



# THE BATTLE OF YATAY

August 17, 1865

*A Scenario for the War of the Triple Alliance RFF Variant*

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In May 1865, a force of 10,000 Paraguayans, under the command of Colonel Antonio Estigarriba, crossed the Argentine border south of Encarnacion. A column of 3,200 men, under Major Pedro Duarte, split off from the main body and was sent south along the West side of the Uruguay River while the main body continued south on the East side. The main force made its way down the Rio Uruguay, meeting some resistance near the town of Sao Borja and then, On August 5th, they captured the city of Uruguaiana.

Instead of continuing his advance, Estigarriba decided to wait in Uruguaiana. He gave orders for Duarte to proceed south. Duarte decided to halt and encamp in the vicinity of Yatay. Unbeknownst to him, an allied army of some 10,000 men, under General Vanancio Flores, was moving on Duarte's small force. Meanwhile, Duarte's small column encamped at Yatay, but word soon came of a large allied army in the distance. Duarte ordered his men to build barricades and awaited the onslaught.

The attack came on August 17th, with the Uruguayan's leading the advance. The outnumbered Paraguayans put up a ferocious defense, but a turning movement by the main allied body sealed the fate of Duarte's command and they were defeated. After the battle, many of the Paraguayans were executed by the Uruguayans, while others were conscripted into the army.

Though Estigarriba was close to the battle, he never did respond to the "sound of the guns." Instead he remained in place with his troops the entire battle. Following Yatay the allies encircled his command and forced it to capitulate on September 18, 1865.

## The Scenario

The Battle of Yatay is presented as a "what if" scenario that allows the strong possibility that all or part of Estigarriba's Paraguayan army marches to the aid of Duarte.

## Terrain

This scenario requires a 6' x 5' playing area. Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

**Woods.** Woods are considered dense and rated broken ground for movement. Line of sight is reduced to 2" through woods. In fire combat the firing stands suffer a -1 modifier for partial cover when firing through woods, or a -2 for full cover if the target is skirmishers. In charge combat a unit defending in woods receives a +1 modifier for favorable ground.

**Orange Grove.** The Orange grove is considered to be open woods and is rated broken ground for movement. Line of sight is reduced to 5" through the grove. In fire combat the firing stands suffer a -1 modifier for partial cover when firing through woods, or a -2 for full cover if the target is skirmishers. In charge combat a unit defending in woods receives a +1 modifier for favorable ground.

**Elevations.** Elevations have a continuous slope from the lowest to the highest level marked by a crest line. Elevations block line of sight for any stand over 1" beyond the crest line. The defender in charge combat receives a +1 modifier for favorable ground if the attacker charged up slope.

**Swamp.** Swamps are rated rough ground for movement. Units forced to retreat through a swamp must lose formation and full retreat broken. Line of sight is reduced to 2" In fire combat the firing stands suffer a -1 modifier for partial cover when firing through the swamp at a target, or a -2 if that target is skirmishers. In charge combat the defending unit receives a +1 modifier for favorable ground if the attacker charged through swamp. A swamp is impassable for guns.

**Streams.** The Arroyo Despedidais is impassable. Minor unnamed streams are fordable and rated broken ground to cross. In charge combat a defending unit receives a +1 modifier for favorable ground if the attacker charged across a stream.

**Friendly Table Edge.** Broken Union units must retreat toward the east table edge. Broken Triple Alliance units must retreat toward the south table edge. Paraguayan units in Duarte's army must retreat towards the northern edge, and units from Estigarriba's army must retreat towards the eastern edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count toward heavy casualties.

**Breastwork.** The main line of the Paraguayan army was protected breastworks placed on the reverse slope of a spur, " behind the crest line. In a maneuver check a unit in line aligned the breastworks receives a +1 modifier. In fire combat, the firing stands suffer -2 modifier for full cover when firing at a target in line aligned behind the breastworks. In charge combat a unit defending the breastworks receives a +2 modifier for strong position. The breastworks are not strong enough to be considered a fortified position.

