filipino units are eliminated. Conduct a Leader loss roll if a leader(s) is present (See 10.7).
  - On a roll of 1 through 3, the Filipino units continue their movement.

### 9.3 - TRANSPORTING US UNITS DURING AMPHIBIOUS OPERATION

See 8.2.3- US naval movement.

### 9.4 - SECURING ISLANDS FROM FURTHER FILIPINO RECRUITMENT

- When an island group is empty of Filipino units, a gunboat may be moved to the Securing Gunboat Sea Space of the island group.
  - A gunboat in the Securing Gunboat Sea Space cannot perform any other action listed above. I.e. to secure an island, the US player is sacrificing a Gunboat (think of it as being stationed in these islands).
  - A securing gunboat does not prevent Filipino movement into these island regions, but it does prevent Filipino recruitment as long as it remains.

## 10.0 - COMBAT

### 10.1 - GENERAL

• In combat the player in his Operation Phase is designated as "the attacker," the player not in his Operation Phase is designated as "the defender."

• If they find it more convenient, the players may use the Combat Display on the map to resolve combat. As a reminder, place the Battle marker in the contested area before moving the units to the combat display.

• All friendly units present in a given area are treated as a single "force" for combat purposes.

• When there are both Filipino and US units in the same region, combat is mandatory.

**Exception:** if the Filipino force includes **Guerrilla units only**, the combat is not mandatory. (i.e., Filipino guerrillas and US forces may "coexist" in an area without attacking each other.)

• If the Filipino force includes Guerrilla units only and the US player wants to engage them in combat, the US Player must first make a **search die roll**. On a 5 or 6, the Guerrilla force is detected and can be engaged. The die roll is modified as follows:

**+1** for each Filipino guerrilla step in the area in excess of 3 (if there are 4, +1 DRM, if there are 5 guerrillas, +2 DRM).

**+1** if there are Macabebe scouts in the US force.

**+1** if there is a POA site in the area.

**-1** if the area is a mountain area.

• If a search roll is made, place a Search +1 marker in the area. The next search roll in this area is modified by +1. If a search roll is made in an area containing a Search +1 marker, flip it to its +2 side. The next search roll in this area is modified by +2. Remove the marker as soon as there are no more Guerrilla units in this area.

• **Important:** for the US forces, attacking an enemy force (even if it is located in the same area and does not require movement) counts as one activation. Making a search die roll, whatever the result, is part of an activation.

### 10.2 - STANDARD COMBAT PROCEDURE:

Combats are resolved, one at a time, following the sequence below:

**A-** Retreat before combat:

possible Defender Withdrawal.

**B -** Both players decide secretly if they are going to use any available Advantage Chits.

- C** - US Artillery fire. Remove casualties.
- D** - Repeat the following round of combat as many times as necessary:
  - d1** - Defender rolls. The attacker distributes his losses as he sees fit.
  - d2** - Attacker rolls. The defender distributes his losses as he sees fit.
  - d3** - Possible retreat after combat/parting shots.
- E** - Leader Casualty Check.
- F** - Reorganization.
- G** - Record losses on the Political Will Track, **attacker first**.

### 10.3 - STEP A: RETREAT BEFORE COMBAT

#### 10.3.1 - WHO MAY RETREAT?

- US units may retreat before combat if the US player wishes to. But if they retreat, they must forfeit 1 PW point immediately.
  - A force containing only Filipino Guerrilla units may retreat before combat if the Filipino player wishes to, however, the retreat must be announced before the US player searches the area.
  - A force containing only Filipino Regular units, or a mix of Filipino Regular and Guerrilla units may never retreat before combat unless they are stacked with a Leader or the Filipino player uses the Advantage Chit Elusive Quarry.
  - There is no parting shot (see 10.6.5) after a retreat before combat.

#### 10.3.2 - RETREAT IN GENERAL

- Retreating is an “all or nothing” proposition: it is not allowed to retreat part of the force and leave behind a “rearguard”. The retreating player must withdraw the entire force or not retreat at all.
  - Retreating units must all retreat to the same region.
  - In order of priority, retreating units must retreat into:
    - An area occupied by a friendly force.
    - An empty area
    - An area containing friendly and enemy forces. In this case, they may not participate in the upcoming battle if any, and must retreat if this friendly force is forced to retreat.
      - In any case, if more than one area fulfills the conditions above, choose the closest to Manila for the US units and the furthest from Manila for the Filipino units.
  - Units that must retreat and are unable to do so are eliminated instead.

### 10.4 - STEP B - ADVANTAGE CHIT PLAY

- Both players secretly choose any available Advantage Chits they are willing to use and place them on the appropriate case of the Combat display. They are returned to the Chits pool after the combat, that they have been used wether or not.

### 10.5 - STEP C: US ARTILLERY FIRE

- US artillery (including gunboats **during the Filipino player phase only**) may fire.
  - Casualties are removed before rolling for infantry combat.

### 10.6 - STEP D: ROUND OF COMBAT

#### 10.6.1 - DEFENDER'S FIRE

- The defender rolls one die for each of his combat steps in the area.
- The attacking player distributes resulting casualties as he sees fit, and reports the result on his Body Count Track.

