

Garland's Division begins its diversionary attack on east Monterrey. *Photos are from an early playtest in 2009.*

## SCENARIO

# THE STORMING OF MONTERREY

### September 21-23, 1846

The battle of Monterrey was fought September 21-24, 1846. The Americans captured the city after heavy fighting. On September 20th, American Army General Zachary Taylor sent Gen. William J. Worth with his division of regulars, and a mounted division of Texas volunteers, on a long turning movement to attack Monterrey from the west, and cut the Mexican line of retreat towards Saltillo. The next day, as Worth launched his attack to seize the fortified western heights over-

looking the town, Taylor ordered Gen. David E. Twigg's division of regulars, temporarily under the command of Col. John Garland, to make a diversionary attack on the eastern edge of the town. Garland encountered tough Mexican resistance, and the battle escalated when Taylor committed Gen. William O. Butler's division of volunteers. Desperate fighting lasted all morning, but the Americans only succeeded in capturing the fortified Tannery on the eastern edge of town. On September 22nd, Taylor rested his troops on the east side of Monterrey, while Worth continued to pressure the Mexicans from the west. The 23rd saw stubborn house-to-house fighting as the two American columns slowly converged on the town center. On September 24th, both sides agreed to an 8-week armistice, that allowed the Mexicans to withdraw from the city.

### The Scenarios

The battle is presented as two scenarios. The short scenario only covers the American assault on east Monterrey on the first day of the battle. The longer scenario extends the battle over three days by dividing it into three periods. The 1st period



recreates Garland's diversionary attack that escalated into a major assault on east Monterrey, on September 21st. A short, administrative period follows the 1st period, representing the day-long lull in the battle on the 22nd, during which there is no combat while both sides reconstitute and redeploy their units. The 3rd period resumes the fighting on September 23rd. Both scenarios do not include Worth's command and the fighting in west Monterrey, which would require larger forces and a 16-ft. long gaming table.

The scenario can be played by two or three American and Mexican players and requires a 6-ft. wide by 5-ft. deep gaming area when using 15mm figures. 1st and 3rd periods each can take about three to four hours to play.

