



Twigg's division of U.S. regulars assault El Telegrafo Hill.

## BATTLE OF CERRO GORDO April 18, 1847

**B**y the time the Mexican-American War entered its second year, an American Army under Zachary Taylor had won a string of victories in northeastern Mexico, while smaller land and naval forces seized California. Rather than reinforce Taylor in the north, General Winfield Scott launched a seaborne invasion aimed at the heart of Mexico. Landing at Vera Cruz in March 1847, the city surrendered after a two week siege. To avoid being caught in the tropical coastal plains during the dreaded yellow fever season, Scott marched westward into the mountains leading to Mexico City.

To oppose the invaders, an army of 12,000 men and 40 guns commanded by the president of Mexico, General Santa Anna, occupied a strong defensive position in the rugged pass of Cerro Gordo. Where the national highway passed through a

rocky defile, batteries were emplaced on mountain spurs to the south. Another battery was positioned further back to fire down the road. More guns were dragged up to the summit of a steep and dominating height called El Telegrafo that overlooked the road from the north. Santa Anna believed the rugged country north of the hill was impassable and that he controlled the only route Scott had for bringing up his army.

Fortunately for General Twigg in command of the American advance guard, on the morning of April 12, the Mexican gunners opened fire before he was within range and he was able to pull his forces back. Two days later Scott arrived with reinforcements, bringing his army up to 8,500. Lieutenant P.G.T. Beauregard discovered a faint track bearing northwest around the enemy's position. A subsequent reconnaissance of the track by Captain Robert E. Lee, who spent part of the day hiding behind a log to avoid capture, reported the terrain around El Telegrafo could be traversed.

The Americans hewed a path through the dense brush and scrub. Ravines were crossed by lowering the heavy guns by ropes to the bottom, then hoisted back up the other side. By April 17 they were able to occupy La Atalaya Hill opposite El Telegrafo, where they emplaced their artillery and a rocket battery. Forewarned of the American approach, Santa Anna



moved more troops and guns to protect his flank, but believed this new threat to be merely a feint.

The battle began early next morning. General Pillow launched an ill-timed diversionary attack to fix the Mexican forces defending the highway and was repulsed. However Twiggs, in command of the main attack force, stormed El Telegrafo. At first the Mexican defenders led by General Vasquez put up stiff resistance, but could not withstand the American onslaught. Vasquez was killed and his troops broke and fled. An American brigade under General Shields, in another flanking maneuver, cut the road and the Mexican's only line of retreat. By noon Scott's army had won a smashing victory at a cost of only 417 casualties, including 64 dead. Santa Anna's losses were estimated at more than a thousand men, all of his guns, and another 3,000 men taken prisoner.

## The Scenarios

The Battle of Cerro Gordo is presented in two scenarios. The first scenario only covers Brig. Gen. Twigg's turning movement and attack on El Telegrafo Hill. The second, expanded scenario refights the entire Battle of Cerro Gordo. It extends the terrain map further to the east to include Brig. Gen. Pillow's diversionary attack on the Mexican main defensive position, and includes optional American reinforcements.

The scenario map is scaled for 10 to 15mm figures, and uses the larger 50-men per stand scale. The map is divided into two sections that are contiguous. The west map section covers a

4-ft. deep by 5-ft. wide playing area, depicting the El Telegrafo and Atalaya hills where most of the battle was fought. The east map adds a 4-ft. deep by 4-ft. wide section that expands the battlefield to 4-ft. by 9-ft. The map extension includes the Mexican defenses on their right and center. However, this strong defensive position make it unlikely that an American attack there will succeed.

The first scenario can be played by three players on each side, and takes about six hours to play.

## SCENARIO

# EL TELEGRAFO

## Battle of Cerro Gordo

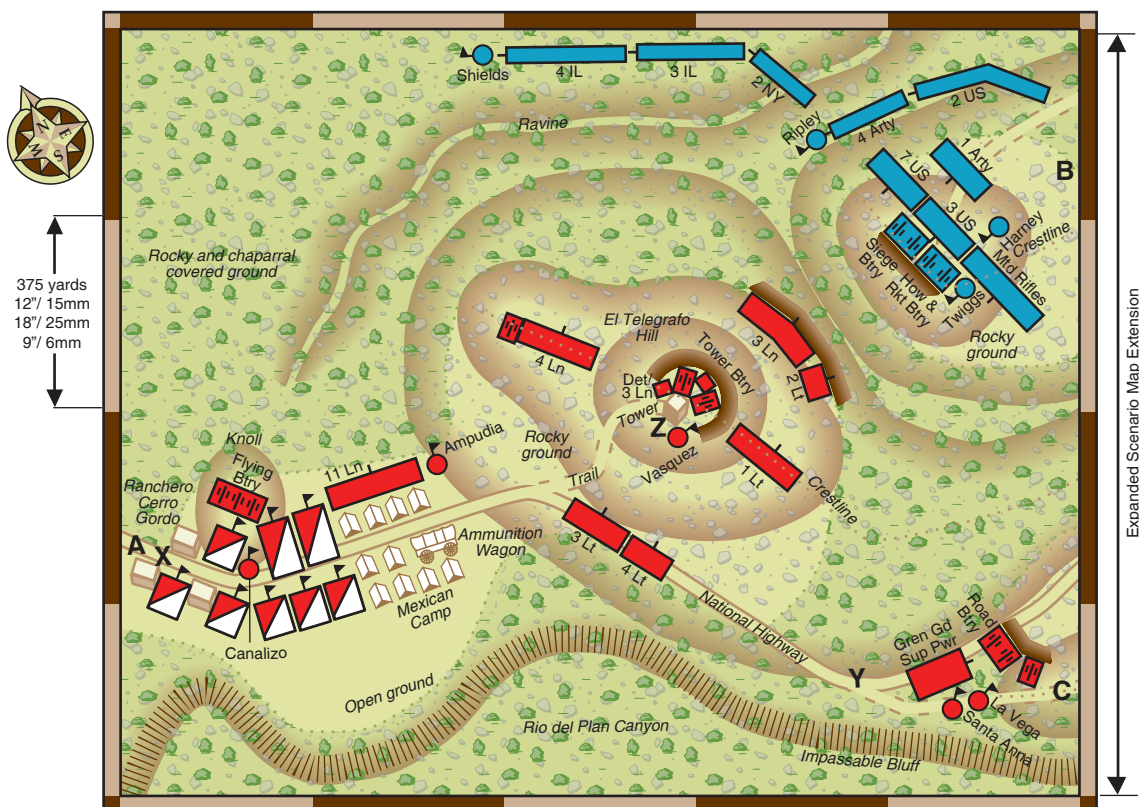
### April 18, 1847

## Terrain

Only the El Telegrafo scenario map is used in this scenario. Terrain should be laid out as shown on the map. Terrain effects for the scenario are as follows:

**Elevations.** With the exception of an area of level ground west of El Telegrafo Hill, the battlefield is hilly with steep

Cerro Gordo (El Telegrafo) Scenario Map



slopes, and cut by narrow ravines that restrict movement. The two highest hills, El Telegrafo and La Atalaya, have three and two elevation levels respectively. All other hills are represented by only one level. All hills, with the exception of a low knoll near the west table edge, are divided by a crest line, with a continuous slope from the base of the elevation to the crest line at the top.

