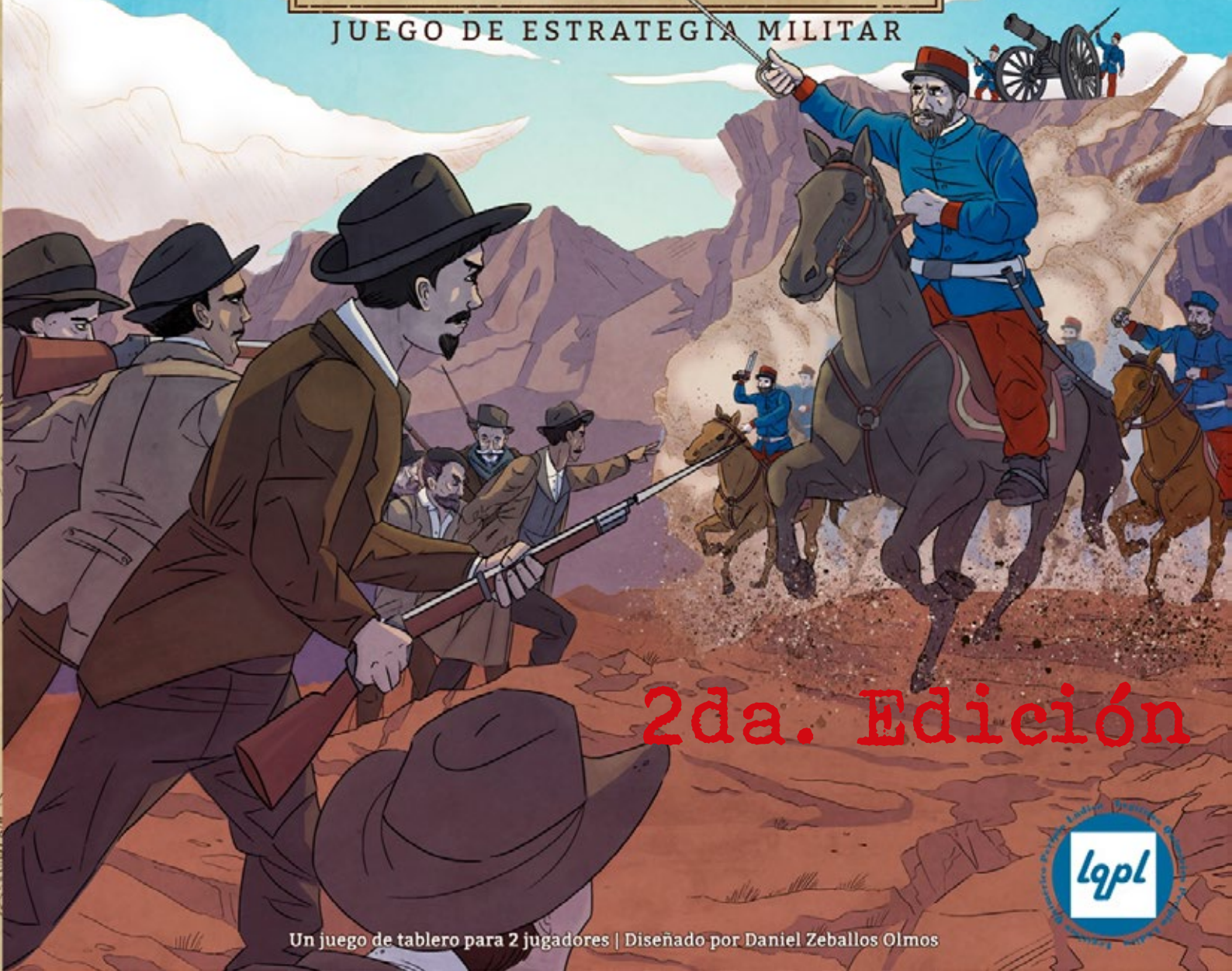


BATALLA DE CALAMA

JUEGO DE ESTRATEGIA MILITAR



2da. Edición



Un juego de tablero para 2 jugadores | Diseñado por Daniel Zeballos Olmos



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Introduction

On February 14, 1879, with the landing of the Chilean army from the frigate Blanco Encalada in the port of Antofagasta, then Bolivian territory. Chile begins its military campaign in the War of the Pacific against Bolivia and Peru.

The Chilean army's land advance continues northward, with the taking of the town of Calama on March 23, 1879. A town located in a valley, a strategic point of supply of food and water for the march on the Atacama desert.

