



SELO QV. RTO. VENTE
MARAVEDIS. ASO DE MIL
E FIECIENTOS NOVENTA
TRES.

Capitán



Hexagonal
Board Game



SELLO QUINTO: VEINTE
MARAVEDIS, AÑO DE MIL
SETECIENTOS NOVENTA Y
TRES.

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The watercolours on these rules and supplements are made by Jose Maria Bueno based upon a series of the Marques de La Romana Spanish troops, property of Capitangames.

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A unit of 10 figures & a command unit of 3 figures (15mm. Miniatures)



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o.- *The game in a hex board*

The "wargamers" are distinguished between those who play simulation games with miniatures and the boardgamers. In CapitanGames we offer you the chance to play both ways with the same rules, we must make some adjustments to the general rules to play in CAPITAN in a hexed board and make it a board game.

The hexagonal game board, may not be as flexible as the game on scenery, but it is more accurate in the calculation of distances and terrain effects, and obviously takes up less space. All this has encouraged us to do this supplement. Although we provide counters to play on the board, you can also play with figures about hexagons, the possibilities are varied, play with the counters with small 6mm scale figures, or with miniatures of 10 or 15mm figures, depends upon the size of the hexagons on the board. Some manufacturers also sell boards of grass and hills multiform marked with hexagons of various sizes, in this case, the scale depends upon the size of the hexagon.





1.- The units in the board, the counters

When we play in a hex board we use counters to represent the units (in some cases we can use figures of small scale, as 6mm miniatures or 10 or 15mm figures, in this case a base with figures is a counter).

In *CAPITAN* we use the *FULL COUNTER* and the *HALF COUNTER*



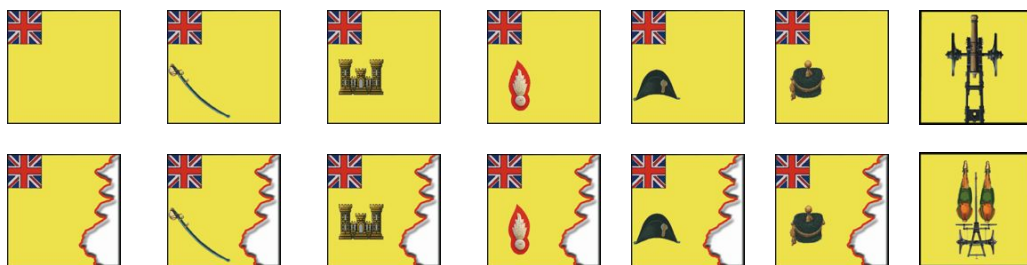
Full counter (1F)

Half counter (1/2F)

If we are playing with miniatures we suggest as a full counter four infantry miniatures or two cavalry, and for half counters two infantry miniatures or one cavalry.

Each counter is number of figures in the game:

- 1.- The infantry, gunners, and engineers full counters are 4 figures
- 2.- The infantry, gunners and engineers half counters are 2 figures
- 3.- The cavalry full counters are 2 figures
- 4.- The full counters of command on foot or on horse are the figures that the unit data card gives
- 5.- The half counters of command on foot or on horse are equal to 2 figures on foot and 1 figure on horse
- 6.- The cavalry half counters are 1 figure
- 7.- The counters of gun and limber are a gun and a limber



Infantry

Cavalry

Engineer

Gunners

Command
on foot

Command
on horse

Gun &
limber

4



To represent the different nationalities and units, the counter has in its upper left corner the flag of nationality and a background of up to nine colours. Each unit must have all their counters of the same colour. On a side they can not repeat a colour for two units of the same type, but there may be an infantry unit of the same colour as one of cavalry, artillery, engineers or command.

The colours

Yellow / Blue / Light blue / White / Green / Red / Purple / Grey / Light grey

2. - Build units with the counters

The minimum number of figures that may have a troop unit is equivalent to an entire counter of infantry and two cavalry counters, so the minimum is the equivalent of four figures.

In the command units regardless of the number of figures at the beginning of the game we use one full counter.

Artillery gunners are represented by their corresponding counters, plus the counter of the cannon and the limber. If the gun is limbered place a limber and a gun counter, with the gun in the rear of the limber, without placing the counters of the gunners. If the gun is placed, only the gun counter is in the board, surrounded by the gunner counters, in the same hex or adjacent hex.



A unit of 10 figures (2 counters 6 1/2 counter)
& a command unit of 2 figures (15mm. Miniatures)



A cavalry unit of 8 figures (4 counters) (15mm. Miniatures)



Two artillery units & a command unit (15mm. Miniatures)



3.- Capacity of the hexes in counters & unit cohesion

The capacity of an hexagon is only a counter, full or half. (see re-arrangement of units

A unit to have cohesion all his counters have to be in adjacent hexes.

The command units regardless of the number of figures only occupy one hexagon.

4.- Movement on the board

In the Unit Data Cards (UDC) below the movement column there is the equivalent in hexes for the movement of the units.

