

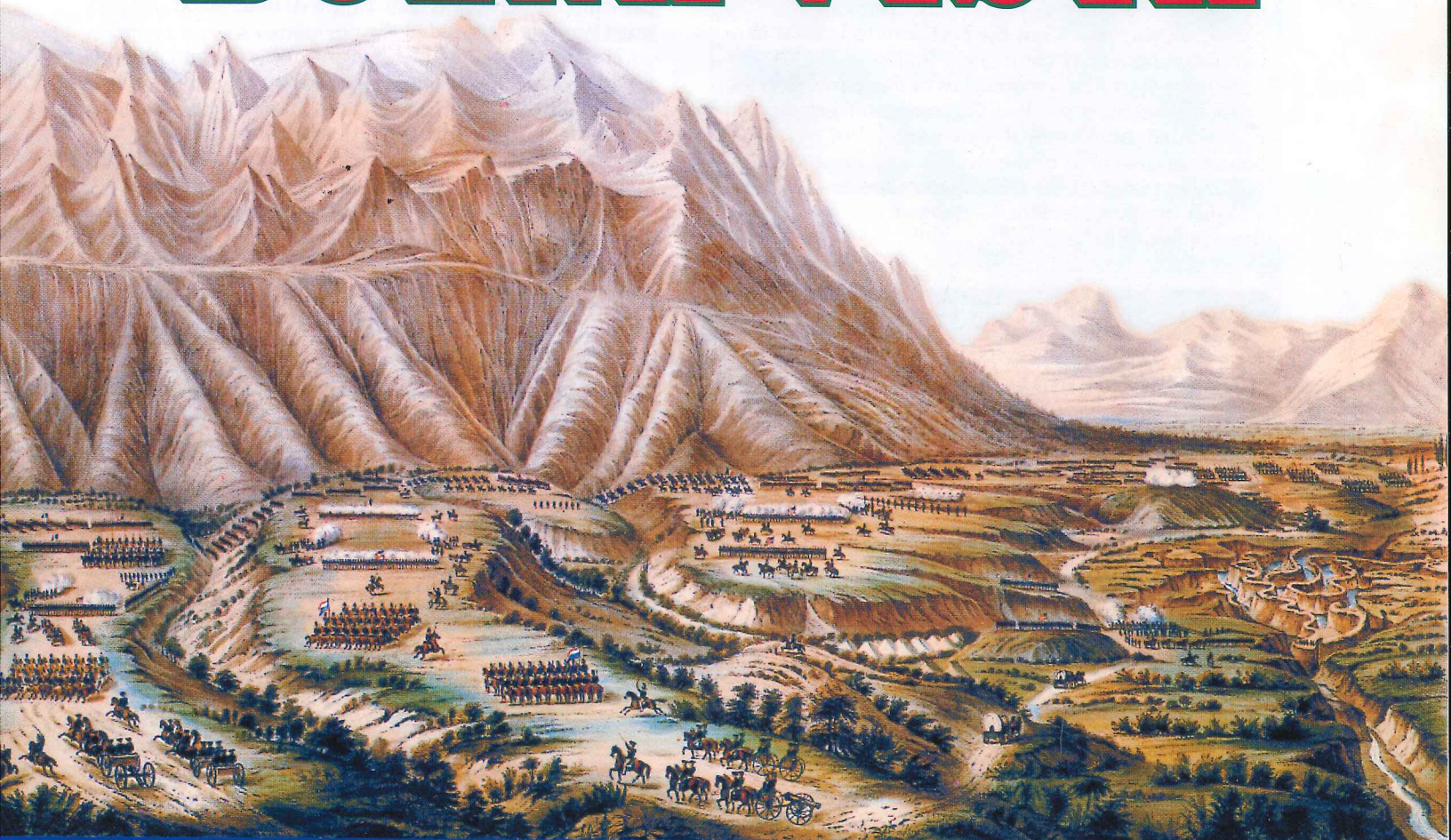
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COMMAND

GAMES

THE BATTLE OF

BUENA VISTA



THIS GAME
\$20.00
IF SOLD SEPARATELY

If this is your first wargame, read this box first.

Don't try to memorize these rules! They are written to create a game that simulates the realities of command as much as possible. You'll find things move along to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules before you punch out the playing pieces. During play, look up specific rules when you need to, and make notes at places giving you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. Those to the right of the decimal indicate specific rules within each section. For example, section 2.0 deals generally with the various game components, while rule 2.5 explains specifically about the meaning of the numbers on combat unit counters.

The boxed "Notes" give examples of play or explain the rationales behind various rules. This is a wargame of low-to-intermediate complexity. You can learn to play it on your own, but the best way to learn it is to have an experienced gamer help you.

During your first few matches of the game, skip the rules and sections marked Ω . You won't get the full competitive or historical experience, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — the main reason to play these games is to have fun.

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1.0 INTRODUCTION

Buena Vista is a simulation of the battle between Gen. Zachary Taylor's American Army of Occupation and the Mexican Army of the North under Santa Anna in northern Mexico, 23 February 1847. Santa Anna hoped to defeat Taylor's force before returning south to stop Winfield Scott's invasion of central Mexico. The game covers only the decisive second day of the battle.

To win the game, the Mexican Player must defeat the American army and capturing its supply base. The American Player must avoid such destruction and reduce the attackers sufficiently so they would present no immediate threat to Scott.

2.0 COMPONENTS

2.1 Components Generally

The components are these rules, the mapsheet and 123 die-cut counters, of which 17 are double-sized. Players must provide a six-sided die.

The mapsheet includes the playing area and the following play aids, each described in the rules noted: Terrain Effects Chart (2.3), Loss Track (4.0), Random Events Table (4.2), Turn Record and Impulse Tracks (5.1), Mexican Reserve Box (5.4), Shock Combat Table (8.0), Fire Combat Table (9.0), Rout Table (9.8), and the Saltillo Track with Saltillo Combat Table (10.0).

