Libertad o Muerte!



Game Manual

Headquarter



CONTENTS

1.- INTRODUCTION
2.- INSTALLATION
3.- MAIN MENU
4.- NEW GAME
5.- INSIDE THE GAME
6.- THE MAP
7.- THE UNITS
8.- GAME PHASES
9.- LAND MOVEMENT
10.- LAND COMBAT
11.- NAVAL MOVEMENT
12.- NAVAL COMBAT
13.- SIEGES
14.- CARDS
15.- MAINTENANCE
16.- PURCHASES AND REPLACEMENTS
17.- PBEM
18.- SECONDARY MENU
19.- WINNING THE GAME
20.- APPENDICES
21.- TIMELINE
22.- CREDITS



1.-INTRODUCTION

Libertad o Muerte! is a historical strategy computer game that represents the wars of Independence of the Latin American Spanish colonies.

In Libertad o Muerte! players can take the role of the ***Patriots****, fighting for their freedom,*

*or that of the **Royalists**, trying to change history and keep that great empire under Spanish control.*

The game starts on 1810 and it can reach 1825 in the bigger scenario.

1.1 Features and concept of Libertad o Muerte!.

- Turn based game, eah turn divided in several phases :

- *Card Draw*
- *Reinforcements*
- *Income*
- *Maintenance*
- *Purchase*
- *Naval Movement*
- *Naval Combat*
- *Land Movement*
- *Land Battle*
- *Siege*
- *Placement of new units*
- *Replacements*
- *End of Turn*

- Two decks of cards, one for each player.

- Great Map divided in areas

1.2 Game Scale

The units in Libertad o Muerte! represent regiments or batallions for land units, each naval unit is a ship and the main historical leaders have their own unit.



2.-INSTALLATION

2.1 Downloading and Installing

The game is installed through digital download (from Avalon-Digital site or from Steam). Once you have purchased the game you will receive a serial number. The first time you launch the game it will ask you for the serial, enter it and start playing.

2.2 System requirements

Windows

MINIMALE:

O/S VERSION	Windows 7/8	O/S VERSION	Windows 7 or higher
PROCESSOR	2.5 GHz Intel Dual Core	PROCESSOR	2.5 GHz Intel Dual Core
RAM	2 Gb	RAM	4 Gb
GRAPHICS CARD	512 MB NVIDIA GeForce 9600	GRAPHICS CARD	1024 MB DirectX 11 Compatible
NETWORK	Not necessary in version 1.00 (DSL connexion sufficient)	NETWORK	Not necessary in version 1.00 (DSL connexion sufficient)
HARD DISK SPACE	750 Mb (DLC excluded)	HARD DISK SPACE	2 Gb (DLC excluded)

Mac OS X

MINIMALE:

O/S VERSION	10.9 or higher	O/S VERSION	10.9 or higher
PROCESSOR	2.5 GHz Intel Dual Core	PROCESSOR	2.5 GHz Intel Dual Core
RAM	2 Gb	RAM	4 Gb
NETWORK	Not necessary in version 1.00 (DSL connexion sufficient)	NETWORK	Not necessary in version 1.00 (DSL connexion sufficient)
HARD DISK SPACE	750 Mb (DLC excluded)	HARD DISK SPACE	2 Gb (DLC excluded)



3.-MAIN MENU



Main Menu

From here you can continue the current game you are playing, start a new game, load a saved game, configure the options, read the rules, see the credits or just quit the game.

3.2 Continue

If you click continue the game will just load the last played game if there is one.

3.3 New Game

*Takes you to the list of possible scenarios available in Libertad o Muerte! (see **Chapter 4** below).*



3.4 Load Saved Game

Here you can load some of your previously saved games, Email tab for Pbem games and Local tab for the rest of games.

***Note**: If you don't save a game with a specific name the game will store just the last played turn of your games. So there is a risk of losing previous stored turns.*



Image 3.4

3.5 Options

*In this section you can configure the game as you prefer. Several tooltips will guide you. See **image 3.5**.*



Image 3.5

Note : *Go to **Chapter 17** to see Play by email configuration*

3.6 Rules

You can read here this manual.

3.7 Credits

To consult who took part in 'Libertad o Muerte!' development.

3.8 Quit

Just click here if you want to exit the game.



4.-NEW GAME

There are five scenarios in Libertad o Muerte!, in this section you can choose the one you want to play.
If you select one a new window opens with more information.

You can click 'Continue' to go on or click 'Back' to go back to Main Menu.



Image 4.0

If you click 'Continue' then you go to a new screen ***(image 4.1 below).*** *Here you have to choose your side and if you want to play vs AI, vs Human in Hot Seat or Pbem. Once your selection is done just click on Start Game.*

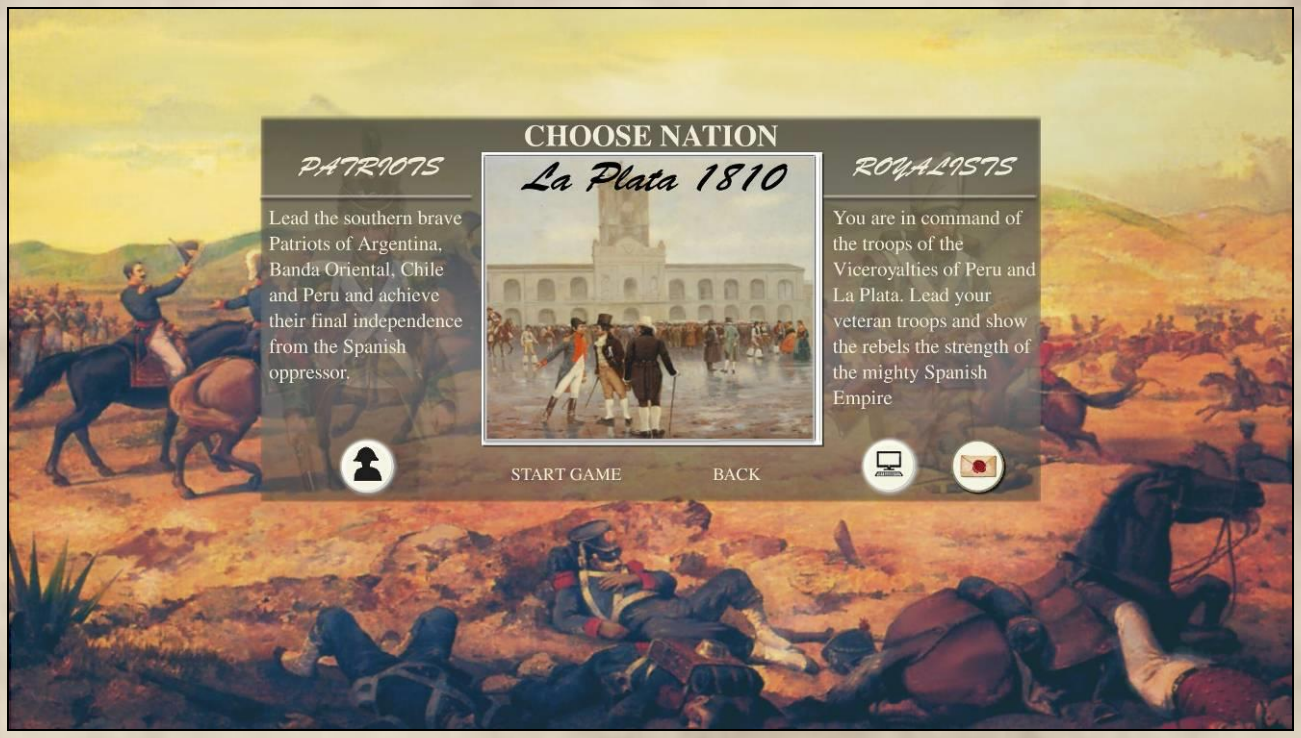


Image 4.1

If you click Start Game' the game loads the scenario and a screen like ***image 4.2*** *will appear. See* ***Chapter 18*** *for more info regarding Play by Email.*



Image 4.2



5.-INSIDE THE GAME

5.1 Main Interface

In ***Image 5.1*** *you can see the main interface of the game. We will see in detail its main components.*



Image 5.1

5.2 Top Right Menu (number 1 on image 5.1)

These are the components of this menu, see the ***Image 5.2*** *for a better understanding :*

a.- Click here to open the 'Scenario sheet', this document gives detailed information of the scenario in play.

