

Nuevo Calempo, 1915

A Fictional Scenario for *Revolucion!*



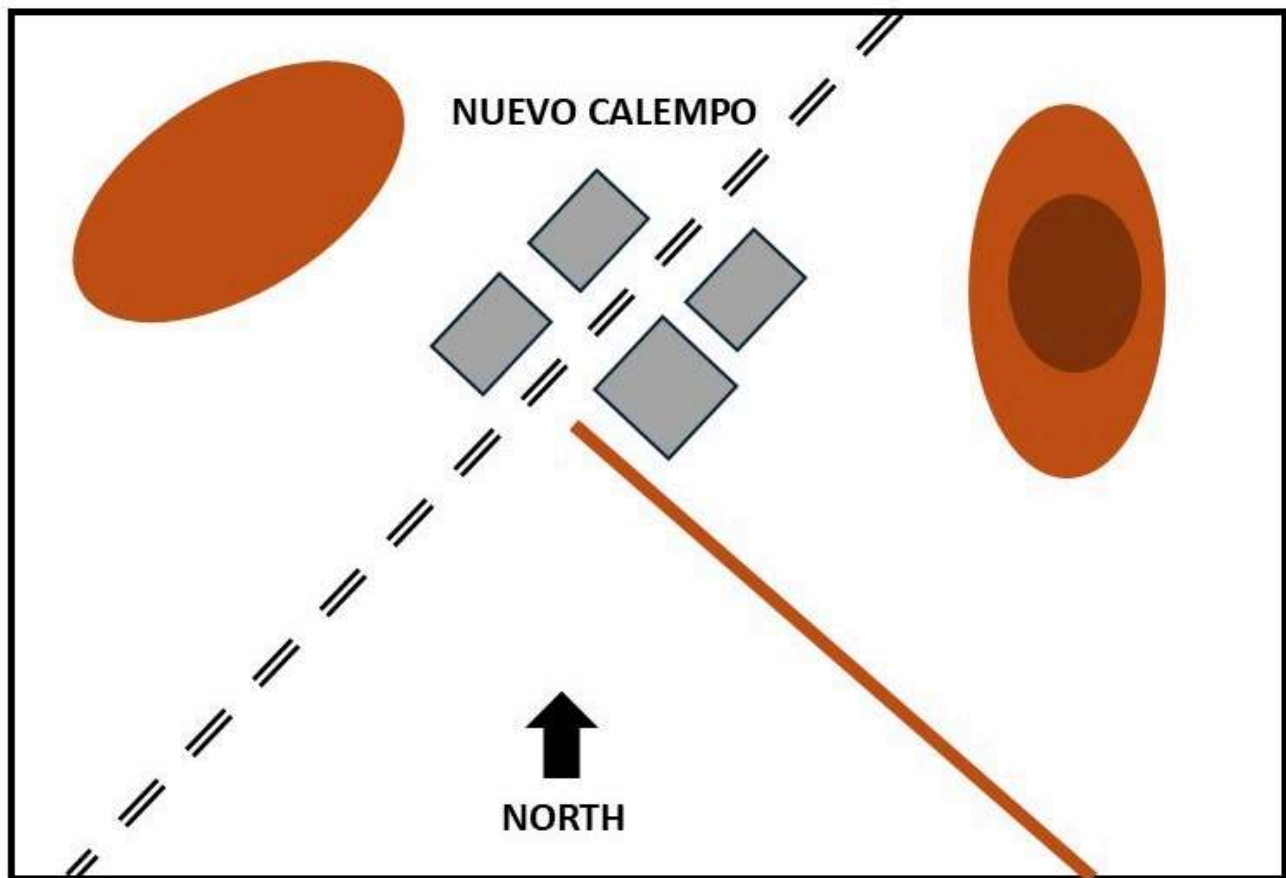
Background

It is March, 1915, and Constitutionalist General Gonzales is pulling back toward Ciudad Victoria in the face of Villa's General Rodriguez, who is maneuvering to take Matamoros. At a small town on the rail line to Ciudad Victoria, a column of Villistas encounters a group of Constitutionalists guarding supplies while waiting for a train to come and transport them. The Villistas attack, hoping to capture the supplies and kill their guardians.

This scenario is designed for use with 25mm figures, to facilitate remote play.

The Tabletop

The map below is 4 foot x 3 foot. The dotted line is the train tracks, cutting through the center of the town. The buildings will provide hard cover for a single unit apiece. The hills are rough and brushy, and will provide soft cover.



The Constitutionalists will set up in the town and anywhere else on the northern half of the table. Units may be concealed on the hills or in buildings. Further, up to 12 inches of sandbagged hard cover may be deployed anywhere within the setup area. The supplies must be located in a single area within the town, or adjacent to a building around the outside of it.

Villistas will move onto the table from the south at the start of play.

Orders of Battle

Constitutionalistas

Generals: 2 Leaders (commands must be assigned before play starts)

3 Infantry Brigades: Each 4 bases Regular Infantry

1 Cavalry Regiment: 4 bases Regular Cavalry

1 Battery Field Guns: 1 base Artillery

2 batteries Machine Guns: 1 bases Machineguns (must be separate units)

Villistas

Generals: 2 Leaders (commands must be assigned before play starts)

3 Infantry Brigades: Each 6 bases Irregular Infantry

1 Dorados: 4-base Veteran Cavalry unit.

1 Battery Field Guns: 1 base Artillery

2 Batteries Machine Guns: 1 bases Machineguns (separate units)

1 Maquina Loca: Train (1 "base") loaded with dynamite!

Scenario Rules and Victory Conditions

The Supply Dump may be destroyed by any undemoralized unit which spends a turn adjacent to it using a "rest" action to do so.

Hidden units must be revealed when they come within 6 inches of an undisordered, undemoralized enemy unit, or move or fire in the LOS if an enemy unit.

For Army Morale puposes, the Constitutionalistas are Average, but the Villistas are considered highly motivated (they are still convinced of ther own invincibility, as Ceyala has yet to take place). This means that when 3 units or leaders of the Constitutionalistas have been destroyed, they will concede. For the Villistas, the number is 4. The Maquina Locca does not count toward Army Morale, nor does the Supply Dump.

Breaking the enemy army is the primary criteria for winning the game. To make this a *major victory* (as opposed to a *minor* one) you must have control of the Supply Dump at the end of the game.