2.2 Game Scale

Each hex represents approximately 100 yards from side to side. Each game turn represents 1 hour of real time during the decisive second day of the two day battle.

2.3 The Map & Terrain

The map represents the terrain around the Buena Vista Hacienda as it existed in February 1847. The hexagonal grid is printed on the map to regulate the placement and movement of units. The terrain has been altered to fit within this hex grid, but the relationships between the various types of terrain are such the players will face the same time-space problems faced by their historical counterparts.

There are six types of in-hex terrain: clear, slope, ravine, buildings, cornfield and stream. Any amount of the last five in a hex make the entire hex that type of terrain. None of those five can co-exist in a hex. A clear hex can have none of other types within it.

There are three types of hexside terrain: gully, impassable, and stone wall. These hexsides affect movement and combat across that particular hexside only; they have no impact on units in either adjacent hex.

Roads and trails may exist in combination with any other terrain type or types. Roads negate all other terrain effects for movement purposes only. To receive this effect, a moving unit must move from one trail hex to another across a trail hexside.

Elevation is important for both fire and shock combat: generally, the unit on higher ground has an advantage. Each hex except a slope hex is at hill, mesa or ground level; if there is more than one elevation in a hex, treat it

as being the higher of the two. The terrain type of the hex has no effect on its elevation and vice versa. A slope hex is in between the two levels next to it. When comparing slopes on the hillsides, the slope closest to a clear hill hex is the higher of the two.

The breastwork markers represent defensive positions constructed by the Americans. When the counter is in the hex, the breastworks printed on the map are active and affect combat across the hexsides indicated. A breastwork marker is removed if a Mexican unit enters the hex or if the hex is vacant after an American player impulse. They may not be rebuilt.

The terrain effects are summarized on the Terrain Effects Chart and on the combat tables.

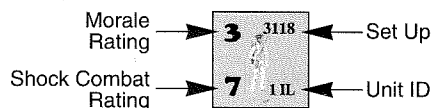
Design Note. The severe stream effects represent the vertical-walled ravines associated with the stream, many over 20 feet in height.

2.4 The Counters

Most of the counters represent combat units. The other counters serve a variety of functions, which are explained later in these rules. After reading the rules, carefully punch out the counters. Trimming the dog-ears off the corners with a fingernail clipper will facilitate handling.

2.5 Combat Units

There are three types of combat units: infantry, cavalry (any figure on a horse) and artillery (cannon figures). Infantry and cavalry units represent between 50 and 350 men each, except the double-sized Mexican brigades, which represent 1,000-1,250 men each. Artillery units represent 2-6 cannon. All American army units are printed with a gray background. All Mexican army units are printed with a white background.



Each counter has an icon indicating its type, morale and shock combat ratings (see 8.0), set up information (see 3.0), and its ID (see box). The ID is important for command and activation (see 6.0).

All combat counters have two steps. When a counter takes a loss (9.6), flip it to the reverse side. When the unit takes a second loss, it routs (9.8).

Some units are represented by a single counter. Others (including all the American infantry regiments) have two counters on the map at the same time; these counters are independent of one another for all purposes (but see 6.0). The Mexican infantry brigades each have two double-sized counters. Only one of these counters may be in play at any one time. The second counter is used after the brigade takes two step losses.

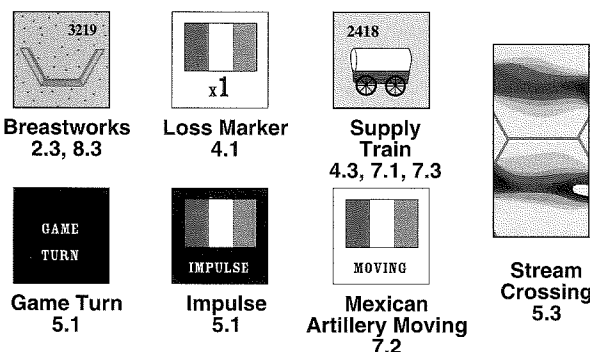
2.6 Leaders

The leader counters represent the entire command structure of the units in question, not just the individual commander. They don't get killed (except by random events), but remove them once all subordinate units have been eliminated.

The morale rating and shock combat ratings are used in shock combat (see 8.2). The Fire Combat Rating is used in fire combat (see 9.2).

2.7 Other Counters

The uses of these markers are explained in the rules sections noted.



Mexican Army of the North

Pr = Presidential Guard (Pr)

1st Division, Maj. Gen. Manuel Lombardini

1/L = 1st Brigade: 1st & 3rd Inf.
2/L = 2nd Brigade: 5th & 10th Inf.
3/L = 3rd Brigade: Hidalgo Bn, 11th Inf.

2nd Division, Maj. Gen. Francisco Pacheco

1/P = 1st Brigade: San Luis & Morelia Activos
2/P = 2nd Brigade: Leon & Guanajuato Activos
3/P = 3rd Brigade: Puebla Bn, 12th Inf.