#### 10.6.2 - ATTACKER'S FIRE

- After the attacker's casualties are removed, the attacker rolls one die for each surviving step.
  - The defending player distributes his casualties as he sees fit, and reports the number of losses on his Body Count Track.

#### 10.6.3 - WHO HITS?

- All US units hit Filipino **Regular** units on a die result of 5 or 6.
- All US units hit Filipino **Guerrilla** units on a die result of 5 or 6 during the Filipino Operation (defender's fire) Phase and on a 6, only, during the US Operations Phase (attacker's fire).
  - All Filipino units hit on a die roll of 6.
  - All US and Filipino units hit on a die roll of 6 only in Mountain areas whatever the target.
  - All units hit on 5 or 6 when firing parting shots, whatever the target and the terrain.
  - Reminder :
    - Filipino Artillery units do not roll any dice. Any Filipino Artillery unit adds +1 to the die roll of any one Filipino Regular unit.
    - US Artillery units roll 3 dice. US gunboats roll 1 die.

#### 10.6.4 - TAKING HITS

- It takes 1 hit to eliminate 1 US or Filipino step
  - **Exception:** *It takes 2 hits to eliminate 1 Filipino Guerrilla step in a mountain area.*
  - In no case does a Guerrilla unit take hits as long as

Regular units are present in the same area (i.e. All Regular steps must be eliminated first.).

- Artillery units, Leaders, Macabebe scouts and Gunboats can never take a hit.

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### 10.6.5 - RETREAT AFTER COMBAT AND PARTING SHOTS

- See also 10.3.2.
- After the first round of battle **only**, Filipino Regular forces (or a force mixing Regular and Guerrilla units) that have suffered more losses than the US forces **MUST** retreat, unless they are stacked with a No Retreat (**NR**) Leader (i.e. Aguinaldo and/or Luna).

- After any one round of battle, the Attacker has the first option to continue the battle (i.e. restarting a round of combat) or retreat into an adjacent area. If the Attacker retreats, the Defender takes a Parting Shot, rolling a number of dice equal to half the number of his combat steps remaining in the area (rounded up). Parting Shots hit on a 5 or 6, whether US or Filipino (in any type of area and on any type of unit).

- Should the Attacker continue the battle and the Defender retreat, the Attacker rolls for a Parting Shot, following the same procedure outlined above.

- If both sides run out of Infantry or Cavalry units, they must break contact and retreat any remaining Artillery units and Leaders.

- If only one side runs out of Infantry or Cavalry units, any remaining Artillery units are eliminated and the victor earns 1 PW point per eliminated artillery units. For any remaining leaders, roll a die. On 1 through 3, the Leader is eliminated and removed from the game and the victor earns 2 PW points (exception : 5 PW points for a commander in chief); on 4 through 6, the Leader is moved to the closest area containing a friendly force.

**NOTE:** *only one Leader, US or Filipino, can be lost per turn in combat. Once a Leader has been lost, do not roll and directly move the leader in the closest friendly area.*

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### 10.7 - STEP E: LEADER CASUALTY CHECK

- At the close of any battle in which one or more Leaders took part, roll one die for possible Leader loss.

- On a roll of 1, a Leader is removed from play. If Leaders from both sides are present, roll another die, if the result is even, a US Leader is lost and the Filipino player earns 2 PW points. If the result is odd, a Filipino Leader is lost and the US player earns 2 political points. If multiple Leaders are present choose the unfortunate Leader randomly.

**NOTE:** *only one Leader, US or Filipino, can be lost per turn in combat. Once a Leader has been lost, further Leader loss rolls are unnecessary that turn.*

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### 10.8 - STEP F: REORGANIZATION

- After eliminating in combat all enemy units from a region, the victor may redistribute his involved units between the area in which the battle took place and any adjacent area not occupied by the enemy.

- Reorganization is not possible if the enemy retreated from the region in which the battle took place. Nor is reorganization possible if the Attacking units are US forces that had performed an Amphibious Operation that same turn.

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### 10.9 - STEP G:

#### ADJUSTING THE POLITICAL WILL TRACK

- The Filipino player gains 2 PW points for every US combat step eliminated.

- The US player gains 1 PW point for every Filipino combat step eliminated.

- Record points earned on the PW points track, **Attacker first.**

- After recording points, return the Body Count Markers to the 0 box.

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## 11.0 - POA SITES

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*Note: POA Stands for Policy of Attraction through which the US hoped to win over the Filipino population. Policy of Attraction meant building schools and hospitals, teaching English and American culture and generally democratizing the population.*

- The US player may create up to two POA sites in one or two areas per turn if the US Political Will track is +1 or higher.

- To place a POA site the US player indicates an area in which there was no combat this turn and he has at least 5 US steps present.

- POA sites cannot be created during monsoon turns or in Manila on game turn 1.

- There can only be 1 POA site per area.

- Only 9 POA markers are available to the US player.

- The US Player earns 1 PW point for each POA site created.

- Filipino Reinforcements cannot be deployed in a POA site region or in an adjacent region.