## Terrain

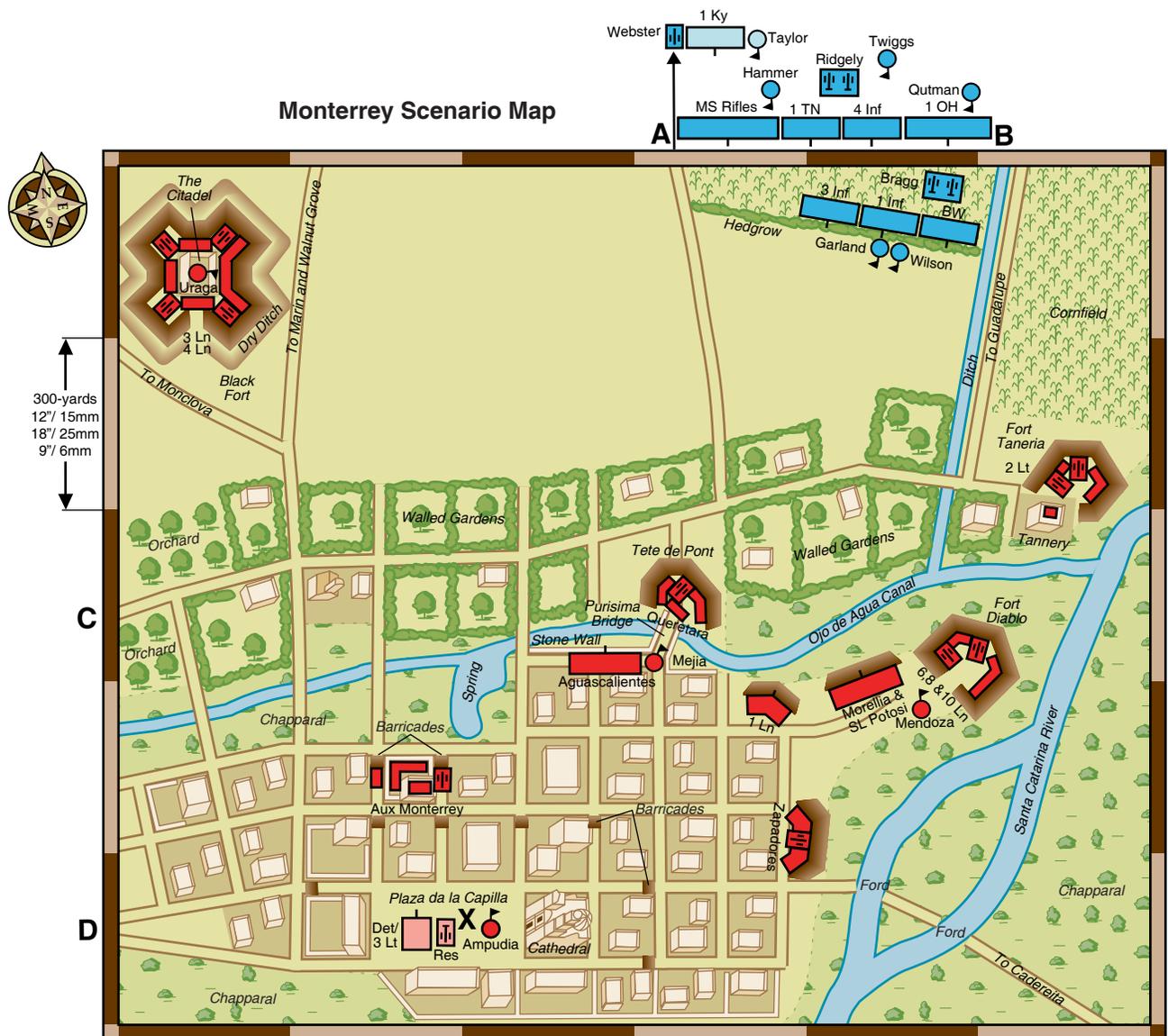
Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

**Monterrey.** Monterrey is a complex, urban area. Most of the town lies south of the Ojo de Agua Canal. The Santa Catarina

River flows along the east side of town and continues its course along the south side, just off the table edge. Below the canal, the town is divided into 32 blocks. The Plaza da la Capilla is an open area near the town center. The Monterrey Cathedral fills a block on the east side of the plaza. The town's outskirts lie north of the canal and are divided into 15 walled garden areas, two detached town blocks, and a couple orchards. Town blocks and garden areas are separated by streets, masonry walls, and hedgerows. There are also a number of field fortifications surrounding the town, and several streets surrounding the plaza are barricaded. The banks along the canal and river are covered with chaparral, and there are large cornfields northeast of town.

**Town Blocks.** Most town blocks are rectangular, 4 to 6-inches on each side, and bounded by a street or wall. Each block can be represented by one or two stone buildings of various sizes, and separated by narrow alleys and small walled courtyards. The houses have old Spanish-style architecture, are mostly one story, and have flat, parapeted rooftops. Taller buildings surround the main plaza.

Monterrey Scenario Map



A town block can be garrisoned by one infantry unit, regardless of its size, and any number of leaders. The rules for garrisoning can be found on page 40 in the basic rule book. The courtyards and alleys between buildings are considered too narrow for positioning a gun stand, however, a gun may unlimber behind an adjacent street barricade. Cavalry cannot garrison a town block. The controlling player should state if a leader located inside a town block is attached to a unit garrisoning the same block. A leader in a town block does not exert a command radius outside the block. Also, a leader located outside a block does not exert his command radius into the block. One troop stand may fire out of a town block for every inch of frontage along each side of the block. The frontage can be increased when a barricade is erected in an adjacent street. Troop stands may fire out of any side of a block regardless of their facing.