A unit or leader must move at the rough-ground rate when moving up slope towards the crest line. A unit moving down or parallel to the slope, or on the crest line, moves at the broken-ground rate. Off-road movement on any elevation with a crest line is impassable to cavalry, limbered guns and mounted leaders. A leader on an elevation must dismount and has only a 4" command radius. Guns on any elevation must unlimber and have movement restrictions (see special scenario rule).

Intervening crest lines block line of sight for any stand over 1" beyond the crest line. An elevation also blocks line of sight when it lies between two units on lower ground. A defending unit in charge combat receives a +1 modifier for favorable ground against an attacker charging up a slope.

Cavalry, limbered guns, and mounted leader movement are restricted to the highway and trails, and the small area of open, level-ground adjacent to the highway near the west table edge.

**Knoll.** There is one single-level knoll near the west table edge. The knoll is rated broken ground for movement. Line of sight is blocked between two units separated by the knoll. In charge combat, a unit on top of the knolls receives a +1 for defending favorable ground.

**Ravines.** A ravine skirts the northern base of El Telegrafo and La Atalaya hills, and exits near the northwest table edge. On the map extension, there are three ravines that enter from the east.

Ravines do not affect line of sight. A unit located inside a ravine can see and be seen by units outside. The sides of a ravine have a steep 3" slope. A unit must move at the rough-ground rate to enter or exit the sides of the ravine. Units and leaders may move through the dry bed of a ravine at the broken-ground rate. A leader, infantry unit moving by the flank in line or open order, march column, assault column, or a broken unit, and aligned in the dry bed, can move through a ravine. A ravine is impassable to artillery and cavalry.

A ravine does not provide a cover modifier in fire combat. In charge combat, the defender receives a +1 for favorable ground if the attacker charged out of a ravine.

Rather than raise the entire surface of the battlefield to show these below ground-level terrain features, it is easier to represent a ravine with strips of earth-colored fabric.

**Rio del Plan Canyon.** The northern face of the Rio del Plan Canyon runs adjacent to the south table edge. The 100-ft deep bluff is impassable. Units cannot enter the canyon. This below ground-level canyon wall also can be represented with strips of earth-colored fabric.

**Rocky Ground.** The ground is predominantly rocky with poor footing. Rocky ground is rated broken ground for movement, or rough ground if the unit or leader is moving up-slope on a hill or across the side of a ravine. Rocky ground not covered by chaparral does not block line of sight. Rocky ground does not provide a cover modifier in fire combat, and has no defensive modifier in charge combat unless the attacker is charging up slope or out of a ravine.

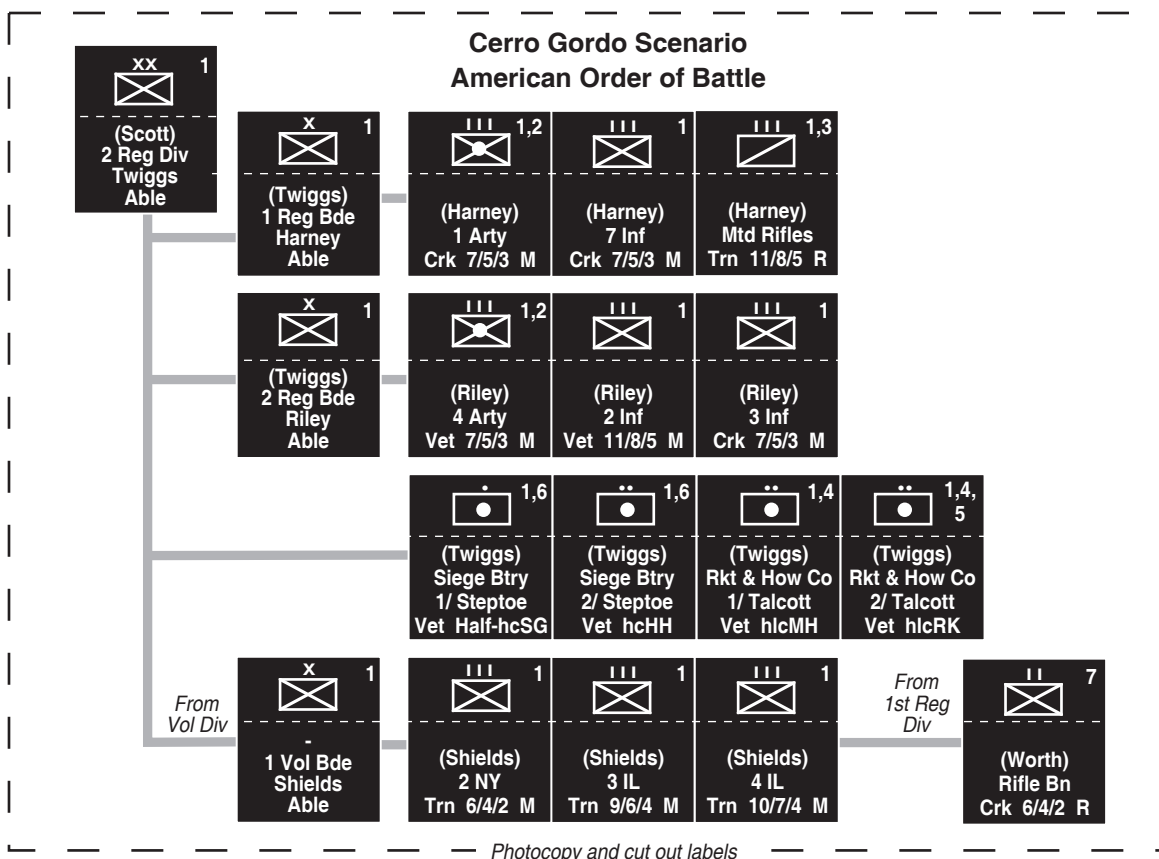
**Chaparral.** Much of the rocky ground terrain is also covered with dense brush and stunted trees called **chaparral**. Chaparral is rated broken ground for movement, or rough ground if the unit or leader is moving up-slope through chaparral. Guns in chaparral must be unlimbered and have movement restrictions (see special scenario rule). Line of sight through chaparral is reduced to 4" between units located on level ground. The line of sight becomes unblocked between the observing units where there is a difference in elevation, such as: where one unit is on higher ground, or both are separated by an intervening area of low ground. In fire combat, the firing stands suffer a -2 for full cover only when firing at a target in open order located in the chaparral. A target unit in any other formation does not receive a cover benefit. Chaparral does not provide favorable ground in charge combat. Chaparral covered rocky ground reduces the cavalry charge modifier to a 0 for charging over rough ground.