- POA sites are destroyed under the following conditions:

- Once Filipino Regular steps (or a force including Filipino Regular and Guerrilla steps) eliminate all the US steps in the area containing them.

- Once a force containing only Filipino Guerrilla steps eliminates all the US steps in the area containing the POA site and if at least 2 Filipino Guerrilla steps survived the combat.

- If any Filipino steps enter an area containing a POA site empty of US steps.

- The Filipino player gains 1 PW point for each POA site destroyed. See also Filipino Objective 10 on the Player Aid

## 12.0 - JUNGLE WARFARE

- The Jungle Warfare display on the map abstractly simulates the engagements that took place during the later stage of the war (1900-02), when the Filipino units took to the jungle and the US units chased after them. The sequence for these actions follows:

### A - US JUNGLE MOVEMENT PHASE

- From turn 9 to turn 13 included, US steps in Box 2 of the Jungle Warfare display **must** exit to Manila area. In the unlikely event that Manila is occupied by Filipino Troops, the returning US steps must undergo one round of combat (acting as Attackers) and then retreat to an adjacent friendly area.

- From turn 14 to the end, US steps in Box 2 of the Jungle Warfare display **must** exit to any friendly area in Luzon.

- US steps in Box 1 of the Jungle Warfare display **must** move to Box 2

- Up to 3 US combat steps and one Macabebe Scouts from an already activated force may enter the Box 1 of the Jungle Warfare display during the Guerrilla War phase or scenario (i.e. US steps cannot enter the Jungle during the Stand-up Fight phase or scenario). Artillery steps and Leaders cannot enter the Jungle Warfare display.

### B - COMBAT PHASE

- If a box contains both Filipino and US steps, roll a die. On 1 through 3, nothing happens, pass to Phase C. On 4 through 6, there is combat, as follows:

- The Filipino player rolls 1 die per US combat step. On 4 through 6, the US combat steps are ambushed. If the Macabebe Scouts step is present, ignore one 4 through 6 result. Place the Ambushed marker on the steps involved.
- The US player rolls 1 die per Filipino combat step. On

4 through 6, the Filipino combat step is discovered. If the Macabebe Scouts step is present, one more Filipino combat step is automatically discovered. Place the Discovered marker on the steps involved.

- One player rolls 1 die. The result is the number of combat rounds that will follow.

#### • Round of combat:

- The Filipino player rolls 1 die for each Filipino combat step in the engagement. On 6, one US combat step is eliminated.

- The US player rolls 1 die for each non-ambushed US combat step. On 6, one discovered Filipino combat step is eliminated (i.e. Non-discovered Filipino combat steps cannot be targeted or take a hit. Ambushed US combat steps cannot attack).

- **Important:** hits are taken simultaneously; both players fire before taking hits.

### C - FILIPINO MOVEMENT PHASE

- During the Stand-Up Fight Phase, up to 2 Filipino Guerrilla combat steps may enter Box 1 of the Jungle Warfare display from any area in Luzon.

- During the Guerrilla War Phase, up to 4 may enter Box 1 of the Jungle Warfare display from any area in Luzon.

- Filipino units in Box 1 may move to Box 2. Filipino units in Box 2 may move to Box 1 or exit to any friendly area in Luzon. None of these movements is mandatory (i.e. Filipino units may stay indefinitely in the Jungle Warfare display).

- During the Stand-Up Fight phase, no more than 5 Filipino Guerrilla units may be in the Jungle Warfare display.

- During the Guerrilla War phase, no more than 7 Filipino Guerrilla units may be in the Jungle Warfare display.

- Artillery and Leaders cannot enter the Jungle display.

## 13.0 - MONSOON SEASON

- The grey boxes on the turn track indicate Monsoon season. Some restrictions apply:

- Units may move only one area (but may still commit to combat)

- Gunboats can perform neither Amphibious Operation nor Shore Bombardment of enemy units.

- Filipino units cannot use naval movement.

- The US player cannot create POA sites.

- Additionally, on turn 4, there is no US Operational Phase.

**Note:** In 1899, for their first Monsoon season, the US were unprepared for the excessive foul weather

## 14.0 - MOUNTAIN AREAS

• As previously mentioned, some restrictions apply to Mountain Areas:

- All non-cavalry US units must stop their movement when entering a Mountain Area (no restrictions for the Filipino units)
- All US units hit on 6 only in Mountain Area.
- It takes 2 hits to eliminate 1 Filipino Guerrilla step in a Mountain Area.

## 15 - SUPPLY

### 15.1 - IN AND OUT OF SUPPLY UNITS

- Filipino units are always in supply.
- US units are in supply if they can trace a path of US controlled areas to Manila.
  - Due to US control of the Sea, US units in a coastal area on Luzon and in all the areas of the Visayas islands are always in supply.

### 15.2 - EFFECT OF OUT OF SUPPLY

- An Out of Supply US force loses one combat step at the end of the Supply Check Phase
- The Filipino player earns 2 PW points for each Out of Supply eliminated step.