3rd Division, Maj. Gen. Jose Ortega

1/O = 1st Brigade: Mexico City & Lagos Activos, 4th Inf.
2/O = 2nd Brigade: Guadalajara Bn, Santa Anna Bn, Queretaro, Aquacalientes & Calaya Activos

Villamil's Brigade (*ad hoc*), Gen. Mora y Villamil

2Eng = 2nd Regiment of Engineers (2)
SRM = Standing Regiment Mexico (2)
TCG = Tampico Coast Guards
HG = Hussars of the Guard

Light Infantry Brigade (*ad hoc*), Maj. Gen. Ampudia

1L = 1st Ligero (2)
2L = 2nd Ligero (2)
3L = 3rd Ligero (2)

Juvera's Brigade, Maj. Gen. Julian Juvera

TC = Tulancingo Cuirassiers
5 = 5th Cavalry (2)
9 = 9th Cavalry (2)
Guan = Guanajuato Activos
Mor = Morelia Activos
SL = San Luis Activos

Torrejón's Brigade, Maj. Gen. Torrejón

3 = 3rd Cavalry (2)
7 = 7th Cavalry (2)
8 = 8th Cavalry (2)
LRM = Light Regiment of Mexico

Oax = Oaxaca Activos
Caza = Mounted Cazadores (Rifles)

Miñón's Brigade, Gen. J.V. Miñón

JL = Jalisco Lancers (2)
4 = 4th Cavalry (2)
Pueb = Puebla Activos

Artillery

S Pat = San Patricio Battery
MT = Micheltorena Battery
SA = Santa Anna Battery
Amp = Ampudia's Battery

American Army of Occupation

Infantry

1IL = 1st Illinois (2), Col. Hardin
2IL = 2nd Illinois (2), Col. Wm. Bissell (includes one company of Texans)
2IN = 2nd Indiana (2), Brig. Gen. Jos. Lane,* Col. Bowles
3IN = 3rd Indiana Inf. (2), Col. James Lane
2KY = 2nd Kentucky (2), Col. Wm. McKee
1MS = 1st Mississippi Rifles (2), Col. Jefferson Davis

Cavalry

1D = 1st Dragoons, Capt. Enoch Steen
2D = 2nd Dragoons (2), Lt. Col. Chas. May
1AR = 1st Arkansas Cavalry (2), Col. Archibald Yell
1KY = 1st Kentucky Cavalry (2), Col. H. Marshall
TxR = Texas Rangers

Artillery

Bragg, Kilburn = C/3rd Artillery (2)
Washington, O'Brien = D/4th Artillery (2)
Sherman, Thomas = E/3rd Artillery (2)

Saltillo Garrison (2), Maj. Wm. Warren (One coy. 1st Artillery as infantry, two coys. 1MS, four coys. 1 & 2 IL, one gun C/3rd)

*Gen. Lane was officially in command of both Indiana regiments, but Taylor had had to separate the two Lanes after a fistfight. Gen Lane remained with the 2nd Indiana.

3.0 SETTING UP

One player controls the American forces, the other the Mexican forces. Each unit has set up data on it, either a four digit hex number or a single letter. Place all units with four digit number in the corresponding hex(es) on the map. Place units with a letter on the corresponding hex on the Saltillo Track. A leader with no set up data may be placed with any unit in its command. Set aside the eight Mexican brigade replacement counters. Place the turn marker on the Turn 1 box. Place the Impulse marker, American flag up, on the "1" box of the Impulse track. Place all Loss Markers in the "0" box of the Loss Track.

4.0 HOW TO WIN

4.1 The Loss Track

Buena Vista is won on Victory Points (VP), representing damage to the enemy army; the more damage done, the greater the impact on the war. Each time a unit loses a step in combat (see 2.5 and 9.6), move that player's "x1" Loss marker up one box on the Loss Track. When the marker is in the "9" box and a loss occurs, move it back to the "0" box and move the "x10" marker up one box.

4.2 Random Events

Each time either loss marker of either side moves into or through the "4" box or the "9" box of the Loss Track, a random event is triggered. Once the combat causing the loss(es) has been resolved and all retreats and advances taken, roll two dice and consult the Random Events Table. Apply the random event immediately, then return to the main sequence; random events are in effect mini-turns occurring within the impulse. Any number of random events may be triggered each game, each turn, or by each single combat. Each random event may occur any number of times per game, though in some cases there will be no game effect after the first.

Design Note. Random events were initially included just to add variety, but we found it actually helped mirror the course of the battle. They are now an integral part of the system, and players will find it necessary to plan for and even count on their occurrence.

4.3 Victory

At the end of the game (either the end of Turn 12 or earlier if Rain has started), the player with the most VP wins. To determine the level of victory (the impact of the battle on the war), subtract the American VP total from the Mexican VP total and consult the following:

30 or more — Decisive Mexican Victory: Taylor's army is destroyed by pursuing Mexican cavalry. Northern Mexico, California and New Mexico are liberated and the war ends.

11 to 29 — Substantial Mexican Victory: Taylor's remnants escape to Texas, there to be joined by Scott's army. The Vera Cruz landing is cancelled, but the Americans resume the offensive in the north.

0 to 10 — Marginal Mexican Victory: Taylor's army escapes but cannot hold northern Mexico. The morale boost in Mexico leads to a tremendous outpouring of money and volunteers for the next phase of the war.

-1 to -10 — Marginal American Victory (historical): Santa Anna's army limps home, but is in position to contest Scott's advance. Taylor's army can do no more than continue the occupation of northern Mexico.

-11 to -20 — Substantial American Victory: Taylor follows Santa Anna south. The division of Mexican effort is enough to speed Scott's march on Mexico City.

-21 or less — Decisive American Victory: his army crushed, Santa Anna falls from power. Taylor and Scott "Race to Mexico City," ending the war in early fall.

Shift the final victory by one level in the Mexican favor each for the capture of Saltillo or either American supply train (a maximum of three shifts possible). Shift the final victory by one level in the American favor for the capture of the Mexican supply train.

5.0 SEQUENCE OF PLAY

5.1 Turn Structure

Buena Vista is divided into 12 Game Turns, each subdivided into several phases. Each action taken by a player must be taken in the appropriate phase. Once a phase is over, a player may not perform a forgotten action or take back a poor one unless his opponent graciously permits it. The active player (the player whose impulse it is) is referred to as the moving player and/or the attacking player. Use the Game Turn and Impulse markers and the Turn Record and Impulse Tracks to keep track of the current turn and impulse. The game ends at the end of Turn 12 (or sooner if rain starts, see 5.5); determine victory according to rule 4.3.

