CURUPAYI 1866

INTRODUCTION

Curupayti 1866 recounts the war of the Triple Alliance that ravaged South America for 5 years, where Paraguay had to face alone the combined forces of Brazil, Argentina and Uruguay.
The Paraguayan army and fleet tried to seize and hold on to disputed territories, before having to resist the assaults of its powerful neighbors.

Curupayti 1866 is played in 30 turns of two months each between April 1865 and March 1870. It opposes two sides :

- The Republic of Paraguay, under the leadership of President Francisco Solano Lopez, who sought to seize the neighboring territories he claimed, and then to hold on to them until the end of the game..
- The Alliance of its powerful neighbors, Brazil and Argentina trying to get Lopez out of power.

Uruguay is split between two factions, the white (Blancos, supporting Paraguay) and the Colored (Colorados, supporting the Allies).

The event cards will allow the game to be renewed by a set of varied diplomatic, military, political or economic fluctuations.

DURATION

Average palying time: 4h00
Favored side: none
Most difficult side to play: Paraguay

The game lasts 30 turns (between April 1865 and March 1870), each turn corresponding to 2 months.

The Paraguayean player always plays first, followed by the Alliance player.

FORCES

The Paraguayan player controlts thes land and naval units of Paraguay (red), the Argentinan Federales troops (dark pink), the the units of the Blancos party in Uruguay (light blue).

The Alliance player controls the land and naval units of Brazil (green), the land and naval units of Argentina (blue), land the units of the Colorados party in Uruguay (light blue).

MAPBOARD

L The game board represents the mouth of the Rio de la Plata including Uruguay, northern Argentina, southern Paraguay and two large areas of western Brazil.

The two off-map areas of Brazil (Brazil Sur and Brazil Estero) communicate with each other and allow the passage of units between the Brazilian regions of Matto Grosso in the north and Rio Grande Do Sol in the south. They can only be entered by units of Brazil.

The Parana and Uruguay rivers are navigable on part of their course.

The Argentinian naval and land units cannot enter Brazil (but no vice versa, Brazilians may enter Argentina execpt the offmap box).

Uruguay can be accessed by both sides.

VICTORY

Victory is achieve when a player reaches 40 VP or when he controls all cities on the map (except those of off-map boxes).

Otherwise the Paraguayan player wins the scenario if, at the end of the game, the Alliance player does NOT control all the structures on the map.

VP BONUS : en addition to the standard vP collection, the following are applied:

PARAGUAY : upon capture of Buenos Aires, Porto Alegre, Rio Grande, (+12 VP), Fuerte Freire, Santa Fe, Concordia, Uruguayana (+2 VP), Albuquerque, Miranda, Xeres, Goya, Corumba, Corrientes, Candelaria, Salto (+1 VP).

At the end of the scenario, control of: Asuncion, Montevideo (+2 PV), Concepcion, Villa Franca, Curupayti, Paysandu (+1PV).

ALLIANCE : upon capture of Asunsion, Concepcion, Montevideo (+2 VP), Curupayti, Rosario, Villa Rica, Humaita, Bella Vista (+1 VP).

REINFORCEMENTS

Paraguay:

- **Turn 6: Alen, 3o Art. in Asunsion**
- **Turn 7: Caballero, 21o Cav. in Humaita**
- **Turn 8: Montiel, 22o Cav. in Concepsion**
- **Turn 10: Aquino on a friendly stack**
- **Round 11: Delgado on a friendly stack**
- **Round 12: Toledo on a friendly stack**
- **Turn 15: Marco to Asunsion**
- **Turn 22 : Sosa on a friendly stack**
- **Turn 25 : Solis on a friendly stack**

Alliance:

- **Turn 10: Camara, 12o, 13o, 14o, 15o, 2o Cav. (Brazil) in Rio Grande**
- **Turn 16: Gelly, Pampero, Guardia Nacional (Argentina) in Buenos Aires**
- **Turn 20: Argolo, 16o, 17o, 18o, 19o, 3o Cav. (Brazil) in Porto Alegre**
- **Turn 22: Romero (Argentina) in Argentina**
- **Round 25: Bittencourt (Brazil) in Brazil**

Many additional reinforcements will also be available through the play of cards. Both sides will also receive 1 replacement each turn.

SPECIAL RULES

SUPPLY SOURCES

For both sides: Asuncion, Montevideo, Concepcion, Villa Franca, Curupayti, Itapiru, Bella Vista, Porto Alegre, Buenos Aires

Alliance only: Brazil, Brazil Estero, Argentina.

CARDS

Both players draw 2 cards per turn in this game.

ECONOMIC PHASE

It takes place every second turn, form Turn 2 onwards.

- Volunteer Battalion / Civilian or Reserve Battalion / Argentine Federales / Barcos and Chatas / Natives / Logistics Unit: $1
- Infantry Battalion / Cavalry Squadron: $2
- Artillery Unit / Congreve Unit / Fortress Artillery Unit / Event Card: $3
- Siege Artillery: $5

SIEGES OF COASTAL AND RIVER FORTRESSES

No surrender tests may be made against coastal fortresses whose port is not under naval blockade (i.e., if in the sea adjacent to the port there are no friendly naval units alone).

WARSHIPS

Ships of the line can never be rebuilt.

PARAGUAY PRESIDENT LOPEZ

The President of Paraguay was a figure closely involved in the conflict. If the Allies eliminate him, they gain 5 VPs and Paraguay loses 5.
If he survives to the end of the game, the Paraguayan player gains 8 VP.