### 15.3 - MANILA OCCUPIED

In the unlikely event that Manila is controlled by the Filipino player, the US player immediately must place one Supply counter in any coastal area of Luzon empty of Filipino units and place all his gunboats in the adjacent Sea Space. This area is a new source of US supply and the gunboats cannot move as long as Manila is under Filipino control.

## 16.0 - FOG OF WAR

- The Filipino player can always examine the US stacks
- The US player can never examine the Filipino stacks.
- A Filipino stack is revealed in the combat phase if he does not, or cannot, retreat before combat.
  - The Filipino player always places a Leader at the top of the stack, face down (showing the Filipino flag). There are also 5 dummy markers with the Filipino flag that he may place on any stack during the reinforcement phase.

- **Gentleman's agreement** (not if playing against Elias): the US player should look elsewhere when the Filipino player installs his reinforcements and dummy markers on the map.

## 17.0 - HOW TO WIN

- Victory in A&I is achieved by accumulating VPs. VPs may be gained in two ways: through Political Will Points (see 10.9) or through objectives achieved (see Detailed Sequence of Play and Player Aids).

### 17.1 - POLITICAL WILL POINTS AND VICTORY POINTS

- Each time the US player earns a Political Will (PW) point, he moves the Marker toward the top of the track.
- Each time the Filipino player gains a PW point, he moves the Marker toward the bottom of the track.
- The marker cannot be moved further than the highest or lowest box on the track. That is, extra PW points are "wasted."
- At the end of each turn (Phase 9), the Political Will number is added to the Victory Points Track, in favor of the US player if the Marker is on a blue number, in favor of the Filipino player if the Marker is on a red number. **After accruing VPs, reset the PW track to the 0 box.**
- Record the VPs for achieved Objectives on the VP track, US player first on the even numbered turns, Filipino player first on the odd numbered turns.
- No player can have more than 8 VPs. Extra VPs are "wasted."

### 17.2 - VICTORY

- If at the end of any turn the total US VP count reaches 8, the game ends and the US player is immediately declared the winner.
- If at the end of any turn the total Filipino VP count reaches 8, the game ends and the Filipino player is immediately declared the winner.
- If there is no automatic victory, the player who has more VPs at the end of the game (Turn 8 for the Stand-Up Fight scenario, turn 15 for the Guerrilla War scenario or the Campaign Game), is declared the winner. If the VP Marker is on the 0 box of the VP track, the player who has the more PW points is declared the winner. If both the VP Marker and the PW marker are on 0, the game is a draw.

## 18.0 - SCENARIOS

• There are three scenarios in Amigos & Insurrectos: Stand-up Fight, Guerrilla War, and the Campaign Game:

• The **Stand-up Fight scenario** lasts eight turns, from game turn 1 to game turn 8, inclusive.

• The **Guerrilla War scenario** lasts 7 game turns, from game turn 9 to game turn 15.

• The **Campaign Game** lasts 15 game turns. It begins with a Stand-Up Fight Phase. The Guerrilla War Phase begins the first turn after Aguinaldo is eliminated or at turn 9 if Aguinaldo is still in play.

### • See also 2.0

• When a scenario calls for the deployment of a given number of combat steps, this means that the players may deploy them using the number of counters that they wish. If, for instance, they must deploy “3 infantry” in a given region, they may deploy one two-step unit showing its “2 step/2D” side and another infantry unit flipped to its “1 step/1D” side, or three units showing its 1 step side. See also 2.1 and 6.0.

### 18.1 - THE STAND-UP FIGHT SCENARIO (FALL 1898-SPRING 1900)

#### 18.1.1 - SETUP

• Each player draws 5 Advantage Chits at random, then selects and places up to two Objective Chits face-down on the playing surface.

• Place the VP marker on the 0 box of the VP track.

• Place the Turn marker on the 1 box of the Turn track.

• Place the Political Will Marker on the highest box of the US Political Will Track (2, US).

• Place **Filipino units** (R: Regular, A: Artillery, G: Guerilla) in the following areas:

7: 1 R.	19: 1 R,	26: 4 R.	Lukban.
9: 4 R.	Pilar.	27: 6 R	37: 1 G.
12: 1 R.	21: 6 R, 1 A,	Ricarte.	40: 1 G.
14 : 1 R,	Geronimo .	28: 3 R.	42: 1 G.
Aguinaldo.	22: 1 R.	29: 3 R.	43: 3 G.
16: 1 R.	23: 6 R, 1 A,	32: 1 R.	44: 1 G.
17: 1 R.	Luna.	33: 1 R.	45 : 1 G.
18: 1 R.	25 : 6 R.	36: 1 G,	

• Place **US units** (I: Infantry - US Army or Volunteers, player's choice - , A: Artillery, C: Cavalry, Gu: Gunboat):

24: 18 I, 2 C, Lawton, Wheaton

**Manila Bay** (Sea Space): 5 Gu

**Trans-Ocean Box:** 14 I, 2 A, 2 C, Anderson, MacArthur

#### 18.1.2 - REINFORCEMENTS

• Filipino Reinforcements:

- Turn 2: Mabini

- As per 7.2 starting at turn 2

• US Reinforcements. Place these units on the turn track:

**Turn 2:** 8 I, 1 A, 2 C, Leader Otis

**Turn 3:** 10 I, Leader Smith

**Turn 4:** 10 I

**Turn 5:** Leader Funston

**Turn 7:** 10 I

### 18.2 - THE GUERRILLA WAR SCENARIO (SUMMER 1900-SPRING 1902)

#### 18.2.1 - SETUP

• Each player draws 5 Advantage Chits, then selects up to 2 Objective Chits.