**Encampment.** The Paraguayan camp is rated broken ground for movement. It has no effect on combat or line of sight. The camp is a key position when determining victory conditions.

## Order of Battle

The following number of stands is needed:

STAND	TRIPLE ALLIANCE	PARAGUAYAN
Infantry	53	78
Infantry command	15	10
Cavalry	44	33
Cavalry command	7	6
Dismounted cavalry	33	27
Dismounted cavalry command	7	6
Horse holder	11	6
Artillery (gun with limber)	7	2
Brigade leader	4	0
Army/division leader	5	2
Ammunition supply	1	1
<b>Total</b>	<b>187</b>	<b>171</b>

**Triple Alliance Forces.** Total stands represent a force of 10,000 men and 24 guns.

- 1) All Brazilian units and leaders start on the table: army leader Flores with escort cavalry squadron; infantry brigade leader Kelly with 3 battalions; San Martin Cavalry Regiment commanded by to Castro; artillery brigade leader Yanci with 2 batteries.
- 2) All Argentinean units and leaders start on the table: corps leader Paunero; infantry division leader Arndondo with 4 battalions and 2 batteries; infantry division leader Rivas with 4 battalions and 2 batteries; cavalry division leader Madariaga with 3 regiments.
- 3) All Uruguayan units and leaders start on the table: infantry brigade leader Pellija with 4 battalions; cavalry division leader Castro with 2 regiments; 1 battery commanded by Yanci.
- 4) The Brazilian Garibaldi Battalion is treated as an Uruguayan unit when determining heavy casualties.

**Paraguayan Forces.** Total stands represent a force of 3,200 men in Duarte's command, and additional reinforcements up to 7,120 men and 8 guns from Estigarribia's army.

- a) The following units and leader start on the table: division leader Duarte with 3 infantry battalions and 2 cavalry regiments.

Historically only Duarte's command fought the battle. Estigarribia refused to join forces and passively sat with his army within easy marching distance, while Duarte's outnumbered Paraguayans were defeated in detail. The historical Battle of Yatai has been modified as a "what if" scenario, where Estigarribia might send reinforcements that can vary from a small contingent, to leading his entire army to the aid Duarte.

Starting on the Paraguayan player turn 2 the controlling player rolls one ten-sided die at the beginning of the turn. On a die result of 10, reinforcements arrive. If the player fails to roll a 10 he rolls again at the beginning of turn 3 with reinforcements only arriving on a 10 result. If reinforcements again fail to enter on turn 3, repeat the die roll procedure each successive turn. Once the player successfully rolls a 10 for reinforcements he immediately rolls again to determine how many additional Paraguayan units enter the table. Reinforcements enter between points A and B. They may enter in any formation with an automatic Well Handled effect.

- b) Enter on a 1-4 die result small force of 2 Paraguayan infantry battalion and 1 cavalry regiment..
- c) Enter on a 5-7: army leader Estigarribia with half of his army of 4 Paraguayan infantry battalions, 2 cavalry regiments and 1 battery.

- d) Enter on a 8-10: army leader Estigarribia with all of his army of 7 Paraguayan infantry battalions, 4 cavalry regiments and 2 batteries.

## Game Length

The game is played in 12 turns starting with the Triple Alliance player turn at 10:30 AM.

## Victory Conditions

One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting heavy casualties and greater losses on the opponent and capturing a key position as follows:

**Heavy Casualties.** The Triple Alliance player achieves one victory condition if Paraguayan forces reach their threshold for heavy losses. The threshold increases after reinforcements arrive.

Duarte alone: 17 stands

Duarte with small contingent from Estigarribia: 28 stands

Duarte with half of Estigarribia's army: 39 stands

Duarte with all of Estigarribia's army: 57 stands.

After the Triple Alliance army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

The Paraguayan player achieves one victory condition if the Triple Alliance forces collectively lose 32 troop or gun stands. Also, each of the three allied contingents in the Triple Alliance have a separate heavy casualties threshold:

Brazilian army threshold: 10 stands.