A unit with a Well Handled maneuver can move half at the broken-ground rate, and then change formation to garrison an adjacent block or garden. To exit, it must change formation adjacent to the block or garden and move half at the rate for the terrain it is entering. A unit with a Tardy maneuver must start adjacent to garrison the block. To exit, it must change formation adjacent to the block and hold its position. A Tardy effect also allows the garrison of a town block to move across an intervening street or wall to occupy an adjacent block, or charge across to attack an adjacent block garrisoned by an enemy unit.

Town blocks block line of sight. A garrison cannot be outflanked or enfiladed. A garrison receives a +1 modifier for linear cover in its maneuver check. The Mexicans improved their building defenses with loopholed walls and sandbagged parapets. In fire combat, the firing stands suffer a -2 modifier for full cover when firing at a target in a town block. In charge combat, the defending garrison in a town block receives a +2 for strong position.

**Walled Gardens.** Walled gardens are less built-up blocks. Each walled garden block can be bordered by a combination of low walls and hedgerows, and filled with one or two trees and an occasional small building within the enclosure. A walled garden can be garrisoned by one infantry unit, regardless of its size, plus one unlimbered gun stand, and any number of leaders.

Units enter and exit a walled garden the same way as for a town block. An unlimbered gun must align along the edge of the enclosure and has only the standard artillery 15-degree arc of fire. A leader does not exert a command radius into or out of a walled garden.

Line of sight through a walled garden is reduced to 10". A garrison of a walled garden receives a +1 modifier for linear cover in its maneuver check. In fire combat, the firing stands suffer a -1 modifier for partial cover when firing at infantry or a gun garrisoning a walled garden. In charge combat, the defending garrison in a walled garden receives a +1 for favorable ground.

**Barricades.** Barricades are hastily built street fortifications. There are nine one-inch wide, ma-

sonry barricades blocking streets leading to the plaza. The number of stands that can fire out of the side of a town block depends upon the width of frontage of the block. Normally, one stand can fire for every inch of frontage. That frontage is increased by one-inch when a barricade is erected in an adjacent side street. For example, a 4-inch wide town block with barricades erected on both side streets will increase its frontage to 6-inches. One troop stand from the garrison, or two stands arranged in two ranks, can be placed behind the adjacent barricade; or an unlimbered gun stand placed behind the barricade can be attached to the garrison. A unit must move at the broken-ground rate to cross a barricade. Stands placed behind a barricade receives the same combat modifiers as the adjacent town block. A barricade must be abandoned if an adjacent block is occupied by an enemy unit.

**Fortifications.** There are several field fortifications surrounding the town. Three forts (Black Fort, Fort Diablo, and Fort Taneria), and a fortified bridgehead (Tete de Pont) protecting Parisma Bridge, are significant military strong points built of masonry and earth, that have a garrison of infantry and artillery. All other fortifications are simple, linear breastworks built mostly of earth and brush. Troops must be deployed in line or open order and guns unlimbered to defend behind these lesser field works.

Infantry must move at the broken-ground rate to cross the side of a fortification. Cavalry and artillery cannot cross the side of a fortification. Units can access Fort Diablo and the Black Fort by a rear gate, without a movement penalty. Units can enter or exit the rear of Fort Taneria through the adjacent Tannery without having to garrison the block. The Tete de Pont and other breastworks are open in rear, so they do not affect movement.

The garrison of a fort cannot be outflanked or enfiladed. The Tete de Pont and other breastworks can be outflanked and en-

The Citadel (Black Fort).





The complex terrain of Monterrey.

filaded from the rear. Unlimbered guns positioned in the three forts or the Tet de Pont have a 180-degree arc of fire. Guns behind lesser breastworks have only the standard 15-degree arc.

A Unit defending a fortification receives a +1 modifier for linear cover in its maneuver check. Firing stands suffer a -2 modifier for full cover when firing at a target behind a fortification, or a -3 for fortified if the target is protected by the Black Fort. In charge combat, a unit defending a fortification receive a +2 modifier for strong position, or a +3 for fortified if defending the Black Fort.

