

BLOOD AND VALOR

THE MEXICAN INTERVENTION

NEW FORCES

- American Intervention forces
- Mexican Federal Army
- The Constitutional Army
- Division Del Norte
- Liberation Army of the South

NEW SPECIAL RULES

Duelist: units with the Duelist special rule can once a game reroll all failed shoot saves.

Mobile Infantry: Any Command team in this force can be mounted on horses for free.

Escape Artist: After a failed shoot or close combat save this command unit can once a game use a bite the bullet point to negate the failed shoot and close combat save results.

NEW NARRATIVE SCENARIO

HOSTAGE HOLD

Hostage Hold is a new Narrative scenario which has attackers trying to rescue one of their units held hostage by the defenders.

SETUP:

Each player rolls a D10. The winner determines which player is the attacker and which player is the defender. The winner of the roll chooses which side of the table they will start from. To begin the attacker must select one of their units to be held by the defending player. The defender then deploys their whole army onto the board anywhere 6" away from the centerline of the board. After the defending player's whole army is deployed they then place the hostages within 4" of one of their own units. As long as the defender has one of their units within 4" of the hostage unit, the hostage unit can not take any actions. The hostage unit cannot be targeted for an attack by the defending player. If the Defender is more than 4" from the Hostage unit then the Attacker can activate the hostages for a free move action. The attacker starts the game with their units off the board. The attacking player's unit's first action must be a move action onto the board. The hostage unit still counts towards total army initiative.

GAMELENGTH:

6 turns

VICTORY CONDITIONS:

If at the end of any turn the Attacker has control of the hostage unit unopposed, then the game ends and the attacker is declared the winner. If at the end of turn 6 the Defender is in control of the hostage unit, then the defender is declared the winner.



AMERICAN INTERVENTION FORCES

SPECIAL RULES

“Remember the Raid!”: All units in this force gain the **Determination** special rule.
This Force is **Unable** to take tanks.

ARMY FORCE LIST

Required:

1x Command unit
2x Riflemen units (core)

Optional:

0-4x Riflemen units (core)
0-2x Cavalry units (core)
0-1x Machine gun team (support)
0-2x Armored Cars (support)
0-1x Artillery (support)

COMMAND TEAMS

Major

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	25
INITIATIVE	2
COMMAND RANGE	12"
COMMAND POINTS	3
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Determination
WEAPONS	1 Pistol, 2 Rifles

Captain

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	15
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	2
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Determination
WEAPONS	1 Pistol, 2 Rifles

Lieutenant

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	0
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	1
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Determination
WEAPONS	1 Pistol, 2 Rifles

Captain Douglas MacArthur

Douglas MacArthur led a reconnaissance expedition during the American occupation of Veracruz Mexico.

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	15
INITIATIVE	2
COMMAND RANGE	12"
COMMAND POINTS	2
UNIT COMPOSITION	1 Commander, 2 Aids
SPECIAL RULES	Determination, Duelist
WEAPONS	3 Pistols

CORE

American Rifleman

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	16
INITIATIVE	3
UNIT COMPOSITION	4 Riflemen (add models for 4pts each, max 12 models in unit)
SPECIAL RULES	Determination
WEAPONS	Rifles

American Cavalry

Units like the 10th Cavalry regiment or “Buffalo Soldiers” were heavily used during the American Intervention.

SHOOT	6
CLOSE COMBAT	5
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	6
COST	28
INITIATIVE	3
UNIT COMPOSITION	4 Riflemen (add models for 7pts each, max 12 models in unit)
SPECIAL RULES	Determination, Cavalry, Blood Curdling Charge
WEAPONS	Rifles

SUPPORT

American

Heavy Machine Gun Team

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	20
INITIATIVE	1
UNIT COMPOSITION	3 soldiers, 1 machine gun
SPECIAL RULES	Determination
WEAPONS	1 Heavy Machine Gun

American Artillery Barrage

COST	15
INITIATIVE	1



DIVISIÓN DEL NORTE (VILLISTAS)

SPECIAL RULES

“Viva La Revolution”: Core and Command units gain the Hidden attack special rule, the ruthless special rule. Command Units gain the Mobile Infantry special rule.
This force is **unable** to take Armored cars or Tanks