*b.- Click here to go to the 'Secondary menu' (****see Chapter 18****)*

c.- This is the date, the turn number and total of turns of the scenario.

d.- Click here or press enter if you want to go to next turn phase.

e.- This is the Phase of the turn.

5.3 Main Map (number 2 on image 5.1).

This is the map, where most of the action takes place. It covers all Latin-America, part of the South of United-States and the city of Cadiz in Spain. The part of map playable depends on each scenario. You can move over it with the arrows and zoom in and out with the wheel of the mouse. See section 7 for more information.

5.4 Top Left Menu (number 3 on Image 5.1)

This left menu gives you this information (see ***Image 5.1)*** *:*

f.- Your current Victory Points

g.- Your current Military Resources, if you left click here you will get more information.

h.- The current Tension Index, please go to ***chapter 19.7*** *for more information regarding the Tension Index.*

i.- The side you are playing. Click here if you want to see the military owner of each region.

5.5 Minimap (number 4 on Image 5.1)

See number 4 on ***image 5.1.*** *This is a map in a reduced scale that is useful for moving faster around the map of the game. Just left click on it to move the scene of the game where you want in a faster way.*

5.6 Discard deck (number 5 on Image 5.1)

Here you can see the cards that have been played by you and discarded.

5.7 Player's Hand (number 6 on Image 5.1)

This are the cards you have in your hand, ready to be played. The maximum number of cards you can have here depends of the scenario, 10 for the Great Campaign and Early Years, 7 for the rest.



6.-THE MAP

Libertad o Muerte! has a big map divided in regions. There are four main types of regions in the map :

1.- Land regions. Divided in six types of terrain as you can see in ***image 6.0*** *:*



Image 6.0

2.- Sea regions
3.- Privateers regions
4.- Non playable regions (as Brazil)

6.1 Land Regions

Lets see here the main features you can find on a land region and what they mean.

*Please take a look to **image 6.1** below.*

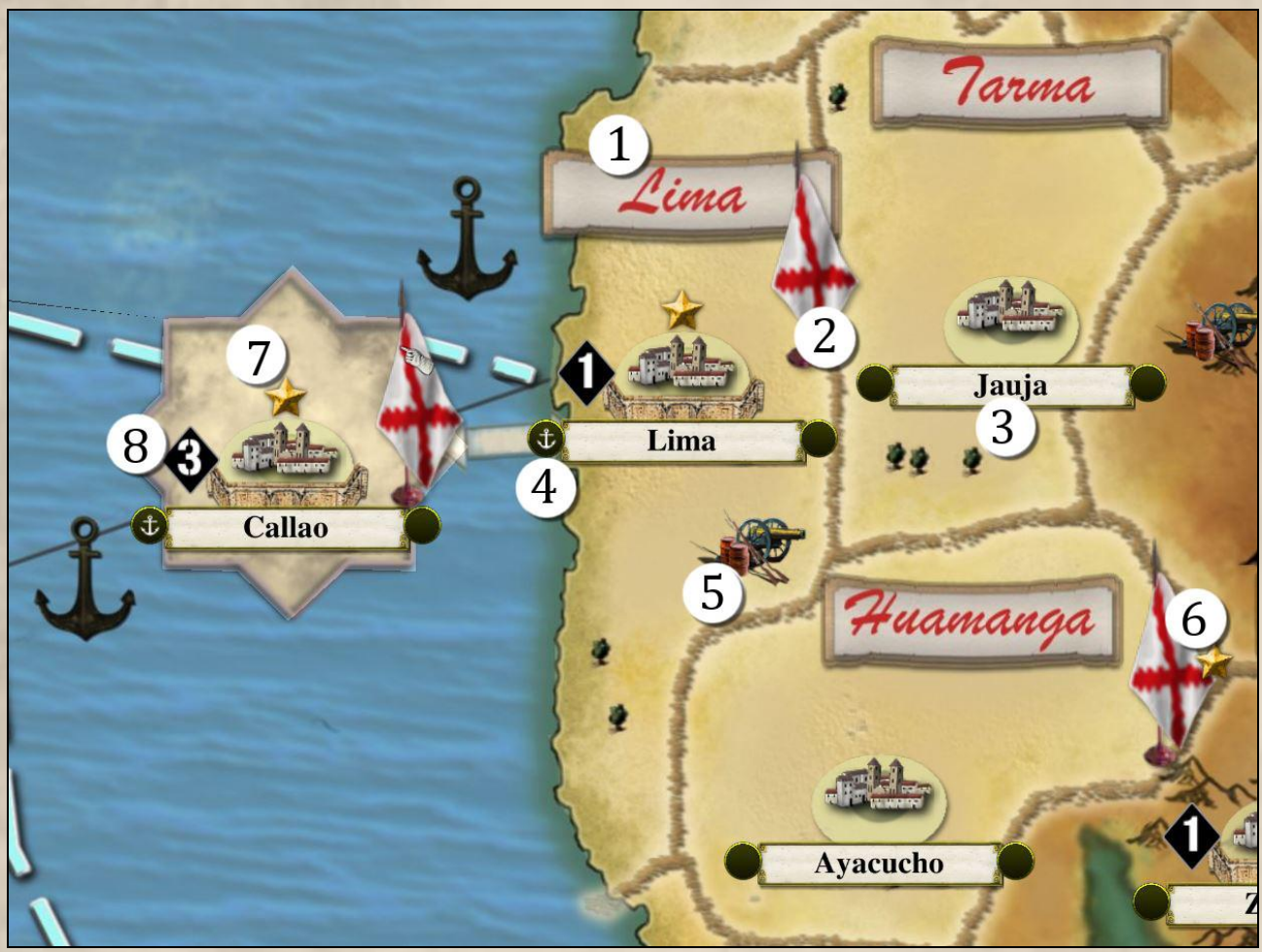


Image 6.1

Regions can have a city on it, but some of them dont. And there are two types of cities, with wall, like Lima*, or without wall like* Jauja*.*

We can see here a total of 8 characteristics that can be present in a region.

1.- The name of the region

2.- The flag of the owner of the region

3.- The name of the city

4.- This icon represents that the region has a sea port

5.- This icon represents that region produces military resources

6.- This golden star next to the flag means that the region gives Victory Points at the end of the game to the side in possession.

7.- This golden star over the city means that the regions gives Victory Points at the end of the game to the side in possession.

8.- This number in white over a black diamond means the fortress level.

6.2 Types of Land regions

- Mountain : *Movement cost of two, no cavalry pursuit allowed in battle, artillery fire modified in battle.*

- Alpine : *Movement cost of two, no cavalry pursuit allowed in battle, artillery cannot fire in battle.*

- Desert : *Movement cost of one, no cavalry pursuit allowed in battle.*

- Clear : *Movement cost of one.*

- Tropical : *Movement cost of one. Some cards can only be played against units in Tropical regions.*

- Jungle : *Movement cost of two, no cavalry pursuit allowed in battle, artillery cannot fire in battle. Stack of combat units limited to six.*

6.3 Sea regions

These are the big regions in blue color.