**Fort Taneria (Tannery).** Fort Taneria is located on the eastern edge of the town outskirts. The fort consists of two areas: a earth and masonry redoubt with a adjacent town block protecting its rear. This block is the Tannery, represented by a large, flat-roof, stone building. Normally a unit can only garrison one structure. In this case, both the redoubt and Tannery block, can be jointly garrisoned by only one infantry unit. Also, there are two unlimbered gun stands in the redoubt. Guns cannot occupy the Tannery block. Stands from the garrison placed on the roof top of the Tannery may fire over stands located in the redoubt. Each gun has a 180-degree arc of fire and can be pivoted to fire out of a different side of the redoubt. Infantry must move at the broken-ground rate to cross the front or sides of the redoubt. The redoubt's front and sides are impassable to cavalry and ar-

tillery. Units may enter or exit the redoubt by passing through the Tannery block without halting or movement penalty.

In fire combat, the firing stands suffer a -2 modifier for full cover when firing at the garrison of the redoubt/Tannery block. In charge combat, the defending unit occupying the redoubt and Tannery receives a +2 for strong position. If the defender is forced to retreat with a Hard Pressed combat effect, the guns are captured and the troop unit must abandon the redoubt and retreat into the Tannery block. The garrison must retreat out of both areas if the combat effect is worse. The garrison may also voluntarily abandon the redoubt and retreat into the Tannery.

**The Citadel (Black Fort).** The Citadel is a strong fortification located near the northwest corner of the table. The quadrangular earth and masonry fort is divided into five areas. The outer works consist of four artillery bastions, one in each corner of the fort, connected by a curtain wall between the bastions. The outer works enclose a partially constructed cathedral, which is a separate town block. The Citadel block can be represented by one large, roofless, high stone wall building.

The fort is defended by two infantry units, four gun stands, and a leader inside the fort. Each bastion and the adjacent curtain wall can be garrisoned by one infantry unit. Each gun is in a fixed position inside a bastion. They have a 180-degree arc of fire and can be pivoted to fire out the side of the bastion. Brigade leader Uraga's command radius extends to all areas inside the fort.

The fort is surrounded by a dry ditch, so an attacker must move at the rough-ground rate to charge across the ditch. In fire combat, the firing stands suffer a -3 modifier for fortified when firing at a target in the fort. In charge combat, the defending units in the fort receives a +3 for fortified. If a unit defending a bastion is defeated with a Hard Pressed effect, it can retreat into the citadel block or an adjacent bastion. A defeated fixed gun stand is eliminated.

**Stone Walls.** A stone wall borders the Parisma Bridge and along the adjacent streets south of the canal. The wall does not block line of sight. A unit must move at the broken-ground rate to cross a wall. In fire combat, the firing stands suffer a -2 modifier for full cover when firing at a target aligned behind a wall. In charge combat, the defender behind the wall receives a +2 for strong position.