**Roads.** The National Highway is rated in good condition. Troops in march column, limbered guns, and leaders on the highway may move at the road movement rate through all terrain. Other roads shown on the map are trails in poor condition. A unit or leader on a trail moves at the open-ground rate when moving over level ground, down slope, or through a ravine. A unit or leader moving up slope on a trail moves at the broken-ground rate.

**Breastworks and Redoubts.** The hard, rocky ground made it difficult to constructing fortifications. Field works had to be constructed above ground with piled rocks. Mexican forces start the scenario occupying three field works: a breastwork at the base of El Telegrafo Hill; a circular redoubt occupied by the Tower Battery on the summit of the hill; and a redoubt manned by the Road Battery astride the National Highway. Two American batteries occupy a redoubt on top of La Atalaya Hill.

The breastwork and redoubts are a linear obstacle to movement and rated as broken ground to cross. In a maneuver check, a unit receives a +1 modifier for being aligned behind a breastwork or garrisoning a redoubt. The breastworks and redoubt are not sufficiently strong enough to be rated as a fortified position. In fire combat, the firing stands suffer a -2 full cover modifier when firing at a target aligned behind a breastwork or in a redoubt. In charge combat a unit defending a breastwork or redoubt receives a +2 modifier for a strong position.

A redoubt is treated as a structure and may be garrisoned by both troops and guns. All rules regarding garrisoning a structure apply with one exception. All the redoubts are open in the rear, which technically makes them a redan. A redoubt



is without protection if attacked from behind, and it can be enveloped and outflanked. In addition to the guns currently occupying each redoubt, they can be garrisoned by one infantry unit. If all the stands of a large infantry unit do not fit inside the redoubt, place the extra stands directly behind and facing the structure. Extra stands count for determining which side is outnumbered, but they cannot fire. Note, guns in redoubts have a 180-degree arc of fire.

**Cerro Gordo Village and the Encampment.** The village of Cerro Gordo and the Mexican Army encampment are rated broken ground for movement. They have no effect on line of sight or charge combat. The village, which was actually a few small ranches strung out along both sides of the road, cannot be garrisoned and a unit must have enough movement to pass completely through it. In fire combat, firing stands suffer a -1 modifier for partial cover when firing through the village or camp, or a -2 for full cover if the target is in open order.

**Friendly Table Edge.** Broken Mexican units must retreat away from the enemy and towards the National Highway. Once they reach the highway their retreat path must follow the road to where it exits the west table edge at point **A**. Broken American units must retreat away from the enemy and towards exit point **B**. A retreating unit must halt at the table edge. If it fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count toward heavy casualties.

## Order of Battle

The following number of stands are needed for the first scenario:

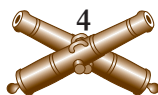
STAND	AMERICAN	MEXICAN
Infantry	60(128)	95(126)
Infantry command	10(21)	12(19)
Cavalry	0(5)	26
Cavalry command	0(1)	8
Dismounted cavalry	10(15)	0
Dismounted cavalry command	1(2)	0
Artillery (gun with limber)	3(7)	9(21)
Rockets	1	0
Army/division leader	1(3)	2(3)
Brigade/regimental leader	3(6)	4(7)
Brave general/major	0	2
Ammunition supply marker	0	1
Total	89(189)	159(213)

The higher number listed in parentheses are the total stands needed when playing the Expanded Scenario.







































**American Forces.** Total stands represent a force of 4,210 men, 6 guns and 2 rocket launchers.

1) The following units and leaders start on the table:

Division leader Twiggs with 1 infantry unit (Rifle Bn)

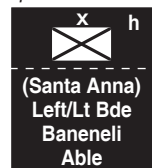


## Cerro Gordo Scenario Mexican Order of Battle

 Mexican Army Santa Anna <sup>a</sup> Poor	 (Santa Anna) Hussar Gd of Sup Power Trn 4/3/2 L				
 (Santa Anna) Center de la Vega Poor	 (de la Vega) 6 Line Trn 18/15/11 IM	 (de la Vega) Gren Gd of Sup Power Trn 9/8/7 IM	 (de la Vega) 1/ Road Btry Trn hcMG	 (de la Vega) 2/ Road Btry Trn hcHG	 (de la Vega) 3/ Road Btry Trn hcHG
 (Santa Anna) Left/Lt Bde Vasquez Able	 (Vasquez) 1 Light Trn 9/7/5 IM	 (Vasquez) 2 Light Trn 3/2/1 IM	 3 Light Baneneli Brave Gen	 (Vasquez) 3 Light Trn 7/6/4 IM	 (Vasquez) 4 Light Trn 6/5/3 IM
	 San Patricio Riley Brave Major	 (Vasquez) 1/ Tower Btry Trn hcHG	 (Vasquez) 2/ Tower Btry Trn olcLG	 (Vasquez) 3/ Tower Btry Trn olcLG	 (Vasquez) Det/ 3 Line Trn 2/-/1 IM
 (Santa Anna) Res Bde Ampudia Able	 (Ampudia) 3 Line Trn 12/10/8 IM	 (Ampudia) 4 Line Trn 9/8/7 IM	 (Ampudia) 11 Line Trn 12/10/8 IM		
	 (Santa Anna) 1/ Flying Btry Trn hlcLG	 (Santa Anna) 2/ Flying Btry Trn hlcLG	 (Santa Anna) 3/ Flying Btry Trn Half-hlcLG		
 (Santa Anna) Puebla Bde Arteaga Poor	 (Arteaga) Act Mil Puebla Raw 13/12/11 IM	 (Arteaga) Puebla Aux Raw 13/12/11 IM	 (Arteaga) Puebla NG Raw 14/13/12 IM		
 (Santa Anna) Cav Res Canalizo Poor	 (Canalizo) 5 Cav Trn 5/-/4 L	 (Canalizo) 9 Cav Trn 4/-/3 L	 (Canalizo) Tulancingo Cuir Trn 5/-/4 L	 (Canalizo) Act Mil Morelia Trn 4/-/3 L	
	 (Canalizo) Act Mil Jalapa Trn 4/-/3 L	 (Canalizo) Act Mil Orizaba Trn 4/-/3 L	 (Canalizo) Act Mil Chalchicomula Trn 4/-/3 L		