Argentinean army threshold: 16 stands.

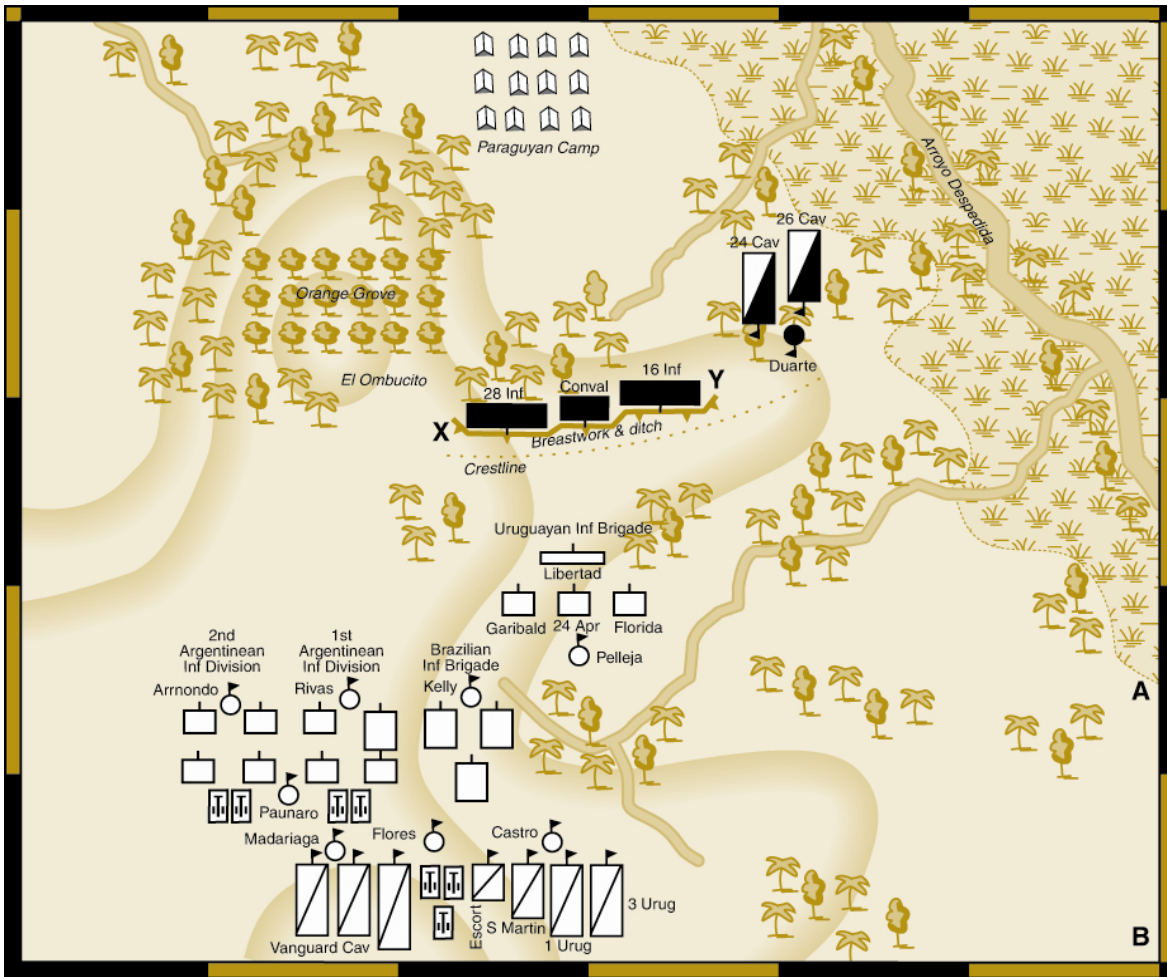
Uruguayan army threshold: 8 stands.

After a national contingent reaches its threshold, all units within that contingent receive the -1 modifier for heavy casualties in subsequent maneuver checks. Once the Triple Alliance army collectively reaches its threshold of losing 32 stands, all units in all three contingents receive the -1 modifier.