6.4 Privateers regions

This regions are used to represent the impact of the Patriot's Privateers activity in the Royalist comercial sea routes trough the Atlantic, Caribbean and Pacific. Only Patriot's Privateers counters can be in this regions.

6.5 Non Playable regions

Regions like the Grand Chaco, Trinidad, Bahamas or Brasil, impassable regions, no unit can enter there.

6.6 Cities

Represent the most important cities and fortresses of the war.

You can see the units inside of a city left by left clicking on an owned city, see ***image 6.5*** *below.*



Image 6.5

You can also see other type of information right clicking on a city , see ***image 6.5b.***



Image 6.5b

On this window, called 'region detail window', you can find interesting information like the number of units inside this city, the Fortress level and the Victory Points that this city awards to the side that controls it at the end of the game.

6.7 Region Information Icons

There are some special information icons in some regions. They look like a diamond with

an image inside. Hovering the mouse over them you can see some information, see ***image 6.6.***



Image 6.6

6.8 Regions Detail Window

You can see the region detail window just by right clicking in any free of icons part of a region, this will bring you some information abouth that region, see ***image 6.7.***



Image 6.7

You can see here the name of the region, the Movement Cost to enter it, if Pursuit is allowed on battle, the resources this region generates each turn for the owner of the region, the Victory Points the control of this region awards to each side at the end of the scenario and at the right side a picture that explains the type of terrain and the flag of the current owner of the region.



7.-UNITS

There are three types of units in the game: combat units, artillery units and leaders units. The information presented on the units is always displayed along the same pattern, see ***image 7*** *and following explanation for more details.*



Image 7

See here the information depicted on image 7 :
a.- This is an artillery unit.
b.- This is the name of the unit, just for historical purpose.
c.- This is the graphic that represents the unit.
d.- This is the rank of the Leader.
e.- This is the Tactical Value of the Leader.
f.- This is the Moral Value of the Leader
g.- This is the Movement Factor of the unit
h.- This is the Moral Value of the Combat Unit.
i.- This is the Combat Factor of the Unit
j.- This is the Movement Factor of the unit, same as leaders and artillery
k.- This is the life points of the units, red means lost points.
l.- This is a unit special icon that represent in this case a Militia unit.

One can see the units inside the Units Detail Panel (click on a friendly stack on the map), where the most useful data is presented (combat, movement, morale, name, type).
Note*: Units with a white horizontal band crossing its back are weakened units.*

7.1 Land Units

Land units can only move through land regions, there are five type of land units :

1.- Infantry
The most common unit in the game, use to have a movement factor of 2. There are some different type of these units : Militia, regular infantry, veterans, indians and garrison. See more in ***Chapter 10.***

2.- Cavalry
Faster than the infantry, have an special role in the battles, there are also Militia and regular cavalry. See more in ***Chapter 10.***

3.- Artillery
Special units in the batlle, cannot attack without leader and a combat unit. See more in ***Chapter 10.***

4.- Leaders
Needed for going into battle. There are different ranks of Leaders, one star and two stars. You also need leaders for recovering demoraliced units in battle. See more in ***Chapter 10.***

5.- Guerrillas
Special units that can be hidden. See more in ***Chapter 9****.*

7.2 Naval Units

There are two types of naval units, combat ships and transport ships. Transport ships cannot fight in battle but can receive loses, they have a great transport capacity. Combat ships have, of course, a combat role in the game. See Naval units on ***image 7.2.*** *The one on the left is a Transport unit and for that reason it has 'T' icon on its top left corner.*



Image 7.2

Note : *You can embark land units in port in any transport unit present in that port just dragging the land unit over the ships located there. It will embark if there is enough transport capacity.*

7.3 Units Stack Panel

If you left click on a friendly stack on the map the Stack Panel opens ath the bottom right side of the User Interface, see ***image 7.3.*** *This Panel shows all the units in that stack.*



Image 7.3

- **Special actions on the Units Stack Window.**

On the right side of the Stack Units Window there is a space with four squares. Sometimes you can see there different icons that allow the players to perform different actions. Let explain them here :

 *- Detach units : Left click on this icon and the selected units on the stack are detached to form a new stack.*

 *- Detach units at sea : Left click on this icon and the selected units on the stack are detached to form a new stack.*

 *- Disband : The selected unit is disbanded left clicking on this icon with the skull.*

 *- Hide : This is only possible for some special units, Guerrilla units, present in Mexico, in Peru and some Argentinian Gauchos. Left click on this icon and the unit turns into his hidden mode.*

 *- Turn visible : This is only possible for some special units, Guerrilla units, present in Mexico, in Peru and some Argentinian Gauchos. Left click on this icon and the unit turns into his visible mode.*

7.4 Unit Detail Window

When we have the Units stack Panel displayed, if we right click on a unit of the panel, a new window will we opened displaying specific information of that unit. See ***image 7.4***



Image 7.4

We can see here several key information of the unit :
a.- The region where the unit is placed.
b.- The life points of the unit (in this example 2 remaining of a total of 3).
c.- The graphic that represents the unit.
d.- The type of unit (special icons).
e.- The Combat factor of the unit, its Morale level, the Movement Points it has and the cost in points of Transport Cost.
f.- The flag of its country.

7.5 Units special icons

There are different types of combat units in Libertad o Muerte!, to represent this some of them have a special icon that shows this, See the table below :

indians/warriors	Mounted Guerrillas	Siege artillery	Gauchos Guerrillas
gauchos	Transport ship	Veteran unit	Militia
fixed artillery	Garrison	Ship of the Line	Chilean
armed rebels			

Indian/Warriors : weak units that use to have movement restrictions to some regions.

Gauchos/Llaneros : Only can move within Gauchos/Llaneros regions.

Fixed artillery : Artillery units with a Movement Factor of 0.

Armed rebels : Weak units that appear by card, some with Movement Factor of 0.

Mounted Guerrillas : Mexican mounted Guerrillas

Transport Ship : Ships with high transport capacity and no fight capacity.

Garrison : Units that garrison regions or cities with Movement Factor of 0.

Siege Artillery : Artillery units that give a big bonus on sieges to the besieger.

Veteran Units : Veterans fron the Napoleonic Wars, best units in combat.

Ship of the Line : Big war ships.

Gauchos Guerrillas : Gauchos units that have the hidden capacity.

Militia : Weaker than regular combat units but with Maintenance cost of 0.

Chilean : This units cannot move outside of Chile or Peru.

7.6 Hidden units

They have two different ways of being :

.- Hidden : This units have the capacity of being hidden to enemy units. They can be in the same region as enemy units and if they are not detected no combat will occur.

.- Visible : If they are visible they act as any other unit.

If you select one of your hidden units in the Units Stack Panel you will see one special action icon, see Chapter 7.3.

Whe enemy units enter a region with a friendly hidden unit, there is a roll to see if the unit has been detected, and if so, a battle will take place.

Some cards can also be played to detect this hidden units.



8.-GAME PHASES

Each turn of Libertad o Muerte! is divided in phases, the same phases are repeated for both players. In all the scenarios the Patriot play first and then the Royalist.

This is the sequence of phases on each turn :
1.- Draw Cards
2.- Reinforcements
3.- Income

4.- Maintenance
5.- Purchase (only odd turns)
6.- Naval Movement
7.- Naval Combat
8.- Land Movement
9.- Land Combat
10.- Sieges (if there is any)
11.- New Units
12.- Replacements
13.- End of Turn

8.1 Draw Cards

The game turn starts with this phase. As a rule a side will draw two new cards at this phase in the game (in Great Campaign and Early Years scenarios the draw will be of 6 cards instead).

8.2 Reinforcements

This is the phase that follows 'Draw cards' phase. It only occurs if the scenario has a planned reinforcement for the turn (by design) or if a card was played previously (this turn) that is giving reinforcements.