*Replacement leader*



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Brigade leader Harney with 3 infantry units (1 Arty, 7 US, and Mtd Rifles) in line

Brigade leader Riley with 2 infantry units (4 Arty and 2 US) in march column, and 1 infantry unit (3 US) in line

Brigade leader Shields with 3 infantry units (2 NY, 3 IL, and 4 IL) in march column

2 unlimbered batteries (Steptoe's Siege Battery and Talcott's Rocket and Howitzer Battery)

- 2) The 1st and 4th Artillery function as infantry.
- 3) The Mounted Rifles are permanently dismounted without horse holders, and function as infantry. They are armed with rifles (R).
- 4) The mountain (light) howitzer section and rocket section are mounted on a light carriage (lcMH and lcRK) and have movement restrictions.
- 5) The rocket section has fire combat restrictions (see special scenario rule).
- 6) The siege gun and siege howitzer sections are mounted on a heavy carriage (hcSG and hcHH) and have movement restrictions (see special scenario rule).
- 7) Enter at **B** on turn 4: Rifle Battalion in march column on the trail.

**Mexican Forces.** Total stands represent a force of 8,390 men and 17 guns.

- a) The following units and leaders start on the table:

Army leader Santa Anna with 1 cavalry unit (Hussar Guard of the Supreme Powers), and 1 unlimbered battery (Flying Btry)

Left Wing/Light Brigade leader Vasquez with 4 light infantry units (1 Lt, 2 Lt, and 4 Lt, and brave general Baneneli with the 3 Lt) in line, 1 unlimbered battery (brave major Riley with the Tower Btry), and 1 infantry detachment (Det/ 3 Ln) garrisoning the Tower Battery Redoubt

Reserve Brigade leader Ampudia with 3 infantry units (3 Ln, 4 Ln, and 11 Ln) in line

- b) The following units and leader start with movement restrictions: Brigade leader de la Vega with 1 infantry unit (Grenadier Guard of the Supreme Powers) in field column, and 1 unlimbered battery (Road Btry). de la Vega and the Grenadier Guard cannot move until enemy units either capture the Tower Redoubt at **Z** on El Telegrafo Hill, or move within 6" of the Road Battery Redoubt. The three gun stands of the Road Battery are in a fixed position. They cannot move and have fire restrictions (see special scenario rule).
- c) Enter on turn 2 at point **C**: 1 infantry unit (6 Ln) in march column on the trail. The 6th Line is the only unit in de La Vega's command that may move without restrictions.

- d) Enter at **A** on an escalating die roll beginning on turn 5: Puebla Brigade leader Arteaga with 3 infantry units (1 and 2 Puebla, and Puebla Aux) in march column (see special scenario rules).
- e) Only the four light infantry battalions may deploy in open order.
- f) With the exception of the Tulacingo Cuirassiers, all other Mexican cavalry are armed with lances (see special scenario rule). Cavalry cannot dismount and have movement restrictions (see special scenario rules).
- g) Canelizo may only command and attach to cavalry units.
- h) General Baneneli acts the same as a brave colonel attached to the 3rd Light Infantry. He is also the replacement brigade leader for General Vasquez (see special scenario rule).
- i) Brave Major Riley of the San Patricios may only attach to the Tower Battery (see special scenario rule).
- j) The Flying Battery is equipped with horse-drawn, light-carriage 4-pdr light guns (hlcLG).
- k) The Tower Battery is equipped with oxen-drawn, light carriage, 4-pdr light guns (olcLG).
- l) The Road Battery is equipped with heavy carriage 8-pdr medium guns (hcMG) and 16-pdr heavy guns (hcHG).
- m) The ammunition supply wagon starts in the Mexican camp and cannot move (see special scenario rule).

## Game Length

The game is played in 15 turns starting with the American player turn at 7:30 AM and ending after the Mexican turn at 11:45 AM.

## Victory Conditions

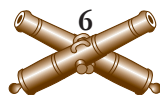
One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting heavy casualties and greater losses on the opponent and capturing a key position as follows:

**Heavy Casualties.** The American player achieves one victory condition after the Mexican forces lose 22 (20%) troop or gun stands, and increases to 30 stands after Arteaga's Brigade arrives. The Mexican player achieves one victory condition after the American forces lose 32 (30%) troop or gun stands.

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

**Key Positions.** There are two key positions.

The redoubt on the summit of El Telegrafo at point **Z** is a key position under Mexican control at the start of the scenario. The American player achieves one victory condition if at least one friendly unit occupies **Z** at the end of the game. The Mexican player achieves one victory condition if no enemy unit occu-



pies the key position at the end of the game.

All Mexican units receive a -1 modifier for loss of the first key position in subsequent maneuver checks, after an enemy unit occupies **Z**. The modifier is reversed if all of the American units are pushed off of **Z** in a later turn. The modifier always applies to the side that last lost the key position.

The National Highway between **X** and **Y** is the second key position. The Mexicans achieve one victory condition if no American units occupy the road at the end of the game. The Americans achieve one victory condition if they occupy the road between **X-Y** with at least one unit. The Mexicans achieve one victory condition if no American units occupy the road at the end of the game.

All Mexican units east of the point where an American unit occupies the road between **X-Y** receive an additional -1 each turn in subsequent maneuver checks. If in a later turn all American units are pushed off the road between **X-Y**, the modifier is reversed and all American units suffer the -1 in subsequent maneuver checks. The -1 modifier always applies to the last side to lose the key position. It is possible for both sides to receive a -1 or one side to suffer a -2, depending on who last controlled or lost the key positions.

## Special Scenario Rules

**Cavalry Movement Restrictions.** Historically, the terrain was too rough for Mexican cavalry to maneuver and they withdrew from the battlefield without becoming engaged. Players can either leave the cavalry out of the order of battle, or deploy it on the table with the following movement restrictions. Cavalry cannot move onto any elevation or into chaparral, and is restricted only to the open, level ground adjacent to the National Highway, southwest of El Telegrafo Hill.