The Chilean forces under the command of Col. Emilio Sotomayor Baeza, made up of 544 troops, start from the town of Caracoles. In Calama, a resistance organized by civilians at the head of the Subprefect of the Litoral Province, José Santos brings together 135 people, including soldiers, police and civilians, with the slogan of stopping the advance of the invading army.

In this combat, the greatest Bolivian hero in the war Eduardo Abaroa will die, on the crossing of the Topater bridge over the Loa river.

BATALLA DE CALAMA
USO DE ESTRATEGIA MILITAR

Unidades Chilenas

Zona inicial Chile

Refuerzos de Chile

Senda de Puntos de movimiento

Senda de Eventos de turno

Ejemplos de terrenos

Zona inicial Bolivia

Figura y nombre de unidad

Número de identificación

Alcance arma a distancia

Costos de movimiento

Modificador de resistencia

Sendas de atributos de la unidad

Valor inicial en color anaranjado.

Secuencia de juego

Unidades bolivianas

Movimiento	-1	0	+1	+2	+3	+4	+5
Resistencia	-1	0	+1	+2	+3	+4	+5
Fuerza	-1	0	+1	+2	+3	+4	+5

Figura y nombre de unidad: Caballería (5 unidades)

Alcance arma a distancia: 1

Costos de movimiento: 5

Modificador de resistencia: 1

Secuencia de juego: 1. Puntos de movimiento, 2. Refuerzos, 3. Eventos de turno, 4. Eventos de combate, 5. Eventos de victoria.

Components 2nd Edition

A base game mat (50 cm x 60 cm)
Game manual of the 2nd. Edition

The game can be played on the base mat or the wooden board, combat zone of the first edition, can be placed on the central figure and take the lines on the edge of the map as a reference for the quadrants and consult the table of movement and modifier costs. ground resistance.

Components 1st edition

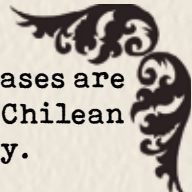
A combat zone board (40 x 40 cm)
85 tokens (1.2 x 1.2 cm each)
6 colored 6-sided dice

Overview

In the Battle of Calama, the Bolivian forces face each other with the aim of keeping the population of Calama in their possession. The Chilean forces arrive in the area with a professional army with the mission of taking the strategic logistics position of Calama, a valley with the resources to provide water and food to the army advancing in the land campaign to the north.

The objective is to eliminate the Commander unit of the enemy army.

It is developed by rounds, phases and turns. In the round, the Movement Point and Event phases take place in turns, in preparation for the following phases.



The Movement, Charge, and Combat phases are played consecutively first by the Chilean army and then by the Bolivian army.

1. Movement Points Phase, each player receives a number of movement points for the turn.
2. Event Phase, each player receives a modifier of some attribute (movement, endurance or strength) of a unit type.
3. Assignment Phase, it is defined which of the units, Commander, Officers, Heavy Artillery, Light Artillery, Cavalry or Infantry, will receive the modifier.
4. Movement Phase, in turns each player will be able to move their units up to the total of their movement points.
5. Charge Phase, when a unit is in a quadrant adjacent to an enemy unit, it can declare the charge on one of the sides of the quadrant starting the combat phase in the close combat action.
6. Combat Phase, with the positions defined, the units that have enemy units under their range and line of fire can initiate a ranged attack with one shot per round. Units in Charge position perform a close combat action.

Combat board

The board is divided into quadrants, with different types of terrain.

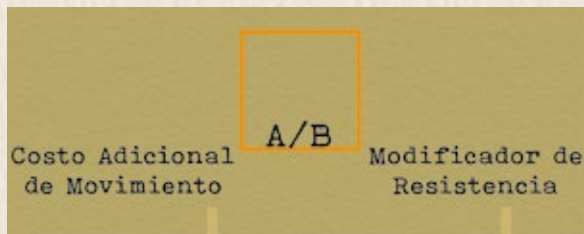
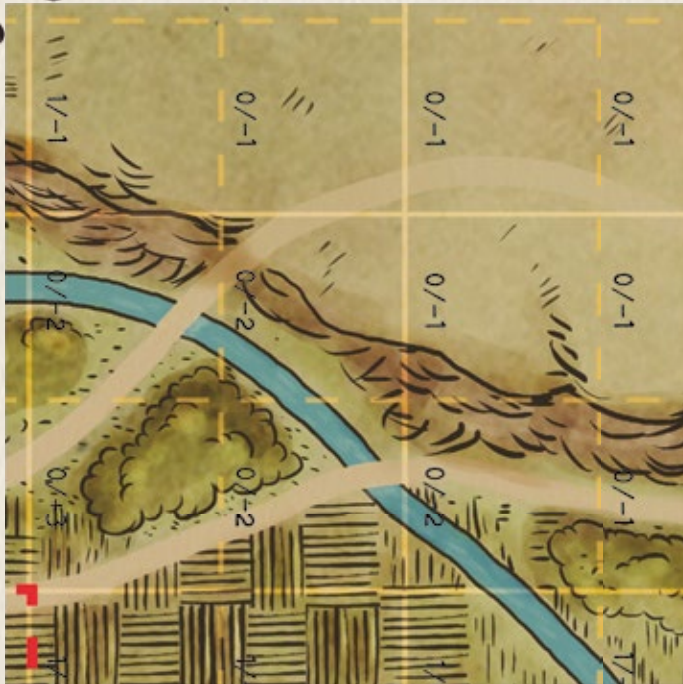
Each quadrant has a cost of 1 movement point to which the indicated additional cost value is added and subtracted from the total movement points. The terrains with the lowest movement difficulty have an additional cost of 0 and the one with the highest difficulty has an additional cost of 1 point.