5.2 Turn Sequence Outline

A. Activation Phase

1. On Turns 1, 2 and 3, roll for the discovery of the Stream Crossing (5.3)
2. Beginning on Turn 5, roll for the Mexican Reserve Attack (5.4)
3. On Turns 10, 11 & 12, roll for Rain (5.5)
4. The Mexican player may flip his artillery to its moving side if desired (7.2)
5. Activate Mexican Leaders (6.2)
6. Activate American Leaders (6.3)

B. Saltillo Track Phase

1. American Movement
2. American Combat
3. Mexican Movement
4. Mexican Combat

C. Player Impulses

1. First American Impulse
2. First Mexican Impulse
3. Second American Impulse
4. Second Mexican Impulse
5. Third American Impulse
6. Third Mexican Impulse

During each impulse, the active player's units may each either move (7.0, activated units only) OR shock attack (8.0, activated units only) OR fire (9.0). Conduct all movement first, then all shock attacks, then all fire combat.

D. Administrative Phase

1. Flip all leaders to their inactive sides (6.1).
2. Flip all Mexican artillery to its firing side (7.2).
3. Move the Turn marker to the next turn, reset the Impulse marker to the "1" box.

5.3 Stream Crossing

In the activation phase of turns 1, 2, & 3, the Mexican player rolls one die to attempt a Stream Crossing Discovery. On a roll of "1," a location is discovered. There are six potential crossing sites, numbered 1 to 6 on the map. Roll the die again and place the Stream Crossing Marker in the appropriate hexes. Once discovered, no more attempts may be made. No attempts may be made after Turn 3. The stream crossing is the only place at which units of either army may cross the stream (see 2.3)

5.4 Mexican Reserve Attack

Beginning in the activation phase of turn 5, the Mexican player may attempt to initiate a reserve attack. Roll one die; if the result falls within the span noted on the Turn Record Track for that turn, the reserve has been organized. All units in the Mexican Reserve Attack Box, including General Perez, are placed on the map inside the Mexican Reserve Deployment Area on the map; this area is a limiting factor on the size of the reserve. The reserve units may be commanded by their own leaders or by Gen Perez, who may command any or all Mexican units. The Mexican player may only organize one reserve attack.



5.5 Rainfall

The battle historically was ended by a heavy winter rain. This may occur in the game either by the Rain check die rolls in turns 10, 11 and 12 or by random event (4.2). Starting with the activation phase of turn 10, the American player rolls one die; if the result falls within the span on the Turn Record Track for that turn, the rain starts. Determine victory according to rule 4.3.

6.0 ACTIVATION & LEADERS

6.1 Activation & Leaders Generally

The activation rules reflect the limited and different command control abilities of each army. Each game turn, only some leaders on each side can be activated. Only units with active leaders can move or launch shock attacks during their impulses; all units can always fire. A leader may only command the units belonging to him. Activation lasts for an entire game turn.

All leaders should have their inactive sides showing at the start of each game turn. As leaders become activated, flip them to the active sides. Eligible units stacked with or adjacent to the leader are activated. In addition, any eligible unit adjacent to an activated unit is activated; that is, an activated leader may activate a chain of units out to any length.

Gens. Taylor, Wool and Santa Anna, all artillery, the Mexican Presidentials cavalry, and American Dragoons are exempt from activation requirements. Those leaders and units are always active and have blank reverse sides.

Gens. Taylor, Wool, Santa Anna and Perez may command any unit/units in their army; that is, all units are eligible to receive command from them.

6.2 Mexican Activation

Roll one die. If Santa Anna has not been wounded by a random event, add his Leadership Rating of 2 to the result. The modified roll is the number of leaders the Mexican player may activate that turn. He may activate any leaders, including those on the Saltillo Track.

6.3 American Activation

American activation depends on Gens. Wool and Taylor. If either is on the Saltillo Track, he can activate leaders only on the Saltillo Track; if he is on the main map, he can activate leaders only on the main map.

Wool can activate one leader. Select the leader to be activated and roll one die. The leader is activated on a roll of 1-4. On a roll of 5-6, select another leader and roll again. As soon as one leader is activated, stop rolling. Wool may make only one attempt for each leader; it is possible no leader will be activated.

Taylor can activate three leaders. Use the same procedure as above, but he succeeds on a die roll of 1-5.

Both Wool and Taylor may treat all units stacked with him (on either map portion) as being a single leader for activation purposes; that is, he may always activate the units stacked with him whether their leader is present or not. The activation of that one stack is automatic, no die roll is necessary.

7.0 MOVEMENT

7.1 Movement Generally

Within the activation limits, a player may move all, some or none of his units in each of his Player Impulses. Units move one at a time from hex to adjacent hex in any direction or combination of directions. The movement of each unit must be completed before that of another is started; once the movement of a unit has begun, a player may not go back and adjust the movement of a previously moved unit.

Each unit has a Movement Allowance with a set number of Movement Points (MP). MP may not be accumulated from turn to turn nor loaned from one unit to another. The MP cost to enter a hex depends on the terrain in that hex or along the hexside to be crossed (see the TEC). If a unit does not have enough MPs to enter a given hex, it may not enter it. Units which do move are not required to expend all their MPs.

All infantry units have a Movement Allowance of 6 MP. Leaders, cavalry and American artillery have a Movement Allowance of 8 MP. The trains may not move. Mexican artillery has a variable movement allowance (see below). In addition, any unit starting movement stacked with a leader has its movement increased by one hex; the MP cost of the extra hex is immaterial.