ARMY FORCE LIST

Required:

1x Command Unit (Core)
2x Cavalry Units (Core)

Optional:

0-4x Cavalry Units (Core)
0-3x Infantry Units (Core)
0-2x Machine Gun Team (Support)
0-2x Vaqueros Units

COMMAND TEAMS

El Jefe

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	25
INITIATIVE	2
COMMAND RANGE	12"
COMMAND POINTS	3
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Mobile Infantry
WEAPONS	1 Pistol, 2 Rifles

El Caudillo

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	15
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	2
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Mobile Infantry
WEAPONS	1 Pistol, 2 Rifles

El Líder

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	0
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	1
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Mobile Infantry
WEAPONS	1 Pistol, 2 Rifles

Francisco “Pancho” Villa

Pancho Villa was a Mexican revolutionary who led the Division del Norte until his assassination in 1923.

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	35
INITIATIVE	2
COMMAND RANGE	12"
COMMAND POINTS	3
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Duelist, Mobile Infantry, Pancho Villa must begin the game mounted on a horse.
WEAPONS	3 Pistols

CORE

Villistas Cavalry

Pancho Villa worked to mount as many members of his forces on horseback as he could, this led to his forces becoming highly mobile.

SHOOT	6
CLOSE COMBAT	5
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	6
COST	28
INITIATIVE	3
UNIT COMPOSITION	4 Riflemen (add models for 7pts each, max 12 models in unit)
SPECIAL RULES	Ruthless, Cavalry, Blood Curdling Charge
WEAPONS	Rifles

Villistas Rifleman

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	16
INITIATIVE	3
UNIT COMPOSITION	4 Riflemen (add models for 4pts each, max 12 models in unit)
SPECIAL RULES	Ruthless
WEAPONS	Rifles

Inexperienced Villistas Rifleman

SHOOT	6
CLOSE COMBAT	7
SHOOT SAVE	7
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	12
INITIATIVE	2
UNIT COMPOSITION	4 Riflemen (add models for 3pts each, max 12 models in unit)
SPECIAL RULES	Ruthless
WEAPONS	Rifles

SUPPORT

Villistas Heavy Machine Gun Team

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	20
INITIATIVE	1
UNIT COMPOSITION	3 soldiers, 1 machine gun
SPECIAL RULES	Ruthless
WEAPONS	1 Heavy Machine Gun

Vaqueros

SHOOT	6
CLOSE COMBAT	5
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	6
COST	28
INITIATIVE	1
UNIT COMPOSITION	4 Riflemen (add models for 7pts each, max 12 models in unit)
SPECIAL RULES	Ruthless, Cavalry, Blood Curdling Charge, Close Combat Specialist, Disordered
WEAPONS	Rifles



EJÉRCITO LIBERTADOR DEL SUR (LIBERATION ARMY OF THE SOUTH)

SPECIAL RULES

“Plan De Alaya”: Core and Command units gain the Hidden attack special rule, the ruthless special rule. Command Units gain the Mobile Infantry special rule.

This force is **unable** to take Armored cars or Tanks

ARMY FORCE LIST

Required:

- 1x Command Unit (Core)
- 2x Riflemen Units (Core)

Optional:

- 0-4x Riflemen Units (Core)
- 0-2x Soldaderas (support)
- 0-2x Cavalry Units (support)
- 0-2 Machine Gun Team (Support)
- 0-2 Close Combat Specialist (Support)

COMMAND TEAMS

El Jefe

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	25
INITIATIVE	2
COMMAND RANGE	12"
COMMAND POINTS	3
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Mobile Infantry
WEAPONS	1 Pistol, 2 Rifles

El Caudillo

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	15
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	2
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Mobile Infantry
WEAPONS	1 Pistol, 2 Rifles

El Lider

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	0
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	1
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Mobile Infantry
WEAPONS	1 Pistol, 2 Rifles

Emiliano Zapata

Emiliano Zapata led the Southern Liberation Army against Federal forces throughout the Mexican Revolution until his assassination in 1919.