Each quadrant provides a modifier to a unit's resistance attribute, being able to increase or decrease the attribute value for ranged combat. Terrains that offer less protection or increase the risk of passage, decrease the resistance attribute by -2. (Bridges, roads, river fords, climbs to high ground) Terrains that offer greater protection to units from ranged attacks increase resistance by 3 points. (groves, bushes, fields)

The quadrants inside the blue dotted lines are the ones available for the starting position of the Chilean units.

The quadrants inside the red dotted lines are the ones available for the initial position of the Bolivian units.

Each player is free to order his units within the dotted limits of the initial zones.



The value in position A indicates the additional cost to movement points.

The value in position B indicates the unit's Endurance modifier, while it is in that quadrant.

Track of configuration

Each army has 6 types of units and each one of them has 4 attributes, which are configured at the beginning of the game according to the following table with some object or small cube.

The orange number indicates the initial value of the attribute

Movimiento						
-1	0	+1	+2	+3	+4	+5
Resistencia						
-1	0	+1	+2	+3	+4	+5
Fuerza						
-1	0	+1	+2	+3	+4	+5

Unit	Quantity	Move	Endurance	Strength	Range
Commander	1	3	4	2	1
Officers	2	3	3	3	1
Heavy artiller	2	1	2	4	4
Light artillery	2 Ch +2	1	2	3	3
Chivalry	2 Ch +2	3	4	3	1
Bolivian Infantry	6	2	3	2	2
Chilean Infantry	8 Ch + 4	2	3	2	2

Bolivian forces

Commander



Officers



Heavy artillery



Light artillery



Chivalry



Infantry



Chilean forces

Commander



Officers



Heavy artillery



Light artillery



Chivalry



Infantry

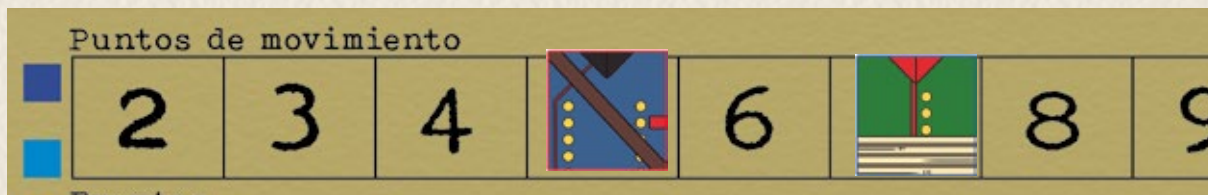


Game sequence

1. Movement Points Phase

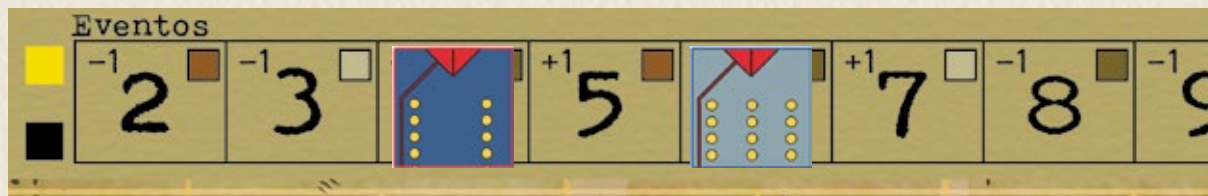
In each round in turn, with the roll of the Blue and Light Blue dice, each player determines the amount of maximum movement points that he will have in the round.

The result is indicated on the Movement Points track of the Game Mat with a token that is not in combat.