• Place the VP marker on the 0 box on the VP track.

• Place the Turn marker on the 9 box of the Turn track.

• Place the Political Will Marker in the bottom box of the Political Will Track (Filipino 2).

• Place **Filipino units** (R: Regular, A: Artillery, G: Guerilla) in the following areas:

1: 1 G.	10 : 4 G.	Geronimo.	31: 1 G.
2: 1 G.	11: 1 G .	22: 1 G.	32: 1 G.
3: 1 G.	15 : 2G.	25: 2 G.	34: 1 G.
4: 1G.	16: 2 G.	26: 5 G,	35: 2G,
5: 2G.	18: 1 G.	Malvar	Lukban.
6: 4 G.	19: 2G	27: 2 G.	36 : 1 G.
8: 1 G.	20: 4 G,	28: 2 G.	37: 1 G.
9: 5 R,	Ricarte.	29: 1 G.	40: 1 G.
Aguinaldo	21: 3 G,	30: 1 G.	42: 1 G.

• Place **US units** (I: Infantry, A: Artillery, C: Cavalry, Gu: Gunboat) in the following areas:

7: 5 I, 2 C, 1 A,	24: 12 I, 1A,	<b>Tayabas Sea</b>
Funston.	MacArthur.	<b>Space:</b> 1 Gu.
13: 5 I, Wheaton.	25: 2 I.	<b>Manila Bay</b>
14: 4 I, POA Site.	43: 4 I, 2 C,	<b>Sea Space:</b>
15: 2 I, POA Site.	Anderson, POA	2 Gu.
17: 2 I.	Site.	<b>Securing</b>
21: 5 I, POA Site.	<b>Isabela Sea</b>	<b>Panay:</b> 1 Gu.
23 : 5 I, 2 C, 1 A,	<b>Space:</b> 1 Gu.	<b>Trans-Ocean</b>
Smith.		<b>Box:</b> 6 I, 2 C, 1A.

### 18.2.2 - REINFORCEMENTS

- Filipino Reinforcements:
  - As per 7.2 starting at turn 10
- US reinforcements:
  - **Turn 11:** 1 Macabebe Scouts
  - **Turn 12:** Leader Chaffee

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## 18.3 - THE CAMPAIGN GAME (FALL 1898-SPRING 1902)

### 18.3.1 - SETUP

Setup your units as indicated for the Stand-Up Fight scenario.

### 18.3.2 - REINFORCEMENTS

- Filipino Reinforcements:
  - Turn 2: Mabini
  - As per 7.2 starting at turn 2
- US Reinforcements. Place these units on the turn track:
  - Turn 2:** 8 I, 1 A, 2 C, Leader Otis
  - Turn 3:** 10 I, Leader Smith
  - Turn 4:** 10 I
  - Turn 5:** Leader Funston
  - Turn 7:** 10 I
  - Turn 8:** 8 I
  - Turn 9:** 6 I, 2 C, 1 A
  - Turn 11:** 1 Macabebe Scouts
  - Turn 12:** **Leader Chaffee**

- 
- **Game Design:** John Poniske
  - **Development:** Javier Romero & Olivier Revenu
  - **Graphics:** Olivier Revenu
  - **Editing:** Jenny Poniske
  - **Playtesting:** Terence Co, Damián Giménez, John Sy, Vladimir T. See, Michel Boucher, Alexandre Adelet, Bertrand Jalenques, Lionel Ordolat.

## DETAILED SEQUENCE OF PLAY

- **1** - Each player may pick two Objective Chits each game turn (see 5.0)
- **2** - Each player draws at random one new Advantage Chit (Exception: each side draws 5 advantage chits on turns 1 and 9. See 2.0).
- **3** - Imported Arms Phase. (See 6.0)
- **4** - Reinforcements are placed on the map. US units in the Transocean box are landed at Manila. US units on the turn record track are placed in the Transocean box.
- **5 - US Player Operation Phase**
  - a** - Activate the current US Operations Limit (see 3.2 and 8.0) number of US combat steps and move these units, if desired.
  - b** - Decide on any Amphibious Operation and move the chosen units to their landing area and the chosen gunboats to their arrival Sea space of arrival.
  - c** - Move any gunboats not involved in an Amphibious Operation.
  - d** - All gunboats may shell enemy units in one adjacent coastal area (see 9.1).
  - e** - Conduct combat if activated units share a region with Filipino units. (See 10.0).
  - f** - Establish POA sites (see 11.0).
- **6 - Filipino Player Operation Phase**
  - a** - Move none, some or all Filipino units. Up to two units may use naval transport (see 8.0).
  - b** - Conduct combat if sharing a region with US units (See 10.0).
- **7 - Jungle Warfare Phase** (see 12.0)
  - a** - US Movement Phase
  - b** - Combat Phase
  - c** - Filipino Movement Phase
- **8 - Supply Check.** Elimination of Out of supply steps (see 15.0).
- **9** - Apply political Will points according to the PW points track, and Victory points for each achieved Objectives on the Victory Point Track.
- **10** - Check for automatic victory. Advance the Turn Track marker one space. If it is the last game turn of the scenario being played, determine the winner.

