Glasgow Games Gathering – June 2019

Glasgow and District Wargaming Society

Presents

Pancho Villa and the Gold Heist

**Introduction**

This is a participation game based on the Mexican Revolution 1910-20 and one of its most colourful figures, Pancho Villa. Players will command units of Pancho Villa’s army, known as the *Division del Norte*.

**Mexican Revolution**

The revolution began as opposition to the 35-year conservative regime of Porfirio Diaz, based on a call for land and industrial reform. Diaz was overthrown and initially replaced by the moderate Madero, who was then assassinated and replaced by General Victoriano Huerta. He was forced to resign in July 1914 by an alliance of revolutionary forces, which then fell out, leaving Venustiano Carranza as President.

Over time the Revolution changed from a revolt against the established order under Díaz to a multi-sided civil war in particular regions with frequently shifting power struggles.

Pancho Villa was based in Northern Mexico. Unlike other rebel groups, his forces were well equipped and supplied. While he introduced modern methods - including artillery, machine guns and aircraft, he often reverted to the cavalry charge. This was his undoing at the Battle of Celaya in April 2015, when government forces defeated him.

The remains of his army fought on for a number of years. His notoriety is largely based his March 1916 raid on the US town of Columbus, New Mexico - the last invasion of the mainland United States. It resulted in a punitive US army expedition led by General John Pershing that failed to catch Villa.

**Scenario**

The Mexican Government forces (Federales) are moving gold and supplies and have halted at a monastery after an officer ran off with the horses and defected to the rebels. Pancho Villa has sent you to capture the gold. Your objective is to capture the gold, before reinforcements arrive. That will be diced for after six moves.

The rules are adapted from *Bolt Action* and are set out overleaf.

***Viva Villa – Viva Mexico!***

**Glasgow & District Wargaming Society**

GDWS meet fortnightly on Sundays from 12:30pm to 5:30pm in the Scout Hall, Shawmoss Road, Crossmyloof, Glasgow. Annual subscription is £45 (pro-rata) – new members get two free games. Visit us on the web at [www.gdws.co.uk/](http://www.gdws.co.uk/). Or follow us on Twitter @GlasgowWargame

**Pancho Villa Rules**

All troops are regular Morale 9

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| Orders |
| Draw order die. Your units will be allocated a colour. |
| Decide which unit you want to give an order to and what that order is:   * Fire – full effect without moving * Advance – move and fire with penalty * Run – move double speed * Ambush – no action but wait for opportunity fire * Rally – no action but lose D6 pin markers * Down – no action, but gain -1 to be hit |
| Ambush or Down can retain order at end of turn |
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| Movement |
| Inf. Advance – 6” and fire, Run 12”. Cavalry 9”/18” |
| Infantry can interpenetrate friendly inf and art. |
| Modify for terrain. Can’t run through rough or obstacles |
| Artillery rotate in place as ‘advance’ order. Manhandle 6” as ‘run’ order |
| One figure reaches 1” of building opening and all unit can enter. |
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| Shooting |
| Ambush can interrupt fire at any point |
| All weapons with clear line of sight on one target. |
| Majority of target need to be terrain to count as cover |
| MG cannot move and fire. 90 degree firing arc |
| Shoot through models of same friendly unit, but not others. 1” cordon around. |
| Rifles range 24”, Carbines 18” (1 shot), MG 36” (3 shots), Artillery 60” (1 shot) |
| 3+ to hit (-1 modifiers: over half range, moved, down or target in cover)  6+ = 6 again |
| Artillery hits target (as above), D6 for number of hits |
| If hit test for damage – 4+ kills |
| Half or more lost in unit this move take immediate morale test. Two dice, less number of casualties that move. |
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| Close assault |
| Declare target. Defender more than 6” away can fire. |
| Cant cross obstacle except at start of charge and end |
| Attackers roll to damage as hit for shooting automatically |
| Defenders still standing roll to damage back |
| Losing side destroyed. Draw immediately fight again |
| Winner regroup by moving up to D6” |
| Reach building if one model in contact with opening. |

Plane makes one attack, driven off return once. AA rifle fire D6 (4/5 driven off, 6 shot down)

Hit as artillery (Villista aircraft throw 75mm shell out of cockpit!)