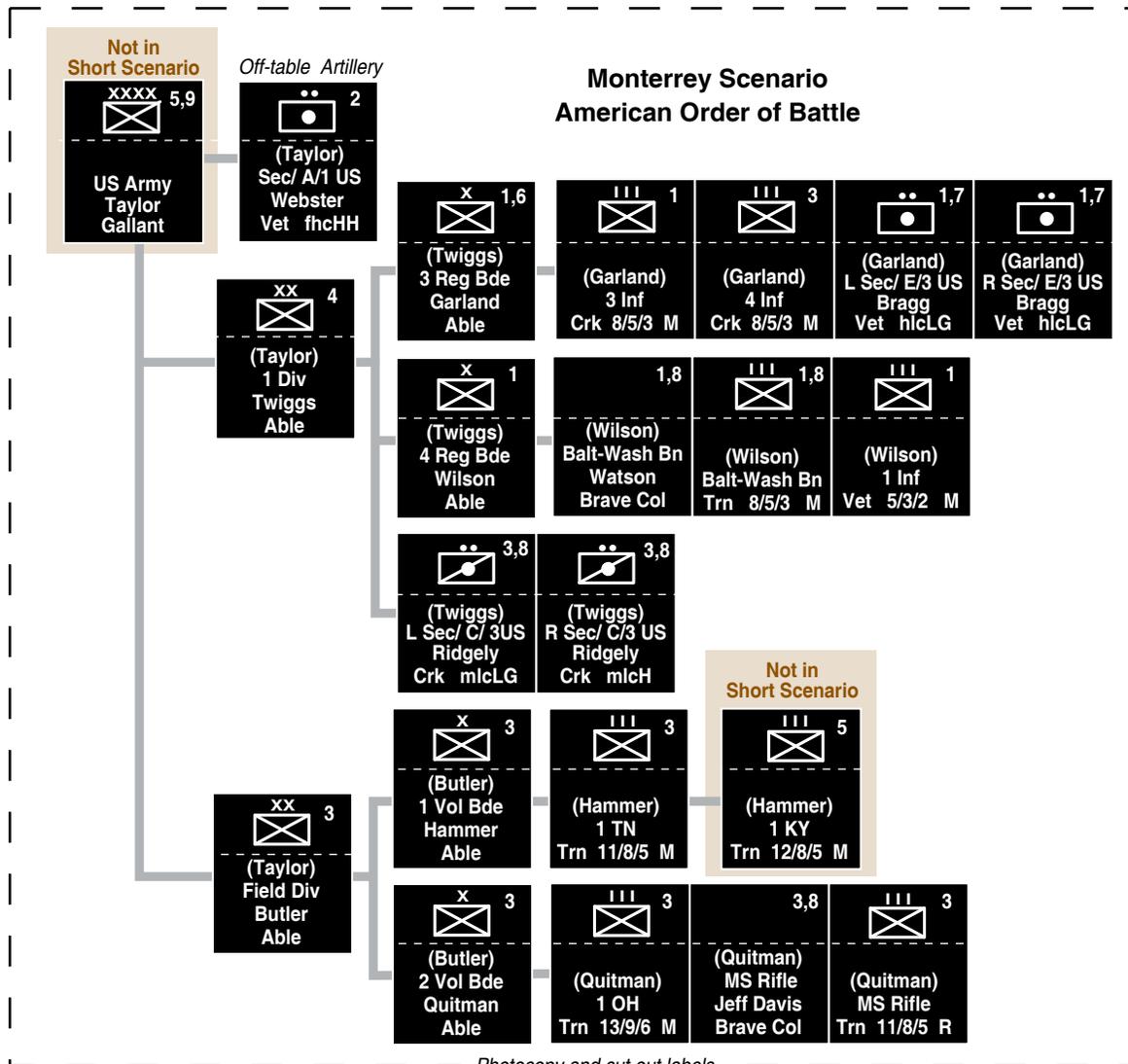
**Roads and Town Streets.** All roads and town streets are in good condition. March column, broken units, limbered guns, and leaders may move on a road or street at the road-movement rate. A unit in open order can contract its frontage to one-stand wide to move on a road or street.

A street with town blocks and walled gardens on both sides is a defile. A unit can temporarily change formation into a storming column to charge through a defile ( see variant rules on page 14). The assault column must halt in the defile and attack an adjacent town block, barricade, or walled garden occupied by an enemy unit.

**Orchards.** Orchards are a minor wooded terrain feature that do not block line of sight. They are rated broken ground for movement. Firing stands suffer a -2 modifier only when firing at a target in open order located in an orchard. Orchards do not provide a cover modifier for units in other formations, and have no modifier in charge combat.

**Ditch, Canal, and Spring.** The spring is impassable. The canal east of the spring is rated rough ground to cross. The canal flowing west of the spring and the ditch north of the town are rated broken ground. In charge combat, a defending unit receives a +1 modifier for favorable ground if the attacker charged across the ditch or canal. There is also a dry ditch surrounding Fort Black Fort. It is rated rough ground to cross.

**Hedgerow.** The American forces start the scenario deployed



Photocopy and cut out labels



behind a low hedgerow. The hedgerow is a minor terrain feature that does not affect the maneuver check or line of sight. The hedgerow is rated broken ground to cross. In fire combat, the firing stands suffer a -2 modifier for full cover only when firing at a target in extended line aligned behind the hedgerow. The hedgerow does not provide a cover modifier for units in other formations, and has no modifier in charge combat.