## STANDARD COMBAT PROCEDURE:

- A** - Retreat before combat: possible Defender Withdrawal.
- B** - Both players decide secretly if they are going to use any available Advantage Chits.
- C** - US Artillery fire. Remove casualties.
- D** - Repeat the following round of combat as many times as necessary:
  - d1** - Defender rolls. The attacker distributes his losses as he sees fit.
  - d2** - Attacker rolls. The defender distributes his losses as he sees fit.
  - d3** - Possible retreat after combat/parting shots.
- E** - Leader Casualty Check.
- F** - Reorganization.
- G** - Record losses on the Political Will Track, **attacker first**.

## WHO HITS?

- All US units hit Filipino **Regular** units on a die result of 5 or 6.
- All US units hit Filipino **Guerrilla** units on a die result of 5 or 6 during the Filipino Operation (defender's fire) Phase and on a 6, only, during the US Operations Phase (attacker's fire).
  - All Filipino units hit on a die roll of 6.
  - All US and Filipino units hit on a die roll of 6 only in Mountain areas whatever the target.
  - All units hit on 5 or 6 when firing parting shots, whatever the target and the terrain.
  - Reminder : Filipino Artillery units do not roll any dice. Any Filipino Artillery unit adds +1 to the die roll of any one Filipino Regular unit. US Artillery units roll 3 dice. US gunboats roll 1 die.

## FILIPINO REINFORCEMENTS TABLE:

Die Roll	Luzon	Visayas
1	2	0
2	3	0
3	4	1
4	5	2
5	6	3
6	7	4
7	8	5
8	9	6

### Die roll modifiers:

- +1 for each Filipino VP above 0 (maximum: +2; that is, if the Current Filipino VP is at +3, the DRM remains a +2). No negative die rolls if the current Filipino VP is 0 or less. +1 to the Luzon die roll if the Filipino player controls 20 or more areas in Luzon.
- 1 to the Luzon die roll if there are 3 or more POA sites in Luzon. +1 to the Visayas die roll if the Filipino player controls all areas in the Visayas. -1 to the Visayas die roll if there are 2 or more POA sites in the Visayas.

# US PLAYER AID

## STAND-UP FIGHT ADVANTAGE CHITS

### #1 - INEPT LEADERSHIP

**Play during the Reinforcement Phase.**

The US player designates 3 areas in Luzon and roll 1 die.

- on 1-2, the first one is selected,
- on 3-4, the second one is selected,
- on 5-6, the third one is selected.

This area cannot receive reinforcements this turn.

**Or**

**Play during Phase B of the Combat Phase.**

The US player designates 3 areas in Luzon and rolls 1 die.

The result is the number of Filipino combat steps that cannot fire during this battle (they can still be targeted).

### #2 - ACCURATE MARKSMANSHIP

**Play during Phase B of the Combat Phase if this combat includes 5 or fewer US combat steps.**

All the US units hit on 4 through 6 whatever the targets and terrain.

### #3 - SUPERIOR ARTILLERY

**Play during Phase B of the Combat Phase.**

US artillery unit(s) roll twice during this battle

### #4 - PURSUIT

**Play during Phase B of the Combat Phase.**

The US units firing a parting shot hit on 4 through 6

### #5 - LUNA ASSASSINATION ATTEMPT (X2)

**Must be played immediately when selected.**

There are 2 LAA chits.

If the US player draws one of these chits on turn 1 or 2, he returns it immediately in the chit pool and redraws one chit.

On subsequent turns, if he draws both LAA chits in the same turn, he must immediately return one of them to the chit pool and redraw one chit.

When one of these chits is drawn, it is immediately placed on the Luna Assassination Attempt track and 1 die is rolled.

- On 1 through 3, Luna is assassinated by Aguinaldo, remove him from the game.

- On 4 through 6, nothing happens

When the second chit is drawn, it is immediately placed on the Luna Assassination Attempt track and 1 die is rolled.

- On 1 through 4, Luna is assassinated by Aguinaldo, remove him from the game.

- On 5 or 6, Luna assassinates Aguinaldo, remove him from the game and the game immediately enters the Guerrilla War Phase (see 2.0)

### #6 - COUNTERTERRORISM SURGE

**Play during Phase B of the US Combat Phase.**

The US units always hit Filipino Guerrilla units on a roll of 5 or 6.

### #7 - GUNBOATS ACTIVITY (X2)

**Play during the start of the Filipino Operation Phase.**

The Filipino units cannot use Naval Movement this turn.