8.3 Income

In this phase the player receives the Military resources from the regions owned by his side. Only some regions produce Military Resources, they have an icon with a cannon and barrels on the region.

8.4 Maintenance

In this phase players have to pay for the maintenance of their combat units.

8.5 Purchase

In this phase players can purchase new units or replacements if they have military resources available. This phase only happens in odd turns.

8.6 Naval Movement

The player can move his naval units on this phase, load land units from a land unit adjacent to the region where the naval units (with transport capacity) are present.

8.7 Naval Combat

Naval Combat takes place only if you have moved your naval units into a region with enemy naval units present.

8.8 Land Movement

Players may move their units one at a time or as stacks may unload land units onboard ships, and engage enemy in battle.

8.9 Land Combat
In this phase Land battles take place.

8.10 Sieges
Any siege will be resolved in this phase

8.11 New Units
In this phase will arrive the units you have purchased this turn.

8.12 Replacements
In this phase players can allocate replacements if they have purchased any during the Purchase phase (only odd turns).

8.13 End of Turn
This is just an end of turn phase, some cards can be played here. The player can take a look to the situation before giving the turn to his opponent. If this is the last turn of the game the Victory window will appear. This is the moment for sending the turn to our opponent in a pbem game.



9.-LAND MOVEMENT

In this phase players can move their units one at a time or as stacks, unload land units onboard ships and engage enemy in battle. In some cases, the enemy may be overrun during moving when entering a region where the enemy is much weaker than the moving stacks, usually a power ratio of 7:1 is requires. The mouse cursor will change to show the possibility but this is very uncommon to see during the game.

Note, that an enemy occupied region may only be entered by a maximum of one of the player's stacks in each movement phase and always commanded by a leader (in other words leaderless stacks/units do not attack). On the other hand, enemy regions empty of combat units can be entered, including if they hold an enemy city (which is either captured, if unfortified, or besieged if fortified).
*Important to **note** that a movement cannot be undone, so be careful while moving units.*

Cards impacting land movement must be played at the start of this phase exclusively, before you can move any unit, the card will be displayed with green color around it..

9.1 Handling units/stacks

If you click on a friendly unit/stack on the map, the Stack Information Panel will appear at the bottom right of the screen, see ***image 9.1.***



Image 9.1

To select a unit of the stack panel just left-click on it, the unit will turn highlighted. The click-drag function is used within a region for units. Just left-click on the selected unit and drag it to the location within the same region where you want it. This is useful for example when a player want to split different units from a stack, or wants to move a unit from a stack into a city within the region. You can even drag the selected unit over an adjacent region and drop it there. The unit will be detached and moved there directly.

When moving stacks (or even a single unit which is de facto a stack by itself) to another region on the map, you need to click and then drag or push the whole stack towards the destination, without releasing the click. Releasing the mouse left button is equivalent to ending the movement where the mouse pointer is located.

9.2 Fog of War

The player is not allowed to examine the content of enemy stacks. The only thing he can see is the stack on the map, with no other indication than the shape of the background counter (which gives a hint as to the stack size).

9.3 Sea Straits

Some Islands are connected by a double arrow with land, we call them straits, land units can cross this straits only if there is no enemy ship in the sea region of that strait.

Otherwise the movement is not allowed.
***Exception**: Acapulco has a land connection.*
***Design note** : Some places like Montevideo are not islands but they are represented in this way for design purposes.*

9.4 Disembarking/Loading

Units/stacks being transported on ships can disembark easily from a sea region adjacent to land, just move the stack/land units like you do between two land regions. This movement cost all the MPs of the units/stack.

To load a land stack/unit from a land region to ships in the adjacent sea (provided the latter have enough transport capacity to accommodate the land units); just move the land stack/unit on to the naval stack, during the land movement phase.

9.5 Rivers

Crossing through a river costs an additional Movement Point.

9.5 Moving inside/outside cities

Land units can move inside a city instead remaining in the region itself. In this way you can avoid to be attacked in battle, but you can be besieged instead.
To move into a city just drag the unit over the city graphic and a yellow circle will appear, just drop and your unit will be inside the city.
To move out of the city just left click on the city, your unit/stack will appear and you can move out just dragging it as in normal movement.

*When there are units inside a city there is a small banner with a number inside at the right side of the city graphic. This number is the amount of combat units inside the city, see **image 9.5,** there is a Patriot unit inside the city of Quito.*



Image 9.5

10.-LAND COMBAT

When stacks of the Patriots and Royalist are present in the same land region, then a battle will take place there to determine who will remain in the region and thus will take control of it. This is marked in the map with two swords crossed.
If there are several battles marked on the map when the Land Combat Phase is played we will find a window with the list of all the battles to be resolved in this phase.
The player chooses the order he wants the battles to be resolved just left clicking on the golden arrow at the right of each battle, ***see the image 10.1 below****.*



Image 10.1

10.1 Battle Window

Lets see the elements we have in the battle window, please see ***image 10.2***



Image 10.2

Find here the explanation of all that letters of ***image 10.2*** *:*
a.- This is the name of the battle.
b.- This is the current round of the battle.
c.- This is the terrain type of the region where the battle takes place.
d.- Press on this button to start each round of the battle.
e.- This roman number shows the number of units that can fire on each round in this type of terrain.
f.- Press this button to exit the battle after each round of fire starting from round one (only if you are the attacker).
g.- This is the Royalist commander for this battle.
h.- This number shows the number of hits achieved by the Royalist in this battle.
i.- This is the Patriot commander for this battle.
j.- This card has been played by the Patriot commander in this battle.
k.- This number shows the number of hits achieved by the Patriots in this battle.
l.- This unit is the unit firing in this moment (see the smoke).
m.- This is the first line of combat of this army
n.- This unit has been killed in combat, it has a big skull over it.
o.- This cavalry unit is in reserve.
p.- This unit has its moral on yellow color as it has suffered losses.
q.- This unit has its initial morale, so the number is shown in red.
r.- This unit its being fired at (by the artillery in this case) at this moment.
s.- This is the battle log.

10.2 Battle Resolution

These are the steps of a battle :
1.- Initiative roll : each side rolls a die to see who starts firing on the battle. The Tactical Value (TV) of the Commanders is added to each side roll.
2.- Combat cards : Commanders can play any combat card its side has in his hand. This is randomly decided by the AI that takes the role of the commander. A commander won't play more cards than his Tactical Value. So a commander of 0 TV never will play a combat card. A commander of TV of 2 could play 0,1 or 2 cards.
3.- Round 0 : This is the artillery phase. The artillery units of each side open fire. In Alpine and Jungle terrain artillery doesn't fire.
4.- Round 1 : Units of the first line open fire, one unit on each side each time until all the units that can fire have fired. Demoralized units don't fire and they are grayed to represent this situation. There is a maximum number of units that will open fire, this maximum depends of the terrain type, see here detailed :
- Clear and desert : Maximum of 5 units fire each round.
- Tropical and Mountain : Maximum of 4 units fire each round.
- Jungle/alpine : Maximum of 3 units fire each round.

Exception : An aditional unit will open fire if the tactical level of the commander of its side is superior than the Tactical level of the commander of the enemy.

5.- After Round 1 any side can retreat pushing the retreat button if the battle is not already over.
6. Subsequent rounds repeat the same procedure of round 1 until any side has won or the final round has been played.

10.3 Firing and hitting the enemy

During each round of the battle the units on the first line of combat of each side roll a die trying to inflict damage to the enemy units.
On artillery round only artillery units fire, and only if the terrain is not alpine or jungle.
Units hit the enemy with a die roll of 1 or 2.
Units achieve a hit to the morale of the enemy with a 3 or 4.
The Combat Factor of the unit is substracted from the die roll.
Veteran units sometimes will fire two consecutive times.