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	35
INITIATIVE	2
COMMAND RANGE	12"
COMMAND POINTS	3
UNIT COMPOSITION	1 Commander, 2 Riflemen
SPECIAL RULES	Ruthless, Mobile Infantry, Command Skill (+2) to tied initiative roll result
WEAPONS	1 Pistol, 2 Rifles

CORE

Liberation Army of the South Rifleman

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	16
INITIATIVE	3
UNIT COMPOSITION	4 Riflemen (add models for 4pts each, max 12 models in unit)
SPECIAL RULES	Ruthless
WEAPONS	Rifles

Inexperienced Liberation Army of the South Rifleman

SHOOT	6
CLOSE COMBAT	7
SHOOT SAVE	7
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	12
INITIATIVE	2
UNIT COMPOSITION	4 Riflemen (add models for 3pts each, max 12 models in unit)
SPECIAL RULES	Ruthless
WEAPONS	Rifles

SUPPORT

Soldaderas

Zapata's army was unique in the fact that he allowed women to fight on the frontlines.

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	20
INITIATIVE	1
UNIT COMPOSITION	4 Riflemen (add models for 5pts each, max 8 models in unit)
SPECIAL RULES	Ruthless, Advance Setup
WEAPONS	Rifles

Liberation Army of the South Cavalry

SHOOT	6
CLOSE COMBAT	5
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	6
COST	28
INITIATIVE	1
UNIT COMPOSITION	4 Riflemen (add models for 7pts each, max 12 models in unit)
SPECIAL RULES	Ruthless, Cavalry, Blood Curdling Charge
WEAPONS	Rifles

Liberation Army of the South Close Combat Specialist

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	5
COST	24
INITIATIVE	1
UNIT COMPOSITION	4 Riflemen (add models for 6pts each, max 8 models in unit)
SPECIAL RULES	Ruthless, Close Combat Specialist
WEAPONS	Rifles

Liberation Army of the South Heavy Machine Gun Team

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	20
INITIATIVE	1
UNIT COMPOSITION	3 soldiers, 1 machine gun
SPECIAL RULES	Ruthless
WEAPONS	1 Heavy Machine Gun



THE CONSTITUTIONAL ARMY (CARRANCISTAS)

Formed in 1914 after the assassination of Francisco Madero and the coup d'etat by Victoriano Huerta, they played a key role in defeating the Mexican Federal Army.

SPECIAL RULES

“Viva la Constitution”: All units in this force gain the special rule Determination and Ruthless

This force is **unable** to take Armored cars or Tanks

ARMY FORCE LIST

Required:

1x Command Unit (Core)
2x Rifleman Units (Core)

Optional:

0-4x Rifleman Units (Core)
0-2x Cavalry Units (support)
0-2x Heavy Machine Gun Teams (Support)
0-2 x Close Combat Specialist (Support)
0-2 Close Combat Specialist (Support)

COMMAND TEAMS

Comandante

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	25
INITIATIVE	2
COMMAND RANGE	12"
COMMAND POINTS	3
UNIT COMPOSITION	1 Commander, 2 Rifleman
SPECIAL RULES	Determination, Ruthless
WEAPONS	1 Pistol, 2 Rifles

Capitán

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	15
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	2
UNIT COMPOSITION	1 Commander, 2 Rifleman
SPECIAL RULES	Determination, Ruthless
WEAPONS	1 Pistol, 2 Rifles

Teniente

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	0
INITIATIVE	2
COMMAND RANGE	8"
COMMAND POINTS	1
UNIT COMPOSITION	1 Commander, 2 Rifleman
SPECIAL RULES	Determination, Ruthless
WEAPONS	1 Pistol, 2 Rifles

CORE

Constitutional Rifleman

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	16
INITIATIVE	3
UNIT COMPOSITION	4 Rifleman (add models for 4pts each, max 12 models in unit)
SPECIAL RULES	Determination, Ruthless
WEAPONS	Rifles 5pts- Add Grenades to the entire Unit

Inexperienced Constitutional Rifleman

SHOOT	6
CLOSE COMBAT	7
SHOOT SAVE	7
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	12
INITIATIVE	2
UNIT COMPOSITION	4 Rifleman (add models for 3pts each, max 12 models in unit)
SPECIAL RULES	Determination, Ruthless
WEAPONS	Rifles