The hexes in the board can only have one terrain effect, regardless it has more that one. If the hex has more than one we have to follow the next rules to know what effect we have to use:

- If the hex has woods with , roads, tracks or paths , we have to use the roads, tracks and paths.

- If the hex has buildings we have to say the capacity in counters of the building (one or half), and the toughness in point of it.

If a unit occupies more than one hex, and this hexes has different terrain effects to move we have to use the effect of the hex, that affects (subtracts) more to the movement.

Any distance in the rules that is not in hexes we have to divide it by 5 to have his equivalent in the boardgame.



5. - Boardgame shooting

5.1 Objectives:

A unit can only shoot in the same turn to a another single enemy unit.

5.2 Visibility:

When playing on a hexagonal board, visibility is set for each counter of the unit and for each type of cover that the hexagon has. The infantry is only visible if they are in soft cover hexagons, cavalry is visible in soft and medium cover hexagons.

A unit can shoot another whenever it has any of the counters insight, and can only shoot to the counters that are insight.

To determine the shooting distance of the entire unit, measure the distance from the closest counter to the nearest visible counter of the target unit.

For the purposes of counting the shooting distance, we have to take in account that:

- *The hexes with light cover do not block the line of sight, for every two hexes of light cover that the line of sight crosses, deduct 1 to the shooting dice.*
- *The hexes with medium or hard cover, block the line of sight.*

5.3 Shooting procedure:

The shooting distance for the units is in the UDC, below the distance in centimetres.

The fire is made by figures, that is, a whole counter of infantry made four shots, half, made two and an entire cavalry made two and half one.

5.4 Aggregation of casualties

Add the total number of casualties, and remove from play the equivalent in counters, we can place half counters if is needed, the rest of the casualties that not fit in the counters are not taken in account or lost. I.e. A infantry unit of 3 counters suffers 9 casualties so it rests 3 figures, place a half counter and the single figure is lost. A infantry unit of 3 counters suffers 5 casualties, remove one counter and the single figure is not taken in account.



6. - *Boardgame combat*

6.1 *Distance of combat:*

When playing on a hexagonal board, the combat occurs when a unit enters a hex adjacent to one containing enemy units. In this case considered to have come into contact.

6.2 *Charge or join in to combat:*

If a single unit can come into contact with a enemy counter the unit can charge, but only will fight the counters of the unit that can reach any enemy counter. I.e. it can happen that a unit of 4 counters, only 2 fight.

6.3 *Counter-charge:*

To counter-charge is necessary to have at least to hexes free of troops between the to units, the counter-charge unit and the counter-charged. If the counter-charge is successful the units combat in the middle point of the distance between the two units.

6.4 *Positioning the counters in the combat:*

The player that has charged place its counters in the adjacent hexes of the enemy unit, following the rule 6.2, but can not place two counters against another single enemy counter if the enemy unit has counters that can be reached.

6.5 *Combats:*

Follow the rules procedure.

6.6 *Aggregation of casualties:*

Follow the rule 5.4



6.7 Re-arrangement of units:

When all the shooting and combats ends, the units must be adjusted, if a unit has 2 half counters place one full counter and so.

Once the combat has finished those counters of the combating units that in that turn has not been combated, because they have not reach any enemy counter, can be placed adjacent to any counter of the enemy unit. The combat will take place the next turn.

8.- Terrain effects

TERRAIN EFFECTS / MOVEMENT	INFANTRY	CAVALRY
Light Wood	-1	-2 @ #
Wood	-1 # @	Not allowed
Heavy Wood	-1 # @	Not Allowed
Move or enter inside buildings	-1 # @	Not allowed
Jump a wall or a barrier	-1 @	-3 @
Hex with Ford, or shallow waters	-1	-1
Moving in a track hex	+1	+2
Moving in a path hex	+2	+3
Moving in a road hex	+3	+4
Hex with Crops, Brush, Orchards, Vinayards, etc...	-1	-4
Hex with Rocky land or steep hills	-1 @	-3 # @

no march movement

@ no charge movement

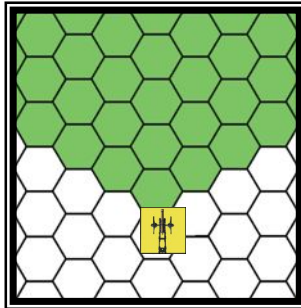
TERRAIN EFFECTS / COVER	INFANTRY	CAVALRY
Hex with Light Wood	M	L
Hex with Wood	H	M
Hex with Heavy Wood	H	H
Hex with Small Walls, Crops, Brush, Orchards, Vinayards, etc...	L	
Hex with High Wall or barriers	M	L
Hex with Buildings	H	H

L = Light M = Medium H = Heavy

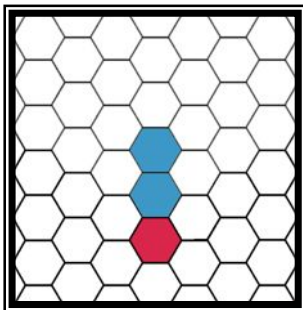
9.- The artillerry in the boardgame.