7.2 Mexican Artillery Movement

The Mexican artillery was not equipped with limbers and caissons, so movement was tortuously slow. To move a Mexican battery, mark it with a "Moving" marker at the start of a game turn; it may now move in each Mexican impulse. It may not fire or conduct shock combat, and defends against a Shock attack with a strength of "0." Roll one die each impulse; the result is the number of MP available to the unit that impulse.

7.3 Stacking

Two infantry and/or cavalry units, or one double sized counter, may be in a hex at any one time. The limits apply at all times: during each unit's movement, combat and retreat or advance after combat (8.0 & 9.0). If unable to retreat due to stacking limitations, the retreating unit routs (see 9.8).

Artillery, Leaders, Trains and Breastworks do not count for stacking purposes.

7.3 Effects of Enemy Units on Movement

If a moving unit moves adjacent to an enemy unit, and can be fired on in that hex, temporarily stop its movement and conduct any and all fire combat against it. If the unit is forced to retreat, back it up into the hex it came from and end its movement there. A moving unit may be fired on any number of times for entering a single hex or during a single impulse. A single non-moving unit may fire at moving units each time one moves adjacent. For a moving double-sized unit, it triggers this fire each time any part of the counter moves into such a hex.

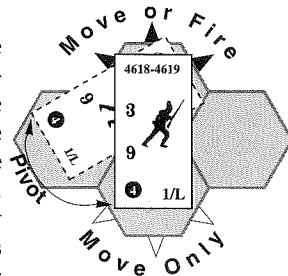
If an enemy leader is alone in a hex, a moving unit may ignore it for all purposes — the moving unit may enter the leader's hex (see 7.5).

Design Note. This is the only effect of enemy units; there are no zones of control.

7.4 Double Size Counter Movement

These counters can fire and shock only through the front three hexsides. The unit is penalized if attacked through any but the front three hexsides (see 8.0 & 9.0).

They can move out of the front three and back three hexsides only. When moving, the tail of the counter must move into the hex vacated by the front of the counter. Alternatively, the counter may pivot by expending all its available MP for one impulse; while one end of the counter remains in the same hex, the other may be moved into either adjacent hex.



Design Note. The formations represented by these counters were not really 200 yards deep. The double-sized counter presents the player with an idea of how cumbersome these formations were. Be careful how you move them or you'll find they block the movement of the rest of your army.

7.5 Leader Movement

Santa Anna, Taylor and Wool can move independently and need not be stacked with a friendly unit at any time. If an enemy unit moves into a hex where one of those leaders is alone, the leader moves to an adjacent hex. They are killed or wounded only by random events.

All other leaders must be stacked with a subordinate unit at the end of each friendly impulse. If that unit is routed in combat, the leader must remain with the unit if it stays on the map, otherwise he must be placed on another subordinate unit anywhere on the map. If all subordinate units have been routed (even if placed in the Mexican Reserve Box), remove the leader from the map.

7.6 Moving Off the Map

No unit may voluntarily move off the map. If forced off the map by combat, it routs (9.8). Units may move back and forth to the Saltillo Track (see 10.0).

8.0 SHOCK COMBAT

8.1 Shock Combat Generally

Shock Combat takes place after movement and before fire combat. Shock combat is voluntary unless the unit begins its impulse already engaged (see below). Only infantry and cavalry units may initiate shock. All units may be attacked by shock.

Shock combat takes place between one unit or stack on each side. A unit attempting shock may not have moved that impulse. In the case of a stack, the units must start the impulse stacked. A unit/stack may attempt shock once per impulse; a defending unit/stack may be shock attacked any number of times per impulse.

8.2 Shock Combat Procedure

1) Make a morale check for the attacking unit (or the top unit of an attacking stack). Roll one die: if the die roll is less than or equal to the unit's morale rating (modified by the morale rating of any one leader stacked with it), the unit may conduct shock combat; move it (or the stack) onto the defender's hex. If unsuccessful, the unit (or stack) is finished for that turn.

2) Total the shock factors of all attacking units with any one attacking leader. Total the shock factors of all defending units with any one defending leader. Subtract the defender's total from the attacker's total to get the shock differential.

3) Find the column on the Shock Combat Table corresponding to the differential. Make any applicable differential shifts (8.3). All shifts are cumulative, but the differential may not be shifted off the chart.

4) Roll one die. Cross-index the die roll with the modified differential to get the combat result. Apply the results (8.4), Mexican player first in all cases.

8.3 Differential Shifts

- 1 Left if infantry is being attacked by cavalry or dragoons.
- 2 Right if the defender is a double sized counter and the attacker attacked across any hexside other than one of the front three (see 7.4)

- 2 Right if the attacker is higher than the defender (2.3)
- 1 Left if the attacker is lower than the defender (2.3)
- 1 Left if the attacker is coming across a gully, stone wall or active breastworks hexside
- 2 Left if the attacker is coming out of a stream hex
- 2 Left if the defender is in a building hex

8.4 Shock Combat Results.

Combat results left of the slash apply to the attacker; results right of the slash apply to the defender.

- = **No Effect.** Both units remain in the hex; neither may move out and the defender must shock attack in its next impulse. A double-sized Mexican brigade is presumed to be entirely in the contested hex; ignore the tail of the counter for all purposes in the following impulse.

r = make a morale check for the unit by rolling one die; if the die roll is greater than the unit's morale rating, it fails and must retreat (8.5). If it passes the check, it remains in place.

R = the unit must retreat; no die roll is needed.

8.5 Retreat After Shock Combat

To retreat, a unit must move three hexes away from the contested hex. If this retreat brings it adjacent to an enemy unit other than the one in the contested hex, that unit may fire at the retreating unit. The retreat may not end in such a hex; the unit must keep retreating until it is no longer adjacent to an enemy unit that can fire at it. If at any time the unit is unable to complete a retreat, it routs (see 9.8).