SUPPORT

Constitutional Cavalry

SHOOT	6
CLOSE COMBAT	5
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	6
COST	28
INITIATIVE	3
UNIT COMPOSITION	4 Rifleman (add models for 7pts each, max 12 models in unit)
SPECIAL RULES	Determination, Ruthless, Cavalry, Blood Curdling Charge
WEAPONS	Rifles

Constitutional Close Combat Specialist

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	5
COST	24
INITIATIVE	1
UNIT COMPOSITION	4 Rifleman (add models for 6pts each, max 8 models in unit)
SPECIAL RULES	Determination, Ruthless, Close Combat Specialist
WEAPONS	Rifles

Constitutional

Heavy Machine Gun Team

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	20
INITIATIVE	1
UNIT COMPOSITION	3 soldiers, 1 machine gun
SPECIAL RULES	Determination, Ruthless
WEAPONS	1 Heavy Machine Gun



THE MEXICAN FEDERAL ARMY

The Mexican Federal Army was plagued by corruption and poor leadership, they would completely fall apart in 1914 at the hands of the Constitutionalist Army.

SPECIAL RULES

“Plagued by Corruption”: all core and support gain the Disordered and Scarce Ammunition special Rules, All Units gain the Ruthless special rules. This force is **unable** to take Armored cars or Tanks

ARMY FORCE LIST

Required:

1x Command Unit (Core)
2x Rifleman Units (Core)

Optional:

0-4x Rifleman Units (Core)
0-2x Cavalry Units (Support)
0-2x Machine Gun Team (Support)
0-1x Artillery Barrage

COMMAND TEAMS

Comandante

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	25
INITIATIVE	2
COMMAND RANGE	12”
COMMAND POINTS	3
UNIT COMPOSITION	1 Commander, 2 Rifleman
SPECIAL RULES	Ruthless
WEAPONS	1 Pistol, 2 Rifles

Capitán

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	15
INITIATIVE	2
COMMAND RANGE	8”
COMMAND POINTS	2
UNIT COMPOSITION	1 Commander, 2 Rifleman
SPECIAL RULES	Ruthless
WEAPONS	1 Pistol, 2 Rifles

Teniente

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	5
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	0
INITIATIVE	2
COMMAND RANGE	8”
COMMAND POINTS	1
UNIT COMPOSITION	1 Commander, 2 Rifleman
SPECIAL RULES	Ruthless
WEAPONS	1 Pistol, 2 Rifles

CORE

Mexican Federal Rifleman

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	12
INITIATIVE	3
UNIT COMPOSITION	4 Rifleman (add models for 3pts each, max 12 models in unit)
SPECIAL RULES	Ruthless, Disordered, Scarce Ammunition
WEAPONS	Rifles

Inexperienced Mexican Federal Rifleman

SHOOT	6
CLOSE COMBAT	7
SHOOT SAVE	7
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	8
INITIATIVE	2
UNIT COMPOSITION	4 Rifleman (add models for 2pts each, max 12 models in unit)
SPECIAL RULES	Ruthless, Disordered, Scarce Ammunition
WEAPONS	Rifles

SUPPORT

Mexican Federal Cavalry

SHOOT	6
CLOSE COMBAT	5
SHOOT SAVE	6
CLOSE COMBAT SAVE	6
RESOLVE	6
COST	24
INITIATIVE	3
UNIT COMPOSITION	4 Rifleman (add models for 6pts each, max 12 models in unit)
SPECIAL RULES	Ruthless, Cavalry, Blood Curdling Charge, Disordered, Scarce
WEAPONS	Rifles

Mexican Federal

Heavy Machine Gun Team

SHOOT	6
CLOSE COMBAT	6
SHOOT SAVE	6
CLOSE COMBAT SAVE	7
RESOLVE	6
COST	15
INITIATIVE	1
UNIT COMPOSITION	3 soldiers, 1 machine gun
SPECIAL RULES	Ruthless, Disordered, Scarce Ammunition
WEAPONS	1 Heavy Machine Gun

Mexican Federal Artillery Barrage

COST	15
INITIATIVE	1