### #8 - BOLD MANEUVER (X2)

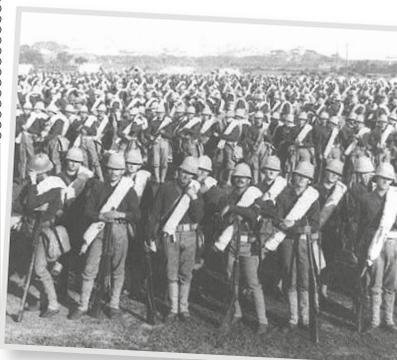
**Play during Phase B of the Combat Phase**

Add +1 to any 4 die rolls or add +2 to any 2 die rolls during the battle

### #9 - CLOSING IN

**Play during Phase E of the Combat phase**

If Funston is part of the US Force, do not roll for Leader elimination as per 10.7. Instead, roll 1 die. On 1 through 4, the Filipino Leader is eliminated.



# US PLAYER AID

## GUERRILLA WAR ADVANTAGE CHITS

### **1 – FILIPINO MASSACRE OF AMERICANS**

#### **Play during the Reinforcements Phase**

Place the Filipino Massacre Site marker in any Visayas area containing 3 or fewer US combat steps. Eliminate one combat step immediately. The US player gains 2 PW points.

### **#2 – POLICY OF CHASTISEMENT**

#### **Play immediately, or return it to the pool if no area fulfills the conditions.**

Remove all the Filipino units from an area containing 2 or fewer Filipino Combat steps and a greater number of US combat steps. No PW points are scored for this action.

### **#3 – GUNBOATS ACTIVITY**

#### **Play at the start of the Filipino Operation Phase**

The Filipino units cannot use Naval Movement this turn.

### **#4 – SUPERIOR MARKSMANSHIP**

#### **Play during Phase B of any battle involving 5 or fewer US combat steps.**

The US units hit on 3 through 6 during this battle.

### **#5 – BENEVOLENT ASSIMILATION (X2)**

#### **Play at the beginning of the US Operation Phase.**

Select an area adjacent to a POA site and containing 2 or fewer Filipino Combat steps. Eliminate the Combat steps and Gain 1 PW point.

### **#6 – LUKEWARM SUP- PORT FOR INDEPENDENCE MOVEMENT, LACK OF COM- MON IDENTITY**

#### **Play during the Reinforcements Phase.**

If the US player has 3 or fewer VPs, no Visayan region may recruit reinforcements this turn. The Filipino player may use Advantage Chit 2 Brutality & Torture to cancel the effects of this chit.

### **#7 – LUKEWARM SUP- PORT FOR INDEPENDENCE MOVEMENT (X2)**

#### **Play during the Reinforcements Phase.**

If the US player has 4 or fewer VPs, no areas containing US units or adjacent to US units can receive Filipino reinforcements.

### **#8 – INTELLIGENCE (X2)**

#### **Play during Phase B of the Filipino Combat Phase.**

The US player can reinforce an attacked area from any or all the adjacent areas.

### **#9 – MACABEBE SCOUTS**

#### **Play during the Reinforcements Phase**

The US player places the Macabebescout in any one area containing US units.

## US OBJECTIVE CHITS

**#1** - Control of Iloilo - 1VP

**#2** - Control of Bulacan - 1VP

**#3** - Control of Pangasinan - 1VP

**#4** - Control of Nueva Vizcaya - 1VP

**#5** - Control Entire Railway: Clear all regions containing railroads of Filipino units - 1VP

**#6** - Capture or eliminate Pitar - 1VP

**#7** - Establish 8 POA sites - 1VP

**#8** - Capture or eliminate Aguinaldo - 1VP

**#9** - Control of one US Massacre site area - 1VP

**#10** - Body Count. Destroy 10 Filipino Regular or 10 Filipino Guerrilla steps in one turn - 2 VP

# FILIPINO PLAYER AID

## STAND-UP FIGHT ADVANTAGE CHITS

### #1 - WILLIE GRAYSON Play at the start of the US Operational Phase.

The Filipino player designates one or more US combat steps in an area adjacent to an area containing Filipino units. The designated units must immediately enter the area and attack the Filipino units there. Resolve combat, then, remove this chit from the game. This combat does not count against the US activation limits.

### #2 - CHARGE! Play at the start of the US Operational Phase

The Filipino player designates one area containing US units adjacent to an area containing Filipino units. All the US units must immediately enter the Filipino area and attack the Filipino units there. This does not count against the US activation limits.

### #3 - FANATIC DETERMINATION Play during Phase B of the Combat sequence.

During one round of the battle, the Filipino units roll twice.

### #4 - STAND AND FIGHT (X2) Play during Phase B of the Combat sequence.

At the end of the first round of combat, the rules of mandatory retreat (see 10.6.5) do not apply and the surviving Filipino units attack one more time before starting round 2.

### #5- ELUSIVE QUARRY Play during Phase B of the Combat sequence.

A leaderless Filipino force under attack may retreat before combat. (See 10.3)

#### Or

A retreating Filipino force does not suffer parting shots.

### #6 - DIFFICULT TERRAIN Play during the US Movement Phase.

When the US player announces he's going to move a force, reveal the chit. The indicated US force may move only one area.