8.6 Special Rules

Trains do not contribute to and are not in any way affected by shock combat. If an enemy unit is alone in a hex with a train, remove the train. It is captured and affects the victory level.

Mexican artillery may not retreat; if forced to retreat, it is eliminated (removed from the game) instead.

If infantry only is attempting to shock attack cavalry, the cavalry may withdraw prior to combat. It must move three hexes. If the hex is vacated as a result of the withdrawal, the attacking infantry may occupy the vacated hex, then move one more hex.

If Mexican infantry is attempting to shock attack American artillery, it may withdraw on a die roll of 1-4; on a 5 or 6 it must remain in the hex. The withdrawal is conducted the same as cavalry withdrawal.

9.0 FIRE COMBAT

9.1 Fire Combat Generally

Fire combat consists of a single unit firing at a single target unit (not hex). The active player's units may fire during his impulses. The inactive player's units may fire during the other player's impulse as a result of enemy movement (see 7.3). Either player's units may fire at retreating enemy units. Fire combat is always voluntary. During his impulse, the active player may conduct as many attacks as he wishes, in any order, but must complete the resolution of one before the next is begun. Fire attacks are conducted after all shock attacks are completed.

No fire combat may be conducted into or out of a contested hex (see 8.0).

A unit may fire only once in a friendly impulse, and any number of times during enemy movement/retreat. A single unit or hex may be fired at any number of times. Only the top infantry/cavalry unit in a hex may fire; all artillery units in a hex may fire. Trains do not fire and are not affected by fire combat.

9.2 Fire Combat Procedure

1) Determine if a line of sight exists from the firing unit to the target unit (9.3).

2) Find the firing unit type at the top of the Fire Combat Table. Except for the 3 & 4 step Mexican brigades, the step strength of the firing unit is immaterial; only the unit types matters.

3) Determine the range to the target (9.4).

4) Move across the firing unit row to the column corresponding to the range. Shift the column for terrain (9.5) or one column to the left if the target is a double-sized counter being fired at through a non-frontal hexside (7.4). The column can never be shifted off the table.

5) Roll one die. Add the leadership value of any one leader stacked with the firing unit, subtract the leadership value of any one leader stacked with the target unit, but an original roll of "6" remains a "6." Any other roll modified to less than "0" is treated as "0," any other roll modified to more than "6" is treated as "6."

6) Cross index the modified die roll with the column from #4 to get the combat result (9.6). Apply the results to the target unit.

9.3 Line of Sight

A line of sight (LOS) is a straight line from the center of the firing unit's hex to the center of the target unit's hex. The elevation of the terrain along the LOS may block it, preventing the fire combat from taking place. If the LOS follows a hexside and either hex adjacent to that hexside would block the LOS, the LOS is blocked.

The LOS is blocked if any of the following is true:

1) any hex along the LOS is higher than both the firing unit and the target unit.

2) the firing and target units are on different elevations, and there is a hex, at the same elevation as the higher of the two, equidistant between the two or closer to the lower of the two (for example, hex 2211 blocks the LOS from 2210 to 2212).

3) it crosses an impassable hexside adjacent to the target unit (impassable hexsides have no effect other than for adjacent target units).

4) the firing unit is in a stream hex.

5) the target unit is in a stream hex and the firing unit is not on an adjacent, non-stream hex.

Design Note. Impassable hexsides create quirky situations due to their odd nature. From the mesa level, they drop straight down for 20 to 30 feet, then out and down until bottoming out. Units firing from above would have to push literally to the very edge to fire on troops below. Units firing from below could not see anything that wasn't literally on the edge of the Mesa.

9.4 Range

A firing unit may only hit targets within range. A unit's maximum range is indicated on its row at the top of the Fire Combat Table. When counting range, do not count the firing unit's hex, do count the target unit's hex.

Design Note. American artillery range is based on the known performance of the cannon and shells. Because of the poor gunpowder and worse shells, the range for the Mexican artillery could only be determined empirically — out to the range at which it was actually effective during the battle.

9.5 Terrain Effects on Fire Combat

In addition to the LOS effects, terrain may require a column shift for a particular fire combat. Shift the appropriate number of columns, but never off the chart in either direction. The column shifts are cumulative. If the firing unit is at a higher elevation than the target unit, shift two columns left. If the firing unit is at a lower elevation than the target unit, shift one column right. If the LOS crosses either a stonewall or active breastwork (see 2.3) hexside, shift one column right. If the target unit is in a building hex, shift two columns right.

Artillery units may not fire from either a ravine, slope or stream hex.

9.6 Fire Combat Results

- = No Effect

1,2 = one or two steps lost by the target unit. Move the owning player's loss marker up one box for each step lost. If the unit loses its last step, it routs (see 9.8).

r = make a morale check for the unit by rolling one die; if the die roll is greater than the unit's morale rating, it fails and must retreat (9.7). If it passes the check, it remains in place.

R = the unit must retreat; no die roll is needed.

9.7 Retreat After Fire Combat

A unit required to retreat by fire combat must move one hex (not three) away from the firing unit (if the unit was already retreating as a result of another fire combat or a shock combat, do not add one. Otherwise the retreat is conducted in the same way as retreat after shock combat (8.5). Artillery never retreats as a result of fire combat; ignore all retreat results against artillery.

9.8 Rout

When a unit loses its last step, roll one die and consult the Rout Table. Mexican units are either eliminated and out of play for the rest of the game, or placed in the Mexican Reserve Box (see 5.4).

