

Battle for Esperanza, 1914

A Scenario for *Revolucion!*



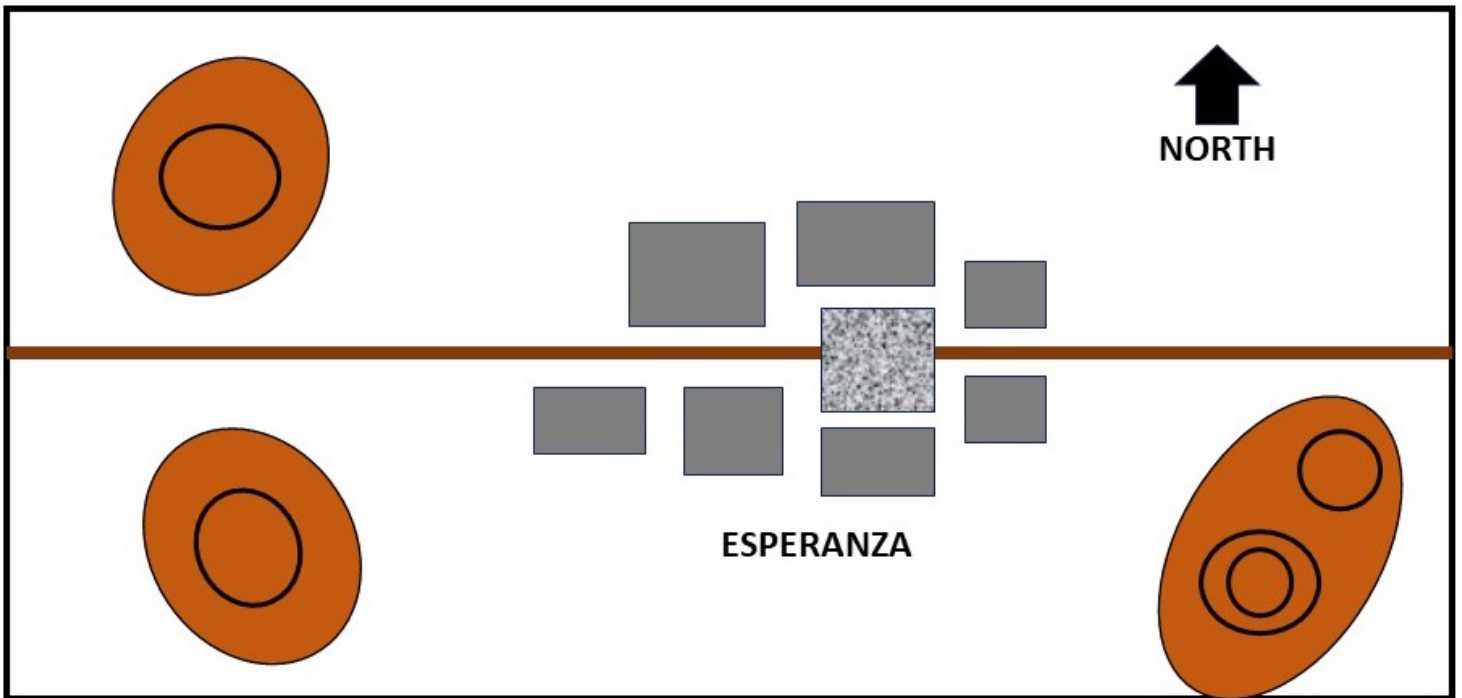
Background

Huerta's Federal Army is advancing up the Guaymas Valley, trying to open the way to Hermosillo, a major communications hub, and a key to controlling the state of Sonora. Here, their advance column has been tasked with taking the small town of Esperanza, held by a Constitutionalist garrison made up of former Maderista revolutionaries. Orders are to eliminate the enemy force. It should be an easy task, according to Huerta's Minister of War - the column has been given plenty of firepower in the form of machine guns, and even a battery of artillery, and is twice as strong as it's enemy.

What the Minister of War doesn't know is that the local Yaqui Indians - a race of warriors, now trained and equipped by the Federalist army itself - have switched sides and taken up the Constitutionalist cause. They are the best troops in an army that is without artillery, and is otherwise mostly made up of bands of irregular infantry. Although numbers still favor the Federalistas, it may not be as easy as they think.

The Tabletop

The map below shows the tabletop. The hills are rough and provide soft cover because of the concealing vegetation. The houses in the town provide hard cover. There is an open plaza in the center.



Constitutionalist forces set up anywhere within the town, and may deploy up to 8 inches of ad hoc barriers which will also provide hard cover against attack from across them (piles of furniture, sandbags, etc.) These may be placed anywhere within the town. Government forces will set up to the west of the hills on the western table edge.

Orders of Battle

Federal Forces

Federal forces are organized into two columns, each with a single leader. This force numbers around 1800 men, with 6 guns and 30 machine guns. Forces may be assigned as desired.

2 Regular Cavalry Regiments: Each 3 bases

6 Regular Infantry Battalions: Each 4 bases

Machine Gun Company: 2 bases

Machine Gun Company: 3 bases

Artillery Battery: 1 base

Constitutionalist Forces

The Constitutionlists have two columns, each with a single leader. Their force numbers about 1500 men, with 12 machine guns. Of this force, about 400 men are veteran Yaqui Indians. Units may be assigned to columns as desired.

5 Irregular Infantry Battalions: Each 4 bases

2 Yaqui Veteran Indian Battalions: Each 4 bases

2 Machine Gun Batteries: Each 1 base

Victory Conditions

This is a fight to exterminate the enemy, although the severity of defeat will be judged by relative losses at the end of the game. To win, the Federalists must destroy 5 enemy units. The Constitutionals must destroy 6 federal units. If the victor has taken less than half as many unit losses as the vanquished, it is considered a major victory.