**Artillery Movement and Fire Restrictions.** The rugged battlefield terrain restricts artillery fire and movement. Guns must remain limbered on a road or trail when moving on an elevation or through chaparral. It may only unlimber or limber up, on or adjacent to the road or trail. Unlimbered light carriage guns may hand haul off-road when on an elevation or in chaparral. A light carriage light gun (lcLG, hlcLG or olcLG) gun, or rocket (lcRK) may hand haul 2". A mountain howitzer (MH) may hand haul 4". If an unlimbered gun on an elevation, or in chaparral is forced to retreat, it is eliminated if it cannot limber up and retreat down an adjacent road. All heavy carriage guns (hcMG, and hcHG) are unlimbered in a fixed position, and cannot limber up, hand haul, or pivot. A fixed heavy carriage gun is eliminated if it is forced to retreat.

The height and steep slopes of both El Telegrafo and La Atalaya hills restrict artillery fire. Guns located on the summit cannot suppress their barrels low enough to fire at targets located on the steep slopes immediately below their position. Also, guns located on the lower elevations could not elevate their barrels high enough to reach the taller hill summits.

The two highest hills, El Telegrafo and La Atalaya, have three and two elevation levels respectively. A gun located on the sum-

mits, levels 3 of El Telegrafo, and level 2 of La Atalaya, cannot depress the barrel to fire down the steep slope, therefore, the gun cannot fire at a target located on the lower elevation level of the same elevation. The gun may fire at a target located on the same elevation level. Also, a gun on the summit of either hill may fire at a target located on the summit and slopes of the opposite hill, as well as on any target located on an adjacent lower hill or on the level ground below. An unlimbered gun on located the steep slope below the summits of El Telegrafo or Atalaya cannot fire.

Likewise, a gun located on another single level-1 hill or at ground level, cannot elevate the barrel to fire at a target on the 2nd or 3rd levels of El Telegrafo or La Atalaya. It may fire at a target on the 1st level slopes on either hill.

Also note, guns cannot fire at a target behind a crest line.

**Talcott's Howitzer and Rocket Battery.** Talcott's Battery is equipped with one section of Model 1840 (1835) 12-pound mountain howitzers, and one section of Hale's Rockets. Mountain howitzers have the same weapon range and fire points as a light howitzer (LH). They are mounted on a light carriage, but may be hand hauled 4" instead of the normal 2".

Rockets are treated the same as a light-carriage field gun for movement. In fire combat, rockets are wildly inaccurate out to 80" and cannot fire on a target within 12" of any friendly units. After totaling all fire points firing on the same target and before resolving the fire combat, the controlling player must first roll one ten-sided die to determine whether the rocket fire points can be included in the combat. On a die result of 3 or less, the rockets stray off course and the two fire points are lost. The points only are included in the total fire points on a die result of 4 or more for a target within 40". The chance of the rockets straying off course increases at greater range. However, the target ranges in this battle will be under 40".

**Optional Mexican Reinforcements.** Historically Arteaga's brigade from the city of Puebla, arrived to late and were caught up in the general retreat of the Mexican army. Starting on the Mexican player turn 5 the controlling player rolls one ten-sided die at the beginning of the turn. On a die result of 10, Arteaga's brigade may enter. If the player fails to roll a 10, he rolls again at the beginning of turn 6 with the chance of the reinforcements arriving increased to a 9 or 10 die result. If reinforcements fail again to arrive, repeat the die roll procedure each successive turn, and increase the chance of reinforcements arriving by a factor of one each additional turn. The unit may enter at point **A** in march column or delay arrival one turn and enter deployed in any formation.

**Major Riley and the San Patricios.** Members of the San Patricios, recruited from Irish born deserters from the American Army, may have manned some of the guns on El Telegrafo Hill. Their possible presence is represented by brave major Riley who is attached to the Tower Battery.

**General Baneneli.** Baneneli took direct command the 3rd Light Infantry. The brave general acts the same as a brave







The expanded scenario includes Brig. Gen. Pillow's diversionary attack on the Mexican main defensive position

colonel. In the event brigade leader Vasquez is removed from the game due to a Fallen Leader effect, Baneneli receives a battlefield promotion and replaces Vasquez one full turn later. Replace the Baneneli brave general label with the extra Baneneli brigade leader label. While a replacement leader typically is rated Poor, Baneneli is rated Able as a brigade leader.

**Ammunition Supply.** Mexican units that suffer a low on ammunition effect may perform a replenish ammunition maneuver if they move adjacent to the ammunition supply marker located in the Mexican camp. The ammunition supply marker cannot move and is eliminated if an enemy unit passes through it. Mexican gun stands positioned inside the redoubts of the Tower Battery or Road Battery redoubts cannot run low on ammunition. American units that suffer a low on ammunition effect cannot replenish ammunition.

## EXPANDED SCENARIO

# BATTLE OF CERRO GORDO

### Terrain

To refight the entire battle of Cerro Gordo you need both maps. Join the left side of the El Telegrafo Scenario Map to the right side of the Expanded Scenario Map to form a 9-ft. wide x 4-ft. deep gaming area. Terrain should be laid out as shown in both maps. Terrain effects for the second scenario are the same as in the first with the following additional terrain features in the expanded map area:

**Elevations.** All hills and ridges on the map extension are represented by only one level, and are divided by a crest line with a continuous slope from the base of the elevation to the crest line at the top of the hill.

The Mexican main defensive line lies on a three-finger ridge, south of the National Highway. Two ravines cut into the ridge from the east, which separates the ridge into three spurs. Each spur is marked by a separate crest line.



**Roads.** The National Highway continues east and is in good condition. Other roads marked on the map are trails in poor condition.

**Ravines.** The National Highway passes through a ravine as it proceeds further east. As mentioned before, there are two ravines that flow from the east table edge and cut into the ridge where defended by the Mexicans. The line of sight, movement, and combat effects are the same as in the El Telegrafo scenario.

Rather than raise the entire surface of the battlefield to show these below ground-level terrain features, it is easier to represent a ravine with strips of fabric.

**Bluffs.** The hillsides overlooking the National Highway from the south are impassible bluffs. The bluffs do not affect line of sight. Units below the bluffs can see and be seen by units on the hillside above the bluffs.

**Rio del Plan Canyon.** The northern face of the Rio del Plan Canyon continues along the south table edge as an impassible bluff. Rather than raise the entire surface of the battlefield to show these below ground-level terrain features, it is easier to represent the wall of the canyon with strips of fabric.