American units are either eliminated or placed back on the map. If a unit is to be placed in Saltillo and there is a Mexican unit within 5 hexes of Buena Vista or on Saltillo Track Hexes E,F or G, the routing unit is eliminated instead. If the unit is to be placed with Supply Wagon A or in Buena Vista, it must be placed on that hex. If the hex is full, it may be placed adjacent to the hex, but not if it will also be adjacent to a Mexican unit. If no such placement hex is available, the unit is eliminated instead.

10.0 THE SALTILLO TRACK

Design Note. The American occupation was organized around a few key towns forming the lines of communication from Texas. The safety of Saltillo was a major headache for General Taylor during the battle.

10.1 Saltillo Track Movement

Units on the Saltillo Track must be activated to move or fight. Infantry units move one hex on the track; all other units and leaders move two hexes. There is no one hex leader bonus. Units may move into, but not through, enemy occupied hexes (see 10.3). Any number of units may stack on a single Saltillo Track hex.

Units may move off and on the Saltillo Track through hexes A, B, D, and G. Any unit moving off from hexes A, B or D are not eliminated, but are out of the game for good; they may not reenter the map at any point. See 10.2 for movement through Box G.

If at any time there is no American unit in the Saltillo hex, the Mexican player is assumed to have occupied it whether a Mexican combat unit is present or not (see 4.3).

10.2 Movement Through Buena Vista

Units may move between the main map and the Saltillo Track through Buena Vista. During the Saltillo Track Movement Phase, any unit in hex G of the Saltillo Track may be placed in hexes 1012, 1013 (Buena Vista) and/or 1014. The placement does not cost any MP and the units need not be activated to be placed.

During the same phase, any units in hexes 1012, 1013 and/or 1014 may be placed in Hex G of the Saltillo Track. Movement into Hex G counts as one hex moved on the Saltillo Track, and the units must be activated (they count against the Saltillo Track limit, see 6.3) to make the move.

Within those restrictions, there is no limit to the number of units of either side moving back and forth one any game turn or during the game as a whole.

10.3 Saltillo Track Combat

Saltillo Track Combat is voluntary, but only activated units in the same hex as the enemy unit may attack. Each combat consists of one attacking unit (attacker's choice) versus one defending unit (defender's choice). Only one combat can occur in each Saltillo Track hex per combat phase.

Follow each of these steps for each combat.

- 1) To the shock combat value of the attacking unit, add one for each combat unit and leader stacked with the attacking unit.
- 2) To the shock combat value of the defending unit, add one for each combat unit and leader stacked with the attacking unit. Add two if the combat is in the Saltillo hex.
- 3) Subtract the defender's total from the attacker's total. Find the corresponding differential on the Saltillo Track Combat Table. Roll one die and cross index the result with the differential column.
- 4) All results are in steps lost. Only the involved unit may take losses; ignore any excess.

| | | | | | | | | | |
|------------------------------|-----------------|------------------------------|-----------------|---------------------|---------------------|-------------------|-------------------|-------------------|--------------------|
| 4618-4619 3 9 ④ 1/L | 3 8 ② 1/L | 4717-4718 3 9 ④ 2/L | 3 8 ② 2/L | 5 3620 8 2 Eng/V | 5 3620 8 2 Eng/V | 3 3720 8 SRM/V | 3 3720 8 SRM/V | 3 3821 8 TCG/V | 4 3821 6 HG/V |
| 4 1/L | 2 1/L | 4 2/L | 2 2/L | 4 4423 8 TC/J | 3 4623 7 5/J | 3 4623 7 5/J | 3 4523 7 9/J | 3 4523 7 9/J | 3 4423 6 Mori/J |

Mexicans

| | | | | | | | | | |
|------------------------------|-----------------|------------------------------|-----------------|--------------------|------------------|-------------------|-------------------|--------------------|-----------------|
| 4817-4818 3 9 ④ 3/L | 3 8 ② 3/L | 4020-4120 3 9 ④ 1/P | 3 8 ② 1/P | 3 4424 6 Guan/J | 3 4424 6 SL/J | 3 4516 7 3/T | 3 4516 7 3/J | 3 4417 7 7/T | 3 4417 7 7/T |
| 3 9 ④ 3/L | 3 8 ② 3/L | 3 9 ④ 1/P | 3 8 ② 1/P | 3 4317 7 8/T | 3 4317 7 8/T | 4 4318 6 LRM/T | 3 4318 6 Oax/T | 4 4219 6 Caza/T | 4 A 9 JLM |

| | | | | | | | | | |
|------------------------------|-----------------|------------------------------|-----------------|------------------|------------------|------------------|------------------|------------------|------------------|
| 4119-4220 3 9 ④ 2/T | 3 8 ② 2/T | 3920-3921 3 9 ④ 3/P | 3 8 ② 3/P | 4 A 9 JLM | 3 A 7 4/M | 3 A 7 4/M | 3 A 6 Pueb/M | 5 4222 6 Pr | 5 4222 6 Pr |
| 3 9 ④ 2/T | 3 8 ② 2/T | 3 9 ④ 3/P | 3 8 ② 3/P | 3 5210 2 1L/A | 3 5210 2 1L/A | 3 5211 2 2L/A | 3 5211 2 2L/A | 3 5014 2 3L/A | 3 5113 2 3L/A |





























