A unit that suffers an impact (die roll modified of 1 or 2) loses on step of life and its morale value is decreased by one.
A unit that suffers a Morale Impact (die roll modified of 3 or 4) loses one point of its Morale Value.
If the Morale of a unit reaches 2 then this unit became demoralized and doesn't participate any more on the combat unless it recovers its morale over 2 during a Rally Phase.

10.4 Demoralized units/army

The morale of the combat units suffer losses when in combat, if the morale drops to two the unit became demoralized and its graphic turns grayish. The unit stops firing next rounds while remain demoralized. If all the combat units of an army become demoralized the army retreats from battle. If the enemy has cavalry units on the reserve line, these units can fire one time each on the enemy units. This will be an aditional round of units firing in the battle. See ***image 10.4.***



Image 10.4

*In **image 10.4** we can see the Royalist infantry unit is demoralized, there are no other royalist units in combat so the Royalist retreats from battle. The player must click on the golden arrow to leave the battle. **Note:** the small skull over the Slaves unit shows that the unit has suffered a hit, losing one point of strength and one Morale Point.*

10.5 Rally Phase

After each round of combat the commanders of each side try to recover one demoralized unit if there is any on his side. There is a die roll, if the roll is succesful the demoralized unit recovers one Morale Point (simulate the unit coming back to combat) and the unit is ready to fire again in the next round.

10.6 Cavalry Prosecution

If all the combat units of an army are demoralized and the oponent army has cavalry units on the reserve line, these cavalry unit prosecute the enemy. To represent this there is an aditional round of fire.

10.7 Defeat

A side is defeated and the battle ends inmediately if that side has no units alive on the first line or just demoralized ones. If only demoralized units remain then the side is defeated and retreats from battle with the demoralized units and its artillery if there is any. If a side is defeated and all its units on the first line and reserve have been killed,

that side artillery, if there is any, is also eliminated.

All the units of both sides recover all their initial morale after the battle.

10.8 First and Reserve Lines

At the start of the battle the infantry units of each army are placed in first line of his army, the artillery if there is any, in the back, and the cavalry is placed some in first line and some in reserve. Never will be there be more cavalry units in reserve than in first line.
If during the fire rounds any unit of the first line is eliminated it interchanges its position with one cavalry unit of the reserve if there is any cavalry unit there.

10.9 Winning the battle

The side that wins the battle can be rewarded with Victory Points depending on how great was his victory. The defeated side abandons the region and moves to another owned connected region, if there is no region eligible the army is eliminated.

10.10 Battle Results

When all the battles has been resolved the Battle Results window opens. See ***image 10.10****.*



Image 10.10

In this window the player can consult the details of each battle by left clicking on the magnyfying glass to the left.
We can exit this window just left clicking on the golden arrow in the bottom right side of the Battle results window.

*After leaving this window a new window will appear if there ares sieges to be resolved, for more info see **Chapter 13**.*

Note: *Battles in Libertad o Muerte should not always be interpreted as a battle between two regular armies, but also as the confrontation of two forces during a long time, as it is a turn (six months), for a territory.*
It is possible that we see a side with regular troops but simply rebels troops in the other.



11.-NAVAL MOVEMENT

Naval Movements only takes place between sea regions or from a land region with a friendly port to the connected adjacent sea region (or vice versa). Moving by sea is strictly equivalent to moving by land, knowing that usually the sea terrain costs only 1 Movement Points (MP) and there are no special connection cost for those linking sea regions between themselves or connections between seas and ports. Sea regions have no owner or controller, no impact on combat and no stacking limits.
***Note:** Presence of ships is important for blockade in sieges and also for crossing sea straits.*

11.1 Blockade

*Blockade is when a naval stack (called also fleet) is located in the sea zone where an enemy port has its connection exit. See **Image 11.1**, the Royalist ship is blockading Santiago, see the anchor icon with a red padlock to reflect this under Santiago city.*



Image 11.1

12.-NAVAL COMBAT

When sea stacks of the Patriots and Royalist are present in the same sea region, then a battle will take place there to see who remains in the region. This is marked in the map with two swords crossed.

14.1 Maneuver test

A special phase takes place before the battle starts to determine which side has the maneuver advantage.

14.2 Combat rounds

When the battle opens, you see the battlefield with the units present. AI could play now combat cards (attacker first, followed by defender).
Sea combat is very similar to Land combat, but here there is only one combat line and there is no Artillery Phase. See ***Image 14.2.***



Image 14.2

Each round all the units of both sides open fire on a random unit of the enemy.
If all the units of one side became demoralized this side retreats from combat and loses

the battle.
If all the units of one side became eliminated, the battle ends, and this side with no units left loses the battle.
Note : The winner can receive VPs for sinking enemy ships or for damaging the enemy severely.



13.-SIEGES

A siege takes place when a friendly force takes control of a region previously occupied by the enemy and there is a city held by the enemy in that region.
If there are no enemy units defending the city the siege is won automatically.
Otherwise the game compares the strength (number of total life points of the force) of the besiegers with the besieged.
If besiegers are strong enough a siege battle takes place, if not, nothing happens.

13.1 Siege Combat

Siege Combat is divided in rounds. On each round a die of 10 sides is rolled.
The result determines what happens, see ***table 13.1***

D10	EFFECT
<4	..... Attacker loses 1 Strength point
4	..... Attacker loses 1 Strength point
5,6,7,8	..... Both sides lose 1 Strength point
9	..... Defender loses 1 Strength point
10,11	..... Defender loses 2 Strength points
12+	..... Defender eliminated

Table 13.1

Some modifiers can be applied to the dice roll :
.- The fortress level is substracted to the die roll
.- If the besieger has artillery +1 is added to the die roll.
.- If the besieger has siege artillery +2 is added to the die roll.
.- If the Tactical value of the besiegers commander is higher than the besieged commander (or there is none) +1 is added to the die roll.
.- If the city is a port and it is blockaded, +1 is added to the die roll.
.- If the city is not a port +1 is added to the die roll.

If the besieged force is eliminated in any round the siege ends.

14.-CARDS

Each scenario first turn will start with the Draw Cards Phase.

14.3 Card Detail

*Lets see **image 14.1** to understand better the parts of a card :*



Image 14.1

Find here the details :
a.- This is the back side of the Royalists cards
b.- This is the back side of the Patriots cards
c.- This is the tittle of a Black Card
d.- This is the tittle of a Red Card
e.- This is the image of the card
f.- This is the Condition text. Its a condition for the card be playable, if the text is within '' then it only is informative, regarding the country or region where takes place the effect takes place.*
g.- This is an explanation of the effect of the card
h.- A red text that informs us that the card will be removed from the deck if we play it
i.- This icon is related with the phase of the turn when the card is playable.

14.4 Cards Types

There are two types of cards, reds and no-reds or black.
Reds Cards have their tittle in Red, these cards are played just one time on each game.
Black Cards have their tittle in black. These cards return to the deck after being played or discarded.

14.5 Player Hand

Cards drawn and not yet played are sent to the «hand» of the player, which is physically located on the bottom left of the main screen, and can be opened by a simple click on it.

14.6 Deck

The Deck is made of all the cards not yet drawn by the player AND all those (non one-time only) already played. The latter, when returning to the deck, are placed at the bottom of it.. So except for red ones, most cards return to the deck, allowing some of them to be drawn – and played – more than once in the same scenario.

14.7 Playing Cards

Player receives cards at the start of his turn, two cards in smaller scenarios, 6 cards in the Early Years and Great Campaign.
The player can keep up to 10 cards on his hand and if he has more there is a special sub-phase of discard.
Some cards are designed as historical events and must be played in the momet you receive the card or in the phase the card is designed to be played. These cards will appear with a purple aura around it. The player cannot skip this phase until the card is played.
Just drag the card to the left side of the screen and drop it there, the card will be played immediatly, maybe its effect will be shown later if the turn is not in the phase associated with the effect of the card. For example, if you play a reinforcement card in the Draw Cards Phase, you won't see the arrival of the reinforcements until the next Reinforcements Phase.