**Breastworks and Redoubts.** There are additional Mexican fortifications on the map extension. The Mexican main defense line occupies the three finger ridge south of the National

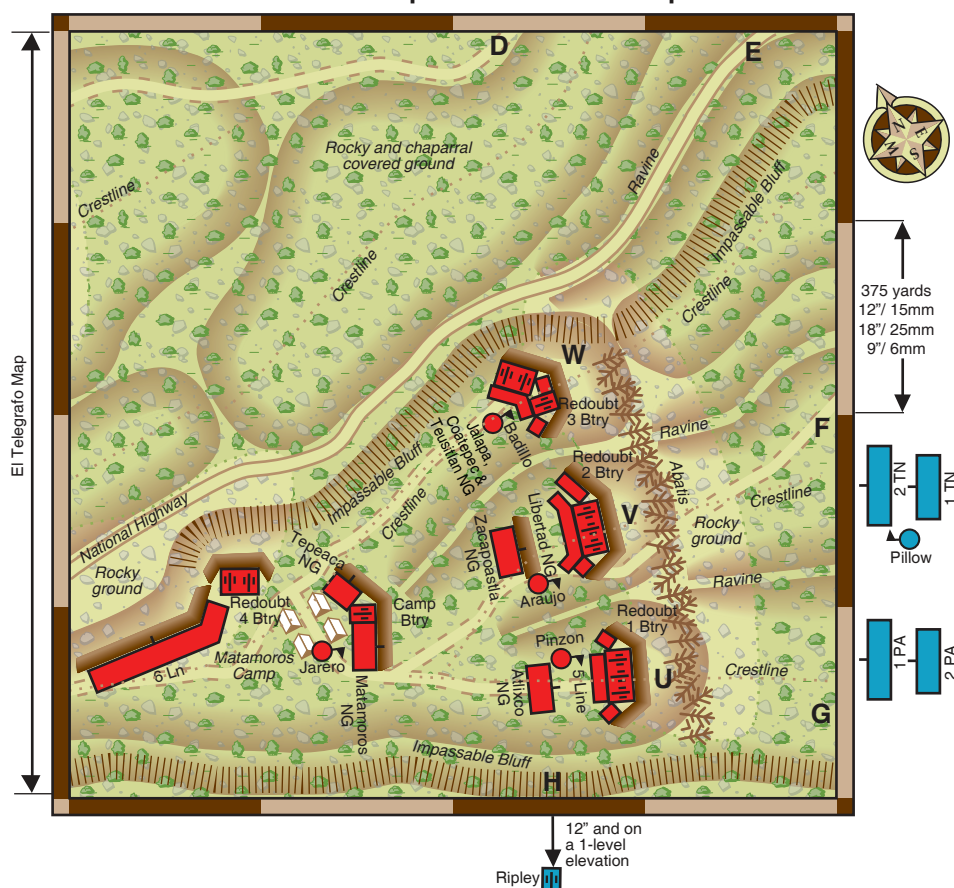
Highway. There are three redoubts, each at the end of a finger. Two breastworks are behind the center redoubt. There is also a redoubt and breastwork overlooking the highway. The redoubts are actually redans, which do not provide protection from behind. Each redoubt straddles a crest line. A gun inside the redoubt has a clear line of sight to the crest line of an adjacent ridge.

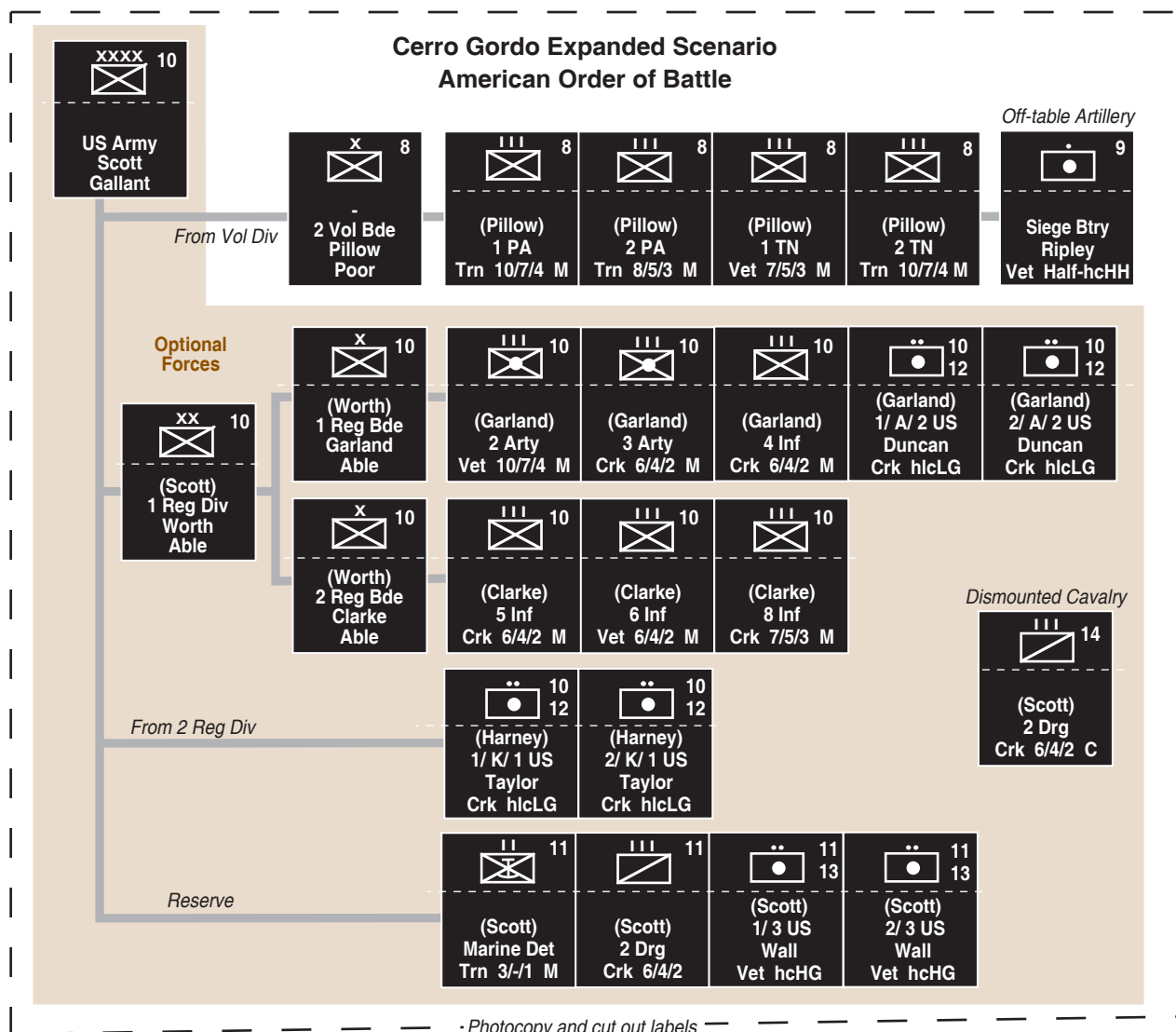
**Abatis.** The Mexicans cut down the chaparral to have a clear field of fire in front of their main defensive. The cleared brush was used to construct an abatis 100 yards in front of their position. Units move at the rough ground rate when passing through the abatis.