### #7 - RACIST ATTITUDE Play during the Reinforcement Phase.

Add 2 additional Filipino combat steps in one area containing Filipino units

### #8 - MALARIA (X2) Play during the Reinforcement Phase.

On a non-monsoon turn, roll 1D6. On 1-4: no effect. On 5-6: 1 US combat step is eliminated and the Filipino gains immediately 2 PW points

#### Or

On a monsoon turn, 1 US Combat step is automatically eliminated and the Filipino immediately gains 2 PW points.

### #9 - MASSACRE OF FILIPINOS Play during the Reinforcement Phase.

The Filipino player places a

US Massacre marker in any area containing US units and immediately gains 2 PW points.

### #10 - ANTI-IMPERIALIST LEAGUE Play during the Reinforcement Phase. Cannot be played on turn 1.

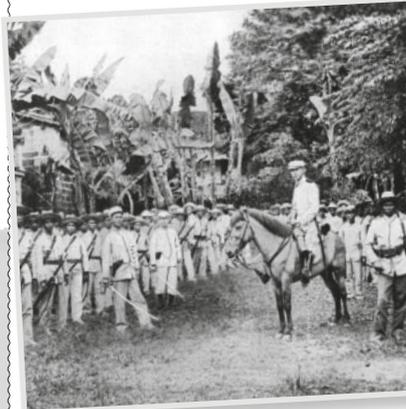
The Filipino player immediately gains 1 PW point and all Reinforcements are delayed by 1 turn. (US units in the Trans-Ocean Box will still land in Manila this turn)

### #11 - MANILA UPRISING Play during the beginning of the Filipino Operation Phase.

Place 4 Filipino combat steps in Manila. If US units are present, combat occurs immediately, and the Filipino player is the attacker. The Filipino units don't and cannot retreat during the battle. Additionally, before starting the combat, roll 1 die.

- On 1 through 3, no effect

- On 4 through 6, US Artillery units do not fire in step C of the Combat sequence and US units do not fire on the first round of combat.



# FILIPINO PLAYER AID

## GUERRILLA WAR ADVANTAGE CHITS

### #1 - DAVID FAGEN

#### Play during The Reinforcement Phase.

Place David Fagan Unit with any Filipino force. The Filipino player immediately gains 1PW point. If this unit is eliminated, the US player gains 2 PW points (instead of 1). Remove this chit from the game

### #2 - BRUTALITY & TORTURE

Play when the US chit Lukewarm is played. The US chit has no effect.

### #3 - CONGRESSIONAL INVESTIGATION

#### Play during The Reinforcement Phase.

The US player is limited to initiating only one combat this turn.

### #4 - ELUSIVE QUARRY (X2) Play during Phase B of the Combat sequence.

A leaderless Filipino force under attack may retreat before combat.

#### Or

A retreating Filipino force does not suffer parting shots.

### #5 - WALLER AFFAIR

#### Play during The Reinforcement Phase.

Place 2 Filipino Combat steps in any area of Samar, then remove this chit from the game.

### #6 - TRAP

#### Play at the start of Phase A of the Jungle Warfare Sequence.

3 US units in Luzon (US player's choice) must enter the Jungle Space.

### #7 - VISAYAS

#### Play during The Reinforcement Phase.

Place 2 additional Filipino combat steps in any area of the Visayas Islands

### #8 - LUZON (X2)

Play during The Reinforcement Phase.

Roll 1 die. Place 2 additional Filipino combat steps as follows  
- On 1 or 2, in Central Luzon  
- On 3 or 4, in Southern Luzon  
- On 5 or 6, in Northern Luzon.

### #9 - LACK OF INFORMATION

#### Play during the US Operational Phase.

No battle takes place in an area into which US troops just moved. Filipino forces may remain or retreat into an adjacent area.

### #10 - DEATH TO COLLABORATORS!

#### Play during The Reinforcement Phase.

Remove 1 Macabebe Scouts unit from the game.

### #11 - MANILA UPRISING Play during the beginning of the Filipino Operation Phase.

Place 2 Filipino Guerrilla combat steps in Manila. If US units are present, combat occurs immediately, and the Filipino player is the attacker. The Filipino units don't and cannot retreat during the battle. Additionally, before starting the combat, roll 1 die:

- On 1 through 3, no effect  
- On 4 through 6, US Artillery units do not fire in step C of the Combat sequence and US units do not fire on the first round of combat.

## FILIPINO OBJECTIVE CHITS

#1 - Control of Manila - 1VP

#2 - Control of Bulacan - 1VP

#3 - Control of Pangasinan - 1VP

#4 - Control of Nueva Vizcaya - 1VP

#5 - Control Iloilo: Clear all regions containing railroads of Filipino units - 1VP

#6 - Destroy one U.S. Artillery Unit - 1VP

#7 - Body Count: Eliminate 5 U.S. steps in one turn - 1VP

#8 - Eliminate Henry Lawton: After any battle in which Lawton is present roll 1 die. A result of 4 through 6 eliminates him - 1VP

#9 - Control Filipino Massacre Site - 1VP

#10 - Eliminate 4 POA sites in one turn - 2VP