In any phase of the turn the game shows with a green aura any card you can play in that moment. You can skip this if you don't want to play the card in that moment, just pressing the intro key.

14.8 Discarding Cards

If the player has more cards in his hand than are allowed by the scenario he must select enough cards to avoid this situation and drop the selected cards back to the deck. See ***image 14.6.***



Image 14.6



15.-MAINTENANCE

Each turn your side has to pay the cost of maintenance of the land units. This happens in the Maintenance phase. Only some units have maintenance cost, These are the regular units, with combat factor of 1 or 2 and ships of the line.
Leaders, garrisons, indians, rebels, militia and artillery have a cost of zero, this is, you won't have to pay for their maintenance, see ***image 15.1.*** *in this case just left click on the golden arrow to continue.*



Image 15.1

It could happen that you don't have enough Military Resources to pay for the maintenance of your troops. In this case you will see a window like in ***image 15.2****. You have to select from the column Cost the unit/ Stacks that you want to pay, just left click on the Cost column. Once you have paid for the stacks you have selected a golden arrow will appear, you have to click on it to continue to the next step.*



Image 15.2

Example : *In the* ***image 15.2*** *the Royalist only have 4 resources available, the total cost of the Maintenance is 8, so he can't pay all his troops. He can't click on the red marked '7' of the Cost column as he only has 4 resources left ant pay for that Stack in Querétaro requires 7. So he only can select the Sierra Madre stack, so he has to click on the '1' of column Cost, this will turn the white mark in green and he can continue to the next step, see* ***image 15.3****.*



Image 15.3

After clicking on the golden arrow a new window appears as ***image 15.4.***



Image 15.4

This is the 'Disband window', the player here has to click on units of the stacks of which he hasn't paid the maintenance. Each unit selected will lose a point of life, it is possible to select any unit of the stack, even militia. Each unit selected drops in one the Cost required to meet, until it reaches 0, in that moment, the golden arrow will appear again, available to be pushed.
Once the player has selected the number required he is allowed to continue clicking on the golden arrow.



16.- PURCHASES AND REPLACEMENTS

The Purchase phase takes place only in odd turns. In this phase, the player, if have Military Resources available can spend them building new units or purchasing replacements. Replacements are for recovering the lives of damaged units.

This is the interface for purchasing new units and replacements, see ***image 16.1.***



Image 16.1

Lets see the meaning of what we see here :
a.- This is the list of units available to purchase by your side. The blue numbers is the cost for each in Military Resources Points.
b.- This is the current cost of what has been already purchased this turn.
c.- This is the amount of Military Resources Available.
d.- This is the current replacements bought, 0 of a total of 10 needed. Left click here to purchase them, right click to cancel.
e.- Click here to exit this phase.
f.- This is the unit selected (left click on it) to purchase, green areas are displayed in the map, these regions are the places where you can buy this unit.
g.- The green areas mentioned in point f.
h.- Detail of the unit selected.
i.- This unit is already purchased.
j.- This black figure tell us that a unit has been purchased here, the one of point i, in this case.

The units purchased will appear in the Phase Placement of New Units and the replacements can be assigned in the Replacements Phase in the same turn we have purchased them all.

17.-PLAY BY EMAIL

17.1 Options

To pbem you have to do several things, first is to put into the game your own email address. and define a folder for pbem games. For this, go to the Main Menu and left click on Options to go to the Options Menu.
Once you are there left click on Play by Email on the left column of the screen.
*You will find a screen like this (**Image 17.1**).*

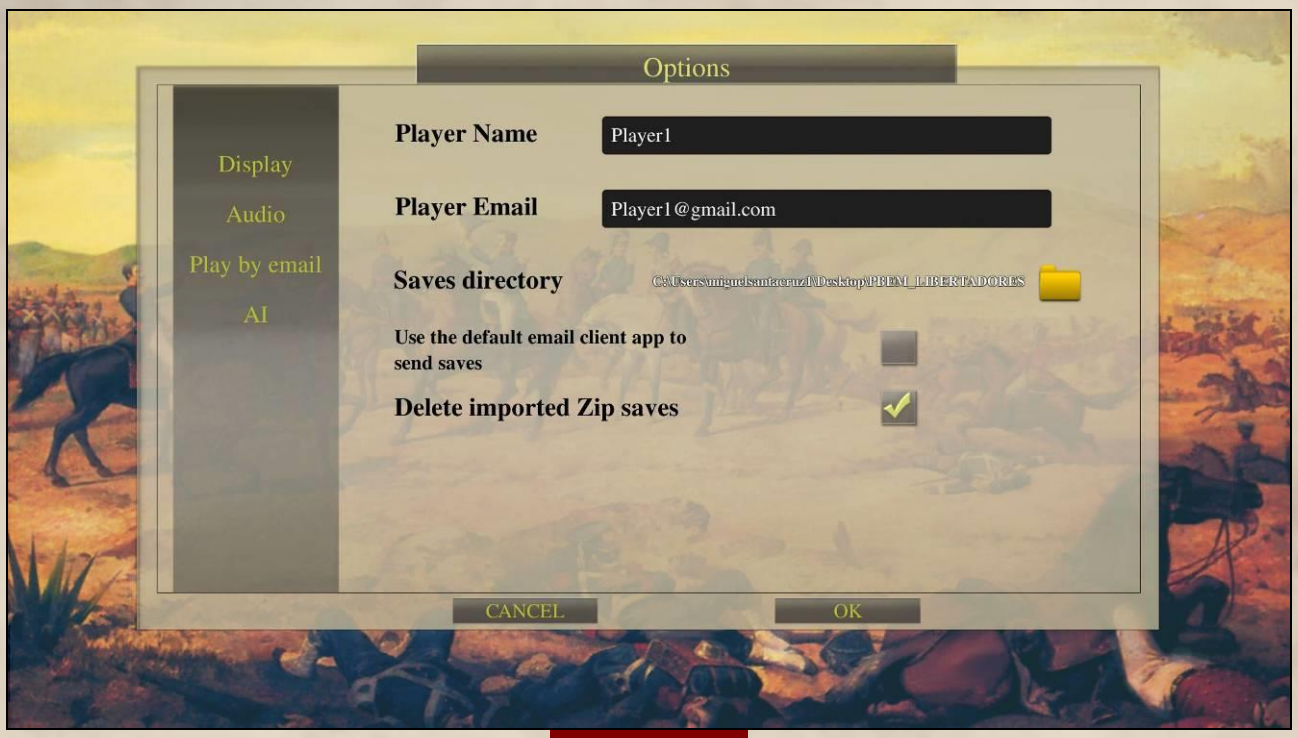


Image 17.1

Fill here thePlayer Name and email with your data. Define a directory (folder) for the saved games. And configure the two boxes as is displayed on the screen. After this, just press ok.

17.2 Playing Pbem as Royalist

*If you want to start a pbem game and you play as the Royalist then you just have to put the zip file that your opponent sends to you and copy it (do not unzip it) in the folder you have defined for your pbem games, thats all. You will find your games in the Load Game Interface, the saved game will have an envelope over it, see **image 17.2a and 17.2b**.*



Image 17.2a



Image 17.2b

Just left click on the game you want to load, the new one has an envelope over it. The game will be loaded. If you want to delete the game just click on the bin on the right side. If you want to load a specific phase of the turn just click on the icon with bars at the left of the bin. There you can choose the Phase you want.