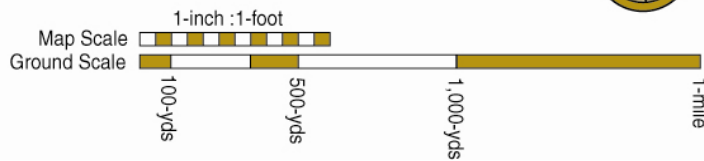
**Greater Losses.** A second victory condition is achieved and the modifier increases to a -2 after an army reaches both its heavy casualties threshold and suffered greater losses than the enemy.

**Key Position.** The Paraguayan defensive position behind the breastworks between points X-Y is a key position. One side achieves one victory condition if at the end of the game it was the last side to have only friendly units between X-Y.

In addition to being a victory condition, each turn after all Paraguayan units are pushed off of X-Y, all Paraguayan units receive a -1 modifier in subsequent maneuver checks. If all Triple Alliance units are pushed off the X-Y in a later turn, the modifier is reversed and all Triple Alliance units suffer the -1 in subsequent maneuver checks. The -1 modifier always applies to the last side to lose the key position.

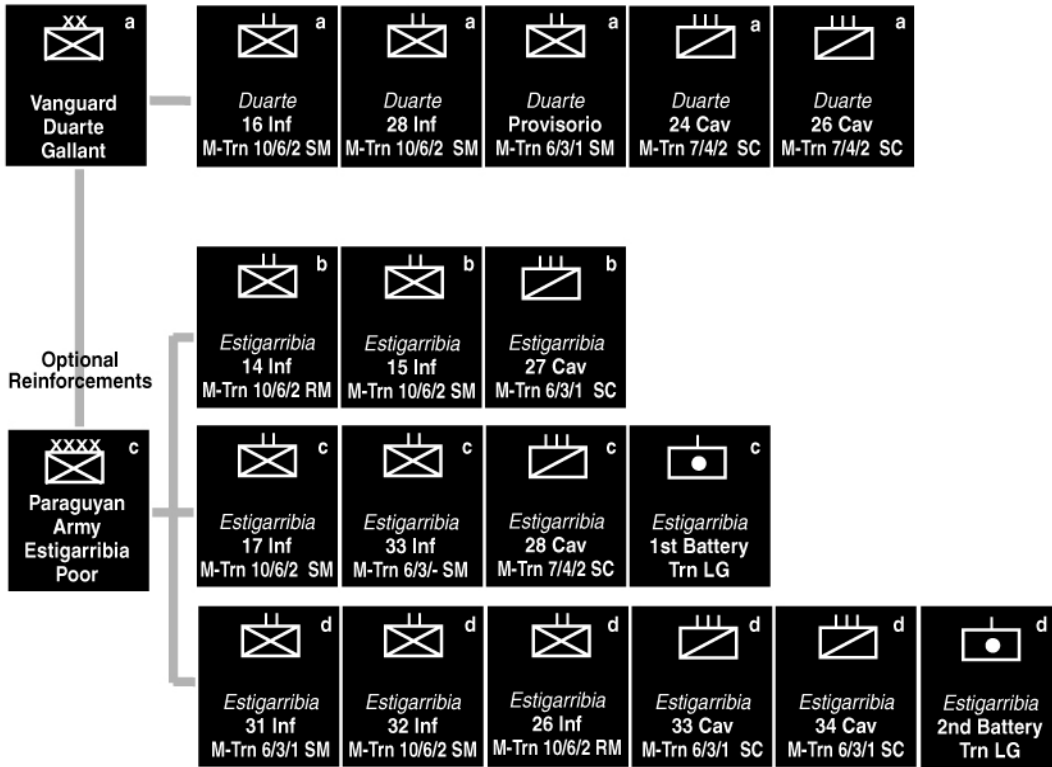


## Battle of Yatay 10:30AM, August 17, 1865



# Yatay Scenario Order of Battle

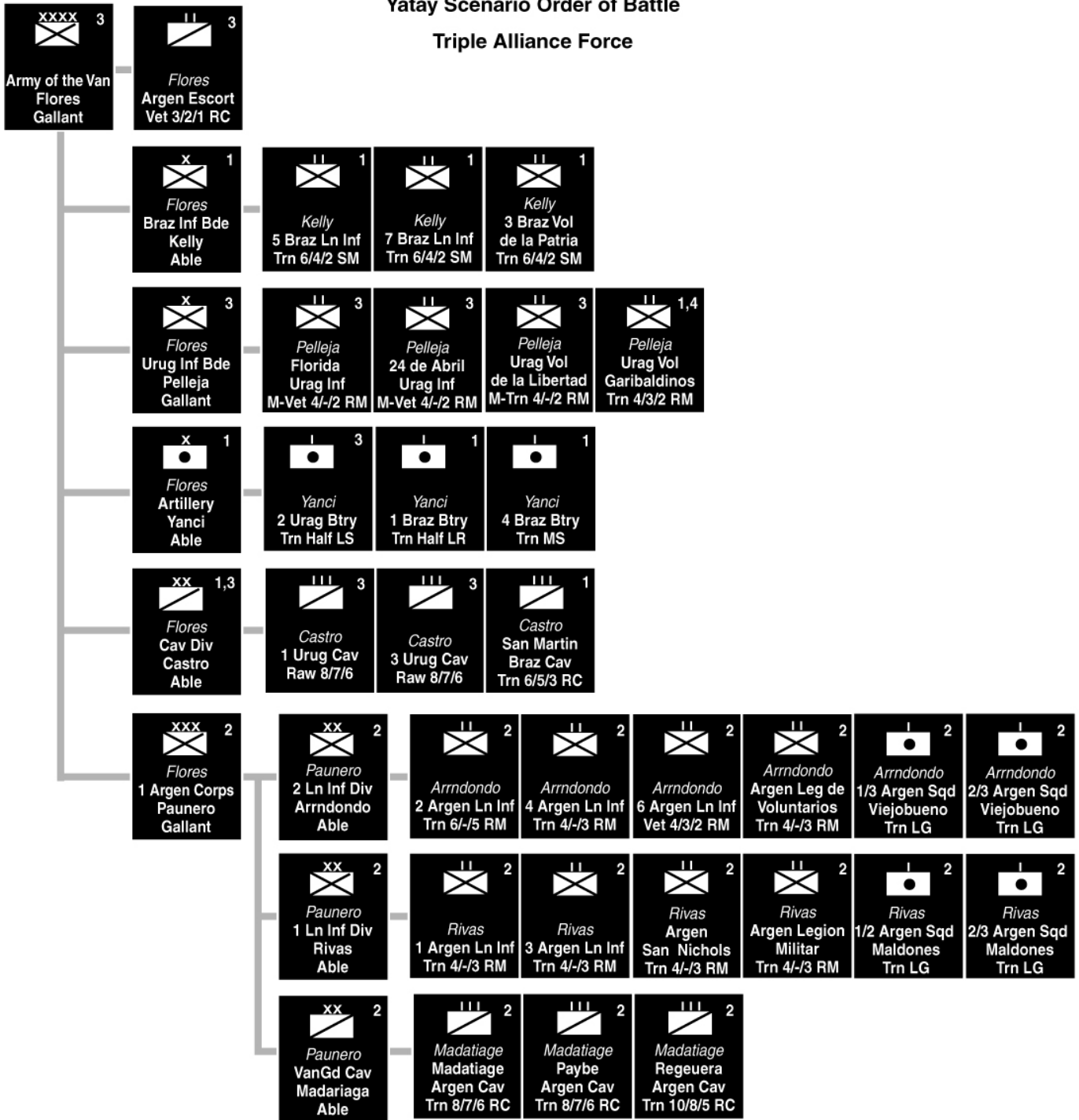
## Paraguayan Force



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## Yatay Scenario Order of Battle

### Triple Alliance Force



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