**Camp.** The small Mexican camp is rated broken ground for movement and does not affect line of sight or combat.

**Friendly Table Edge.** Broken Mexican units located on the map extension must retreat away from the enemy and towards the trail intersects the National Highway at point Y. Once a broken unit reaches the highway its retreat path must follow the road to the west table edge where the highway exits the table at point A. Broken American units, that start or enter north of the National Highway must retreat away from the enemy and towards the table edge at point D. Broken American units that start or enter south of the highway must retreat away from the enemy and towards the table edge

**Cerro Gordo Expanded Scenario Map**





between points **F-G**. If optional American units entered on the highway at point **E** become broken, they must retreat toward exit point **E**.

## Order of Battle

Additional units are needed for the expanded scenario as well as all the units used in the first scenario. There also are optional American reinforcements.

**American Forces.** Total stands in the expanded scenario represent a force of 5,980 men, 7 guns and 2 rocket launchers. The optional reinforcements increase the strength to 9,300 men, 19 guns, and 2 rocket launchers.

- 8) Enter on turn 1 between **F-G**: Brigade leader Pillow with 4 infantry units ( 1PA, 2 PA, 1 TN, and 2 TN) in line.
- 9) 1 off-table gun section (Ripley) starts off the table at point **H** (see specials scenario rule).
- 10) Optional reinforcements may begin to enter at **D** or **E** on an escalating die roll beginning on turn 5 (see special scenario rule):

Army leader Scott and division leader Worth

Brigade leader Garland with 3 infantry units (2 Arty, 3 Arty, and 4 Inf) in march column, and 1 limbered battery (Duncan's A/ 2US).

Brigade leader Clark with 3 infantry units (5 Inf, 6 Inf and 8 Inf) in march column



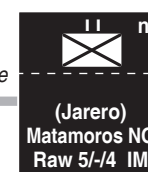
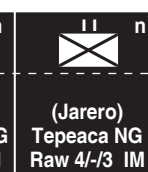
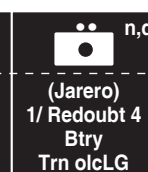
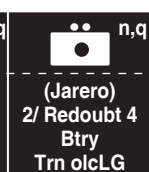
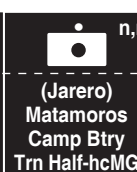


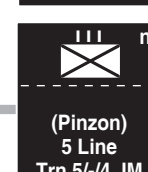
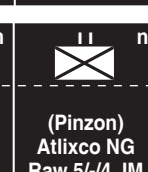
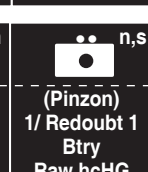
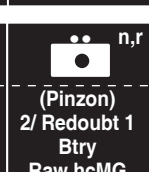




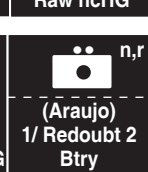
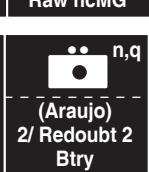



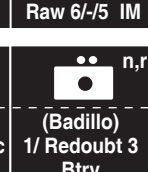
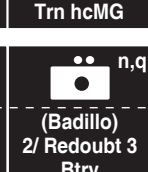
1 limbered battery (Taylor's K/ 2US) from 2nd Regular Division

- 11) Optional reinforcements may enter at **E** or between **F-G** on an escalating die roll beginning on turn 5: 1 infantry unit Marine Det), 1 cavalry unit (2 Drg), both in march column, and 1 limbered battery (Wall's 1/ 3US).
- 12) Duncan's and Taylor's batteries are equipped with horse-drawn light carriage 6-pdr light guns (hlcLG).
- 13) Wall's Battery is equipped with heavy carriage 12-pdr heavy guns (hcHG).
- 14) Alternate label for dismounted cavalry.



Mexican Army  
Continued

## Cerro Gordo Expanded Scenario Mexican Order of Battle

 (Santa Anna) Right Jarero Poor	 Reserve	 (Jarero) Matamoros NG Raw 5/-/4 IM	 (Jarero) Tepeaca NG Raw 4/-/3 IM	 (Jarero) 1/ Redoubt 4 Btry Trn olcLG	 (Jarero) 2/ Redoubt 4 Btry Trn olcLG	 (Jarero) Matamoros Camp Btry Trn Half-hcMG
	 (Jarero) Right Pinzon Poor	 (Pinzon) 5 Line Trn 5/-/4 IM	 (Pinzon) Atlixco NG Raw 5/-/4 IM	 (Pinzon) 1/ Redoubt 1 Btry Raw hcHG	 (Pinzon) 2/ Redoubt 1 Btry Raw hcMG	 (Pinzon) 3/ Redoubt 1 Btry Raw olcLG
	 (Jarero) Center Araujo Poor	 (Araujo) Libertad NG Raw 8/-/7 IM	 (Araujo) Zacapoastla NG Raw 6/-/5 IM	 (Araujo) 1/ Redoubt 2 Btry Trn hcMG	 (Araujo) 2/ Redoubt 2 Btry Trn olcLG	 (Araujo) 3/ Redoubt 2 Btry Trn olcLG
	 (Jarero) Left Badillo Poor	 (Badillo) Jalapa,Coatepec & Teusitlan NG Raw 5/-/4 M	 (Badillo) 1/ Redoubt 3 Btry Trn hcMG	 (Badillo) 2/ Redoubt 3 Btry Trn olcLG	 (Badillo) 3/ Redoubt 3 Btry Trn olcLG	

Photocopy and cut out labels

**Mexican Forces.** Total stands in the expanded scenario represent a force of 10,750 men and 40 guns.

n) The following units and leaders start on the table:

Division leader Jerero with 2 infantry units (Metamoros NG and Tepeaca NG) in line, and 1 unlimbered battery (Metamoros Camp), and 1 unlimbered battery (Redoubt No. 4) in garrison

Brigade leader Pinzon with 1 infantry unit (5 Ln) and 1 battery (Redoubt No. 1) in garrison, and 1 infantry unit (Atlixco) in line

Regimental leader Araujo with 1 infantry unit (Libertad NG) and 1 battery (Redoubt No. 2) in garrison, and 1 infantry unit (Zacapoastla) in line

Regimental leader Badillo with 1 infantry unit (Combined Jalapa, Coatepec & Teusitlan NG) and 1 battery (Redoubt No. 3) in garrison

- o) The 6th Line Regiment starts in line behind breastworks overlooking the National Highway.
- p) Regimental leaders Badillo and Araujo act the same as a brigade leader, with one exception. They only may be in command their assigned units. They cannot provisionally command other units.