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|------------------------------|-----------------|------------------------------|-----------------|-----------------|------------------|---------------------|------------------|------------------|-------------------|
| 4820-4919 3 9 ④ 1/O | 3 8 ② 1/O | 4720-4621 3 9 ④ 2/O | 3 8 ② 2/O | 4 5209 2 Amp | 4 5226 5 SPat | Lombardini 1 2/5 | Pacheco 0 1/4 | Ortega 0 -1/4 | Villamil 1 2/4 |
| 3 9 ④ 1/O | 3 8 ② 1/O | 3 9 ④ 2/O | 3 8 ② 2/O | 4 4916 3 MT | 4 4321 3 SA | Juvera 1 2/5 | Torreon 0 1/5 | Miñon 1 3/6 | Ampudia 1 1/6 |













| | | | | | | | | | |
|----------------------|------------------|------------------|-----------------------|------------------|------------------|--------------------|------------------|------------------|--------------------|
| Santa Anna 2 2 6 | Perez 1 1 6 | 4522 Wagon | Italy x1 | Italy x10 | MOVING Italy | MOVING Italy | MOVING Italy | GAME TURN | Italy IMPULSE |
| Hardin/1 IL 1 0 1 | 3 3118 7 1 IL | 3 3219 7 1 IL | Bissell/2 IL 0 0 1 | 3 3814 7 2 IL | 3 3913 7 2 IL | Lane/2 IN 1 1 1 | 3 4213 6 2 IN | 3 4113 6 2 IN | Lane/3 IN 1 1 1 |

| | | | | | | | | | |
|---------------------|------------------|---------------------|----------------------|------------------|--------------------|------------------|--------------|--------------------|------------------|
| 3 2619 7 3 IN | 3 2921 7 3 IN | Davis/1 MS 1 2 2 | 4 E 7 1 MS | 4 E 7 1 MS | Warren/SG 0 2 7 | 3 H 6 SG | 3 H 6 SG | Yell/1 AR 1 0 1 | 4 4109 4 1 AR |
| McKee/2 KY 1 1 1 | 3 3231 7 2 KY | 3 3129 7 2 KY | Mrschl/1 KY 1 1 1 | 1 4308 4 1 KY | 1 4301 4 1 KY | May/2 D 1 2 2 | 4 F 5 2 D | 4 4209 6 2 D | 1 F 4 1 AR |

Americans











| | | | | | | | | | |
|--------------------|-------------------|-------------------|-------------------|------------------|--------------------|-------------------|---------------|-----------|-----------|
| Steen/1 D 1 2 2 | 4 2417 4 1 D | 5 3315 7 TxR | 2418 Wagon | 1013 Wagon | Wool-3315 1 2 3 | Taylor E 2 4 3 | 3020 Wagon | 3118 V | 3219 V |
| 5 3020 5 Wash | 5 3230 2 Bragg | 5 2116 2 Sherm | 5 3913 4 Sherm | 5 4113 4 OBrn | 5 F 2 Kilb | USA x1 | USA x10 | | |

| | | | | | | | | | |
|--|---|---|---|---|---|---|---|---|---|
|  4 3 HG/V |  3 2 TCG/V |  3 2 SRM/V |  3 2 SRM/V |  4 6 2 Eng/V |  4 6 2 Eng/V |  3 7 |  3 9 |  3 7 |  3 9 |
|  3 4 Mor/J |  3 6 9/J |  3 6 9/J |  3 6 5/J |  3 6 5/J |  4 7 TC/J |  1 2/L |  3 2/L |  1 1/L |  3 1/L |
|  3 6 7/T |  3 6 7/T |  3 6 3/J |  3 6 3/T |  3 4 SL/J |  3 4 Guan/J |  3 7 |  3 9 |  3 7 |  3 9 |
|  4 7 JL/M |  4 5 Caza/T |  3 4 Oax/T |  3 5 LRM/T |  3 6 8/T |  3 6 8/T |  1 1/P |  3 1/P |  1 3/L |  3 3/L |
|  4 5 Pr |  4 5 Pr |  3 4 Pueh/M |  3 6 4/M |  3 6 4/M |  4 7 JL/M |  3 7 |  3 9 |  3 7 |  3 9 |
|  3 1 5113 3/L/A |  3 1 5014 3/L/A |  3 1 5211 2/L/A |  3 1 5211 2/L/A |  3 1 5210 1/L/A |  3 1 5210 1/L/A |  1 3/P |  3 3/P |  1 2/P |  3 2/P |

| | | | | | | | | | |
|----------------------|--------------------|----------------------|------------------------|--|---|---|---|---|---|
| Villamil INACTIVE | Ortega INACTIVE | Pacheco INACTIVE | Lombardini INACTIVE |  5 4 SPat |  3 1 Amp |  3 7 |  3 9 |  3 7 |  3 9 |
| Ampudia INACTIVE | Miñon INACTIVE | Torrejon INACTIVE | Juvera INACTIVE |  4 1 SA |  4 1 MT |  1 2/O |  3 2/O |  1 2/O |  3 1/O |



| | | | | | | | | | |
|---|--|--|--|--|--|---|---|--|--|
|  Lane/3 IN INACTIVE |  3 4 2 IN |  3 4 2 IN |  Lane/2 IN INACTIVE |  3 4 2 IL |  3 4 2 IL |  Bissell/2 IL INACTIVE |  3 4 1 IL |  3 4 1 IL |  Hardin/1 IL INACTIVE |
|  1 2 1 AR |  Yell/1 AR INACTIVE |  3 4 SG |  SG |  Warren/SG INACTIVE |  3 4 1 MS |  3 4 1 MS |  Davis/1 MS INACTIVE |  3 4 3 IN |  3 4 3 IN |
|  1 2 1 AR |  4 3 2D |  4 3 2D | |  1 2 1 KY |  1 2 1 KY |  Mrsch/1 KY INACTIVE |  3 4 2KY |  3 4 2KY |  McKee/2KY INACTIVE |

| | | | | | | | | | |
|--|---|---|---|---|--|--|---|--|--|
|  |  | | | | | |  5 3 TxR |  4 3 ID | |
|  5 1 Kilb |  5 2 OB rn |  5 2 Sherm |  5 1 Sherm |  5 1 Bragg |  5 3 Wash | | | | |