17.3 Playing Pbem as Patriot

If you want to start a pbem as Patriot then you have to go to the Main Menu and there click on New Game. Select there the scenario you want and click on Continue.
You should be now on the Chose Nation Menu. Just click on the envelope at the right side. You should find a window like this ***(image 17.3)****.*

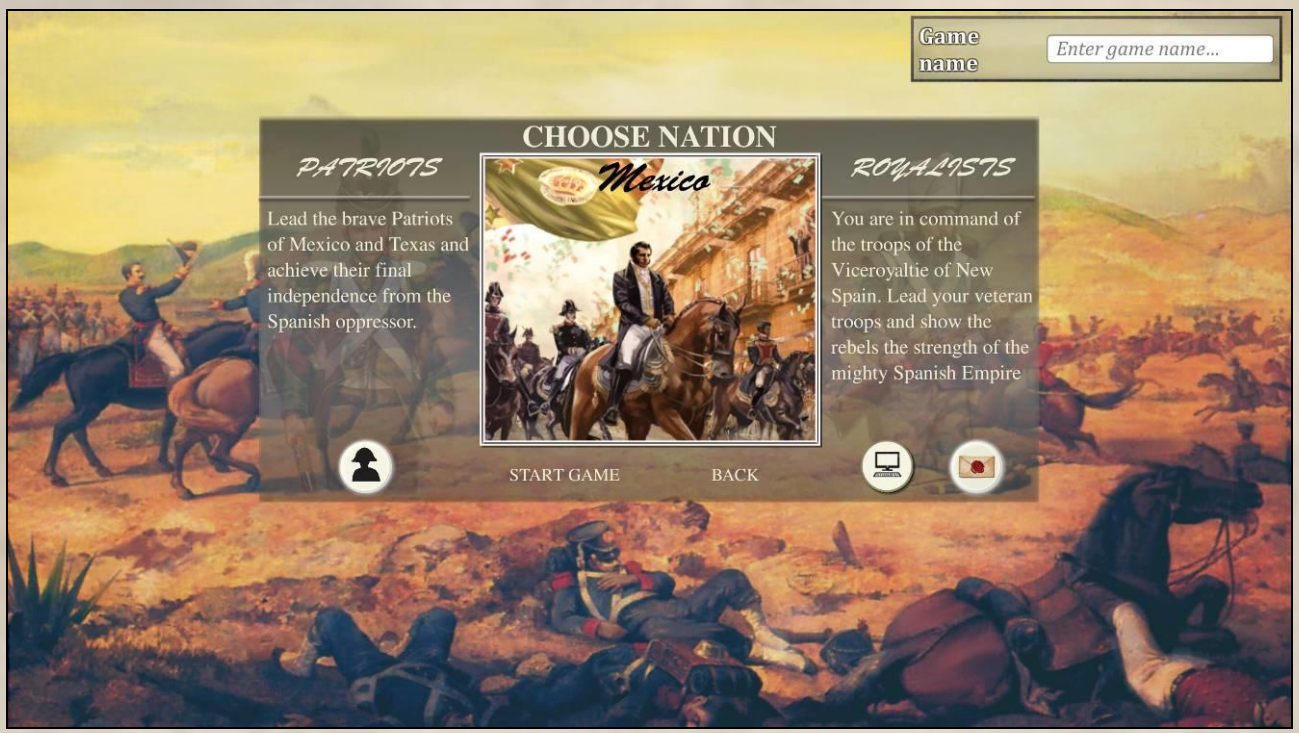


Image 17.3

Please enter on that top right window the name of your new game and click on 'Start Game '. A new small window will appear at the right side, see ***image 17.4****.*



Image 17.4

This small window is the Information Window. Just add New Opponent name and email address on the bottom side of the Information Window, then click the '+' symbol at the right of 'New Opponent'. Select from the list the opponent you are going to play the game with and click on the golden arrow at the bottom right side of the Information Window. The game will start normally. Play your turn. You will reach the End Phase.

In the End Phase you will find on the top right menu an envelope on its top right corner, see the 1 in ***image 17.5****.*



Image 17.5

Click on that envelope, the game will take you to the Main Menu with a small window like this on Image 17.6. and then to your pbem folder. Click on the left side to continue. This will open your pbem folder. You will see there your new zip file, take it and send it to your opponent by email.



Image 17.6

That's all; it's quite simple and easy. Now just wait for his turn. Receiving a game is just like it's explained in ***Chapter 17.1****.*

18.-SECONDARY MENU

The player can reach this secondary menu from the main user interface just left clicking on the menu symbol of the top right menu (see ***Chapter 5.1****).*
See the secondary menu in ***Image 18.1*** *below.*



Image 18.1

On this menu then take this options:

1.- Click on 'Resume' to go back to the current game he is playing.

2.- Click on 'Main Menu' to go back to Main Menu.

3.- Click on 'Quit Game' to exit Libertad o Muerte!.

Or any of this other options that require more detail:

18.1 Saving the game

If you Click on Save a new window opens, see ***image 18.1.***

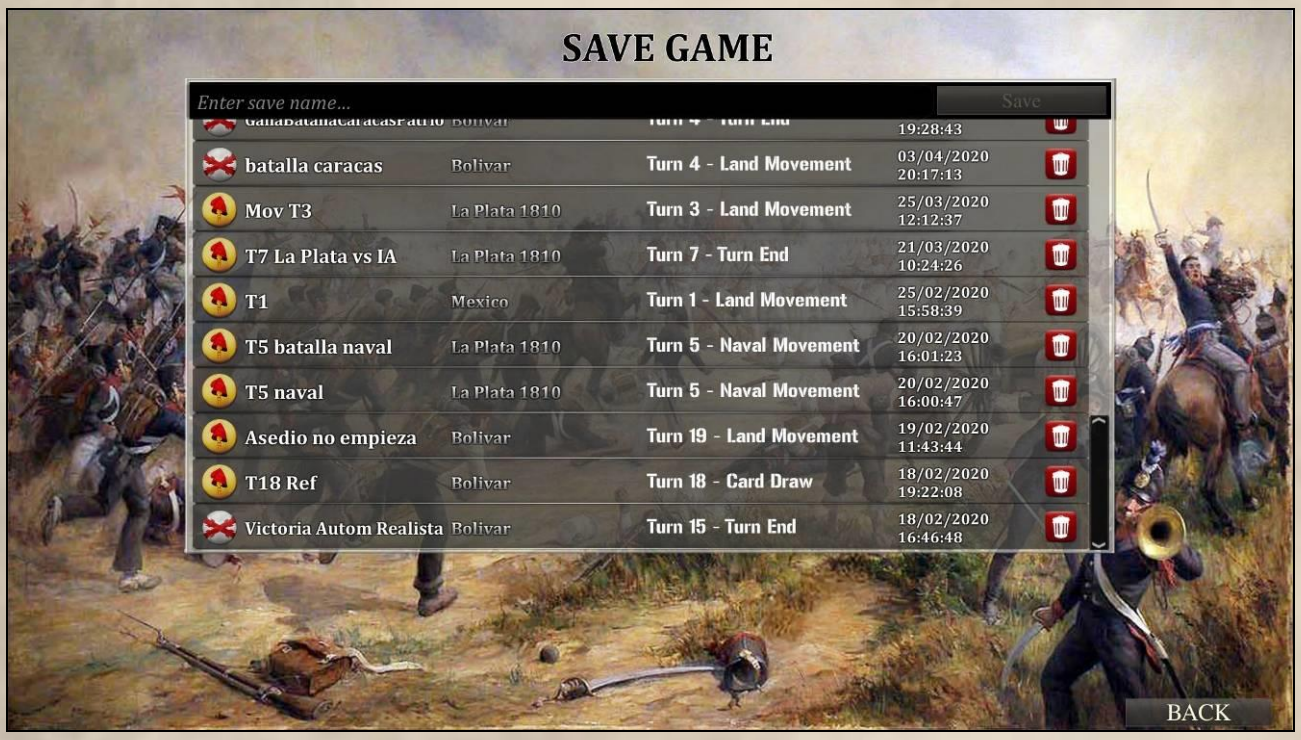


Image 18.1

Here you just have to enter the name for a new game and press 'save'.