2. Event Phase

In each round by turn, an event arises that modifies some of the attributes of the units. It is done with the roll of the Black and Yellow dice and the result is indicated with a token that is not on the combat board on the Event path.



11 possible events are contemplated, indicated by the colors of the paths of the characteristics and the value in which they modify it.

This action is related to the configuration paths of the units.

Events table

Dice Value	Attribute	Value
2	Endurance	-1
3	Move	-1
4	Strength	-1
5	Endurance	+1
6	Strength	-2
7	Move	+1
8	Strength	-1
9	Endurance	-1
10	Strength	+1
11	Move	-1
12	Strength	+2

Dice Value

1. Commander
2. Officers
3. Heavy artillery
4. Light artillery
5. Chivalry
6. Infantry

For example, the result of event 5 modifies the Endurance attribute by +1. If the result of the assignment phase is 6, it indicates that the Infantry units increase their Toughness by 1. They start the game at +3 and it would be improved to +4. This value is considered in the calculation of the results of the Combat phase.

3. Assignment Phase

With the roll of a die, the event is assigned to one of the units.

The number to the left of the tile figure is the unit type number.

The value on the right is the range value of your ranged weapons in quadrants.

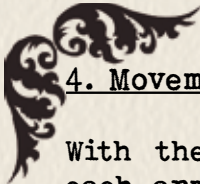
The result modifies the initial value in the paths of each type of unit.

If the result of the assignment is a unit that has that attribute at the maximum of the highest or lowest value path, the result is not recorded and the turns and phases continue.

The image shows a game tile for 'Infantería' (Infantry). At the top, a die roll is shown with a 6 on the left and a 1 on the right, with a red die icon in between. Below the die roll, the unit name 'Infantería' is written. Underneath, there are three attribute paths, each with a title and a row of seven values from -1 to +5:

- Movimiento**: -1, 0, +1, +2, +3, +4, +5
- Resistencia**: -1, 0, +1, +2, +3, +4, +5
- Fuerza**: -1, 0, +1, +2, +3, +4, +5

In all three paths, the value +2 is highlighted in orange.



4. Movement Phase

With the movement points determined by each army, in Phase 1, the Chilean Army will be the first to start moving units.

Units are limited in movement to the value of the movement attribute. Once the unit has been moved, the sum of the advanced quadrants and the terrain cost indicated in each quadrant will be deducted from the movement points path.

In the example of the graphic below, the Chilean Army has a total of 5 Movement Points. And he decides to move the Cavalry, which has a maximum movement of 3 Quadrants, leaving only 2 movement points for another unit, since those quadrants cost 0 extra movement points.

Cavalry is the only unit that can advance on another allied unit in the movement phase. No, on the enemy units.

The player can use as many movement points as he deems necessary without exceeding the total movement points achieved in Phase 1.

Only the Bolivian army can skip the movement points and movement phases, indicating that it maintains the positions of its units.

The Chilean army must always move at least one unit.

Units cannot be stacked in the same quadrant. The only units that appear in this condition are the Officers, who are represented with 2 Commander units on top of each other.

5. Charge Phase

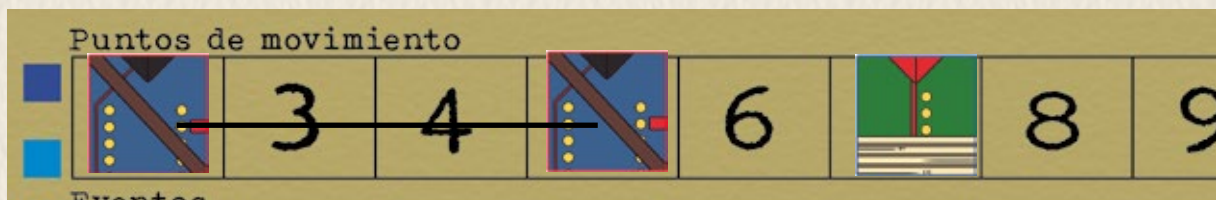
It is a special move with the same movement cost as changing quadrant without considering the terrain cost. In this action a unit declares close combat with an enemy unit in an adjacent quadrant orthogonally, it cannot be diagonally. This means that a maximum unit can be attacked in close combat by 4 enemy units.

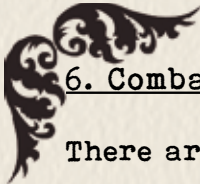
It is declared and carried out in the Movement Phase, uniting the units by the adjacent vertex.

An army can declare the Charge of a unit in reinforcement of another that is already in combat, as long as the adjacent quadrant is available.

The units of the two charging armies cannot move until the combat is resolved.

Units in Charge will not be able to perform ranged attacks.