- q) Battery is equipped with oxen-drawn, light carriage, 4-pdr light guns (olcLG).
- r) Battery is equipped with heavy carriage, 8-pdr medium guns (hcMG).
- s) Battery is equipped with heavy carriage, 16-pdr heavy guns (hcHG).

## Game Length

The game length is the same as in the first scenario. It is played in 15 turns starting with the American player turn at 7:30 AM and ending after the Mexican turn at 11:45 AM.

## Victory Conditions

Both thresholds for heavy casualties have increased. The victory conditions for greater losses and key positions used in the first scenario remain the same in the second scenario.

**Heavy Casualties.** The American player achieves one victory condition after the Mexican forces lose 32 (20%) troop or gun stands, and increases to 40 stands after Arteaga's Brigade arrives on turn 5 or later. The Mexican player achieves one victory condition after the American forces lose 32 (30%) troop or gun stands.

## Special Scenario Rules

The special scenario rules used in the first scenario apply in the second scenario. The following additional rules apply:

**Off-table Artillery.** The Americans have an unlimbered half stand siege gun off the table edge at point **H**, on a single-level elevation. The battery is subject to an in-command maneuver check. However, the only maneuvers permitted are: pivot, fire, and rally. Add 12" to the weapon range when the battery fires at a target on the table, or when a unit on the table fires at the off-table battery. The gun has a clear line of sight to the closest crest line on the three finger ridge on the table and can enfilade the closet redoubt on the ridge.

**Optional American Reinforcements.** Historically, two additional American field batteries were unable to make their way over the narrow, rough-hewn trail leading to the American position on La Atalaya Hill, which effectively blocked the path. Only the composite rifle battalion was able to work its way past the immobilized guns and the battle was won before Worth's Division arrived. In addition, a dragoon regiment, a marine battalion and a battery of heavy artillery were left in reserve on the highway behind the American lines.

Starting on American player turn 5 the controlling player rolls one ten-sided die for Worth's division arrival. On a die result of 10, Worth's division may enter at either on the trail at point **D** or on the highway at point **E**. If the player fails to roll a 10, he rolls again at the beginning of turn 6 with the chance of reinforcements arriving increased to a 9 or 10 die result. If reinforcements fail again to arrive, repeat the die roll procedure each successive turn and increase the chance of reinforcements arriving by a factor of one for each additional turn the die is rolled. Once a successful role is made, two infantry

regiments or one regiment and one battery may enter each turn on the in march column. The entire division must enter at the same location. All units from one brigade must enter before the next brigade enters. Leaders Scott and Worth may enter attached to the first unit that enters.

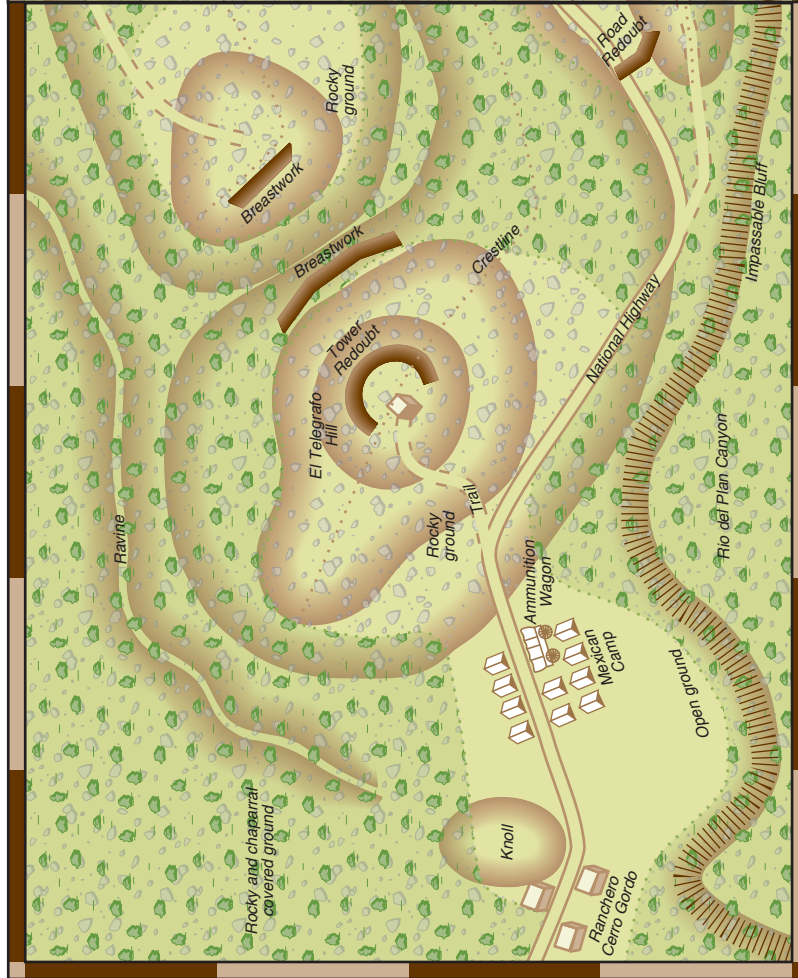
Historically the few units in reserve were not committed in the battle. Starting on the American player turn 5 the controlling player also rolls one ten-sided die at the beginning of the turn to determine if the units in reserve may enter. On a die result of 10, the dragoons, marines and heavy artillery may enter either on the highway at point **E** or between points **F-G**. Units may enter at both points. If the player fails to roll a 10, he rolls again at the beginning of turn 6 with the chance of reinforcements arriving increased to a 9 or 10 die result. If reinforcements fail again to arrive, repeat the die roll procedure each successive turn and increase the chance of reinforcements arriving by a factor of one each additional turn the die is rolled.

Brig. Gen. Shields' flank attack on the Mexican encampment.





Cerro Gordo (El Telegrafo) Scenario Map



Cerro Gordo Expanded Scenario Map