18.2 Options

This is an easy to understand interface to manage some options of the game, like sounds, AI level and Display. It has tooltips to explain how it works. See ***Image 18.2****.*

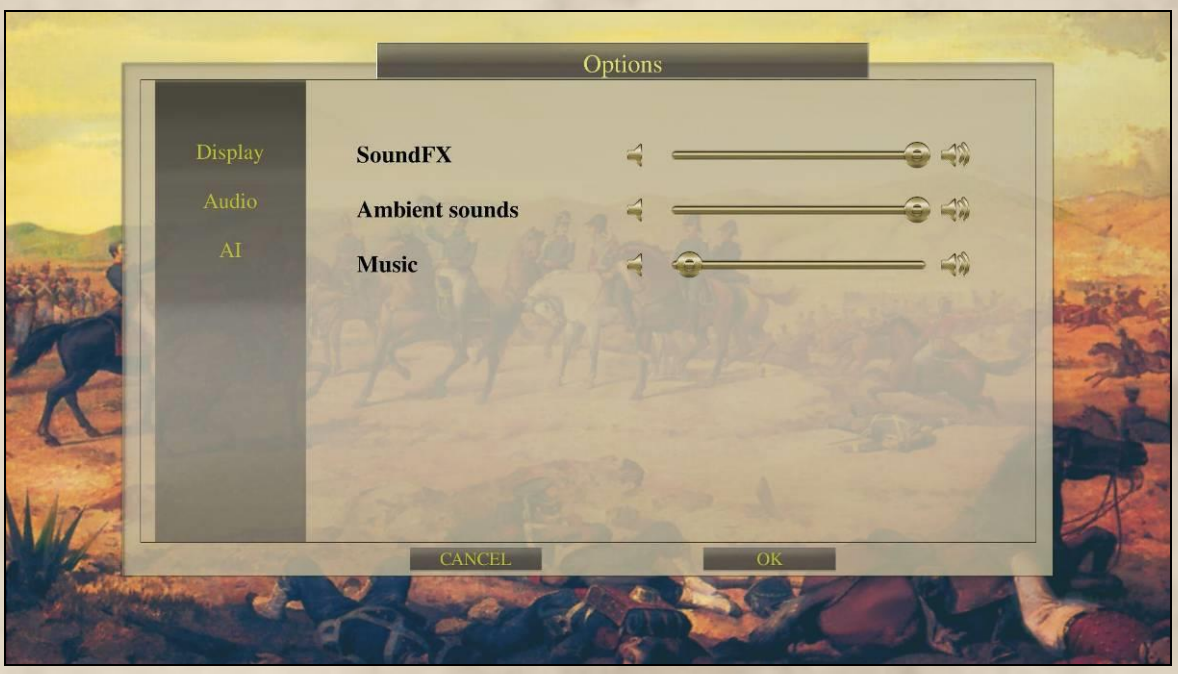


Image 18.2

18.3 Rules

Here you can read this manual from the game itself.



19.-WINNING THE GAME

In Libertad o Muerte! you can win the game in two ways:

- *Achieving more Victory Points than the enemy at the end of the last turn of the scenario.*
- *If at the end of any turn you complete the conditions for Sudden Victory of the scenario in play. These conditions are detailed on the 'Scenario Sheet' document.*



20.-APPENDICES

20.1 Viceroyalties

The Viceroyalties frontiers are not represented on the map but they affect the movement of some units. The movement of some units is restricted due to these political borders. This is detailed in the Scenario Sheets of The Great Campaign and Early Years scenarios.

20.2 Privateers

*Privateers fight against the Spanish crown is represented with counters and the four Privateers areas on the map. One in the Pacific, one in the Caribbean sea, one in the South Atlantic and the last one in the North Atlantic. The Patriots can increase the presence of his own Privateers in the seas by playing the cards '**Privateers**'. These cards add new Privateers counters in the Privateers areas.*

*This presence does nothing by itself, but the Patriot has another card that is included in his deck more than one time. This card is '**Privateers affect commerce'** and takes Resources from the Royalist if you play it.*

*Royalist can play the card '**Fight against the Privateers'** to reduce the presence of enemy Privateers in the seas. This card removes one or two enemy Privateers counters randomly.*

20.3 Special Areas/Limited mobility

There are some regions in the map with a diamond and a figure on it. If you hover the mouse over it a tooltip will display some information.

These regions represent the Llaneros Area, The Gauchos Area, and some Indian Areas. Llaneros, Gauchos and Indians cannot move out of these regions respectively.

Additionally there are more movement restrictions for several units or nations that will be explained in the Scenario Sheet of each scenario.

20.4 Guerrillas

Guerrillas units appear only after playing one Guerrilla card, these units will be explained in the Scenario Sheet of each scenario.

20.5 Tension Index

The Tension Index (TI) is a parameter that represents the degree of Social annoyance with the political situation in Latin- America between the population and the Spanish Government.

It starts growing from the very beginning. For each 10 points of Tension Index the Royalist will see his income reduced by one.

Some cards need a determined level of Tension Index (TI) to be playable.



21.-TIMELINE

Find here the main dates and historical facts of this conflict:

1810

May 25th, Junta de Buenos Aires is established
Juntas formed in several cities of Nueva Granada
September 16th, Manuel Hidalgo's '''Grito de Dolores''
October 30th Battle of Monte de las Cruces (Mexico, Patriot Victory)
Blockade of Buenos Aires

1811

Portuguese invasion of Banda Oriental
Confederal Treaty of Paraguay

1812

Pareja arrives at Chile
Venezuela Declares Independency
Constitution promulgated at Cadiz
USA and United Kingdom at war

1813

Napoleon is defeated in Spain
Bolivar's Admirable Campaign
Battle of San agustín (México), Patriot victory

1814

Battle of La Puerta (Venezuela), Royalist victory
Ferdinand VII restored to throne
Battle of Carabobo (Venezuela) , Patriot victory
Battle of Rancagua(Chile,) Royalist victory

1815

Morillo's expedition arrives at Venezuela
Siege of Cartagena (Colombia), Royalist Victory
Morillo sends troops to Peru

1816

Morillo reconquest of Nueva Granada
Portugal invades again Banda Oriental

1817

Mina arrives at Texas
Battle of Chacabuco (Chile), Patriot victory

1818

Battle of Maipú, Patriot victory

1819

Battle of Boyacá (Nueva Granada), Patriot victory
Congress of Angostura: Gran Colombia is formed

1820

Riego's revolt in Spain, Constitution restored.
Truce between Morillo and Bolivar

1821

Plan de Iguala (Mexico)
Second battle of Carabobo(Venezuela), Patriot victory,
Patriot Iturbide enters Mexico city.

1822

Battle of Pichincha, Patriot victory
Bolivar and San Martin meets at Guayaquil

1823

Fernando VII restored
Battle of Lake Maracaibo, Patriot victory
USA: Monroe's Doctrine declared.

1824

Battle of Ayacucho, Patriot victory

1825

Battle of Tumulsa, Patriot victory



Chacabuco battle

22.-CREDITS

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Scenarios Designer: Miguel Santacruz
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Historical Research: Miguel Santacruz
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Assistance & Advising: Avalon-Digital
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Music : Terry Divine-King
Documentation: HEADQUARTER S.L.
Proofreading & Localization: HEADQUARTER S.L./ Tim
Corporate Communications: HEADQUARTER S.L./Avalon Digital
Administration: HEADQUARTER S.L./Avalon Digital
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