6. Combat phase

There are two types of combat

- a) Hand-to-hand combat
- b) Ranged attacks

In a round each unit can only make one attack.

6.1. Hand to hand combat

The attacking player, is the one on the turn, rolls the Red die, to the result obtained must add the value of the STRENGTH attribute of the unit in the position indicated in the Strength attribute path.

Red Dice Value + Strength Attribute

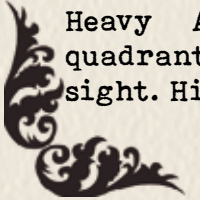
The defending player, who was not on the active turn, rolls the Green die, adding the value of the unit's Endurance attribute to the result.

Green Dice Value + Endurance Attribute

If the winner is the defending player, the turn is passed to the next combat until the active player's turn ends.

6.2. Ranged attacks

All units have weapons with ranged attack capabilities.



Heavy Artillery can fire within 4 quadrants regardless of direct line of sight. His shots make a parabolic movement.

The Light Artillery, with a range of 3 quadrants, need an uninterrupted line of sight, since their weapons are machine guns, they shoot in a straight line.

Line of sight is interrupted when friendly or enemy units are between the artillery and the target.

For the calculation of the results of distance shots;

The attacker throws the Red die, to the result he must add the value of the strength attribute for the total of strength points.

Red die value + Strength Attribute

The defender rolls the Green die, adding the Resistance attribute and the Endurance terrain modification value to the result.

Green Dice Value + Endurance +/- Terrain Modifier


The player with the highest result gets the hit. If it is the attacker, the defender removes the piece from the board.

If the defender is the winner, there is no change and he can continue his piece in the same position.



<https://tabletopia.com/workshop/games/batalla-de-calama/1-4players/test>





Auxiliary table of movement costs and endurance modification

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	0/0	0/-2	0/0	0/0	0/0	0/0	0/0	0/0	0/-1	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	0/-1	0/-2	0/-2	1/-1	1/+2	1/+2	1/-1	0/0	0/-1	0/0	0/0	0/0	0/0	0/0	0/0	0/0
3	0/-1	1/-1	0/-2	1/-1	1/+2	1/+2	1/-1	0/-1	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
4	0/-1	0/-1	0/-2	1/-1	1/+2	1/+2	1/-1	0/-1	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
5	0/0	0/-1	0/-2	0/-2	1/-1	1/-1	0/-1	0/-1	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
6	0/0	0/-1	0/-1	1/-2	0/-2	0/-2	0/-2	0/-1	0/-1	0/-1	0/-1	0/-1	0/0	0/0	0/0	0/0
7	0/0	0/0	0/-1	0/-1	1/-1	1/-1	0/-1	0/-2	0/-2	0/-2	0/-1	0/-1	0/-1	0/-1	0/-1	0/-1
8	0/0	0/0	0/0	0/0	0/-1	0/-1	0/-1	0/-1	0/+3	0/-2	0/-2	0/-1	0/-1	0/-1	0/-1	0/-1
9	0/0	0/0	0/0	0/0	0/-1	0/-1	0/-1	0/+1	1/+1	1/+1	1/0	1/-2	1/+2	1/+2	0/-1	0/-1
10	0/0	0/0	0/0	0/-1	0/-1	0/+2	0/+2	1/+3	0/+3	0/+3	0/+1	0/-1	0/-1	0/-1	1/+3	0/-1
11	0/0	0/0	0/-1	0/-1	1/-1	1/+2	1/+2	0/-1	1/+2	1/+2	1/+1	1/+2	0/-2	1/+2	1/+2	1/-1
12	0/0	0/-1	0/-1	0/0	1/-1	1/-1	1/+2	0/+2	1/+2	1/+2	2/0	1/+2	1/0	1/+2	1/+2	1/-1
13	0/-1	0/-1	0/0	0/0	0/0	1/-1	1/+3	1/+3	0/+3	1/+2	1/+2	1/+3	1/+3	1/-2	1/+2	1/-1
14	0/-1	0/0	0/0	0/0	0/0	1/-1	0/-2	1/+3	1/+3	1/+2	1/+2	1/+3	1/+3	1/-2	1/+2	1/-1
15	0/0	0/0	0/0	0/0	0/0	1/-1	0/-2	1/-1	1/-1	0/-1	1/-1	1/-1	1/-1	1/-2	1/-1	0/0
16	0/0	0/0	0/0	0/0	0/0	1/-1	0/-2	1/-1	0/0	0/0	0/-1	0/0	0/0	1/-2	1/-1	0/0

If the 1st edition wood board will be used, it is recommended that you print a couple of copies of this page.