9.1.- Artillery templates, the red hex is the point where the impact dice is placed.

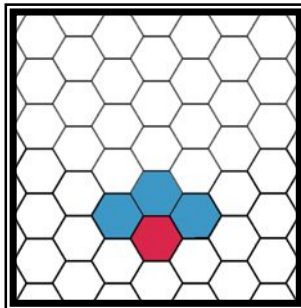
Firing Arch



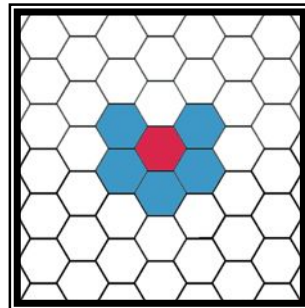
Round Shot 1



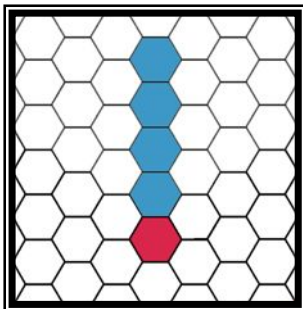
Canister 1



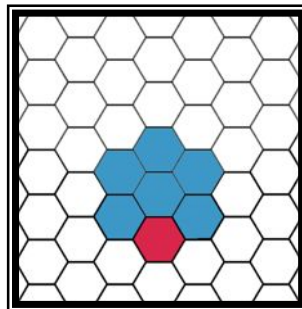
Shell 1



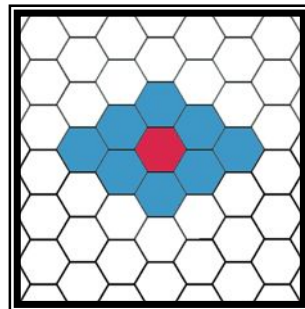
Round Shot 2



Canister 2



Shell 2





9.2.- Artillery Movement:

Crew manned.

<i>Gun Type</i>	<i>Movement</i>
<i>I</i>	2
<i>II</i>	2
<i>III</i>	1
<i>IV</i>	1

Limbered (horse artillery adds 2 hexes to this movements).

<i>Gun Type</i>	<i>Movement</i>
<i>I</i>	5
<i>II</i>	5
<i>III</i>	4
<i>IV</i>	3

9.3.- Minimum Crew depending of the artillery type and gun type.

<i>Gun Type</i>	<i>Minimum Crew</i>	
	<i>Foot art.</i>	<i>Horse art.</i>
<i>I</i>	1 counter	2 counters
<i>II</i>	1 counter	2 counters
<i>III</i>	2 counters	2 counters
<i>IV</i>	2 counters	3 counters

9.4. Gun Ranges

<i>Gun Type</i>	<i>Canister</i>		<i>Round & Shell</i>	
	<i>Effective</i>	<i>Long</i>	<i>Effective</i>	<i>Long</i>
<i>I</i>	4	8	8	14
<i>II</i>	5	8	8	16
<i>III</i>	6	10	12	20
<i>IV</i>	8	10	15	24

9.5.- Shooting deviation:

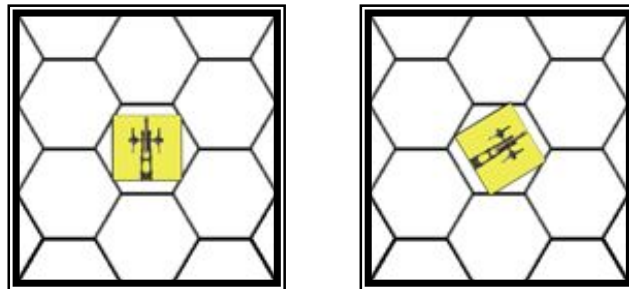
The same as the rules, but if the result is 1,2, & 3 de dice impacts in the hexagon where the impact dice has been placed, if not:

Dice Result	Hexes deviated
4	1
5	1
6	2
7	3
8	3
9	4
10	4

Range and lateral deviation, the same as the rules

9.6. Face change:

The gun changes facing, rotating to the sides of the hexagon where the gun is placed.



11.- Reduced Units

A unit is reduced, when it only has a half counter.



12.- *Special abilities, and special troops*

Most of the special abilities of the game are totally compatible with a board game, except for those that we list, that need some adaptation:

Reaction Shooting, Quick reaction Shooting & Marksmen:

To use this ability we have to take in account the rule 5 of visibility.

Volley Fire:

Although we can only see one counter of the objective unit, all the counter of the unit fire. Add +2 to the shooting dice.

Closed Formation:

Although only one counter of the unit reaches the enemy unit (charging or joining in to combat), all the counters of the unit can combat. Add +2 to the combat dice

Snipers:

Always that we use the ability against a command unit, if we score a casualty, the casualty is taken, despite the rule 5.4

Rapid Square:

Its not necessary to place the counters in any specific formation to use the ability.

Aide de Camp:

Use a half counter to do the Aide the Camp movement, because it can be fired in reaction shooting.