**Santa Caterina River.** The river is impassable, except where it can be crossed at two fords leading to an island. The fords are defiles. In charge combat, a defending unit receives a +1 modifier for favorable ground if the attacker charged across a ford, however, there are no American forces east of the river.

**Chaparral.** Chaparral borders the canal and river. Chaparral is a lightly wooded area consisting of brush and stunted trees that reduce line of sight to 10". Chaparral is rated broken ground for movement. 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, however, the cavalry charge modifier is reduced to a +1 for charging over broken ground.

**Cornfields.** Cornfields are open ground that do not affect, movement, combat or line of sight.

**Friendly Table Edge.** Broken American units must retreat toward the north table edge. Broken Mexican units must retreat towards the town plaza. If a broken unit reaches the table edge or plaza and fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count towards heavy casualties. If the plaza is occupied by an American unit, a broken Mexican unit must surrender when it reaches the plaza and its remaining stands are removed.

**Monterrey Scenario**  
**Mexican Order of Battle**

(Ampudia) Able Mexican Army	(Ampudia) Sappers Trn 5/4/3 IM	(Ampudia) Aux Monterrey Raw 9/-8 IM	(Ampudia) Barricade Btry Trn olcLG	(Ampudia) River Btry Trn olcLG		
<b>Not in Short Scenario</b>						
(Ampudia) 1 Inf Bde Ramirez Poor	(Ramirez) 4 Light Trn 11/10/8 IM	(Ramirez) 3 Light Trn 12/10/8 IM	(Ramirez) Det/ 3 Light Trn 4/3/2 IM	(Ramirez) Reserve Btry Trn olcLG		
(Ampudia) 2 Inf Bde Mejia Poor	(Mejia) Act Mil Queretaro Trn 9/8/7 IM	(Mejia) Act Mil Aguascalientes Trn 10/9/7 IM	(Mejia) 2 Light Trn 6/5/3 IM	(Mejia) Tet du Pont Btry Trn hcHG	(Mejia) 1/ Fort Taneria Btry Trn hcMG	(Mejia) 2/ Fort Taneria Btry Trn olcLG
(Ampudia) 3 Inf Bde Uruga Able	(Uruga) 3 Line Trn 9/7/5 IM	(Uruga) 4 Line Trn 4/3/2 IM	(Uruga) 1/ Black Fort Btry Trn fhcMG	(Uruga) 2/ Black Fort Btry Trn fhcMG	(Uruga) 3/ Black Fort Btry Trn fhcHG	(Uruga) 4/ Black Fort Btry Trn fhcSG
(Ampudia) 4 Inf Bde Mendoza Poor	(Mendoza) 1 Line Trn 5/4/3 IM	(Mendoza) 6,8 & 10 Line Trn 7/6/4 IM	(Mendoza) Act Mil Morellia & SL Potosi Trn 11/10/8 IM	(Mendoza) 1/ Fort Diablo Btry Trn olcLG	(Mendoza) 2/ Fort Diablo Btry Trn olcLG	
(Ampudia) Conde Poor	(Conde) Lt Cav Mex & 8 Cav Trn 4/-3					

*Photocopy and cut out labels*

## Order of Battle

The following number of stands is needed:

STAND	AMERICAN	MEXICAN
Infantry	57(68)	68(89)
Infantry command	7(8)	11(13)
Cavalry	0	1
Cavalry command	0	3
Artillery (gun with limber)	4	8
Artillery (fixed gun)	0	4
Artillery (off-table gun)	1	0
Army/division leader	2(3)	1
Brigade leader	4	4(5)
Brave colonel	2	0
Total	77(90)	100(124)

The greater numbers listed in parentheses are the total stands needed when playing the Three-Day Scenario.

**American Forces.** Total stands represent a force of 2,760 men and 10 guns. The troop strength increases to 3,240 men if playing the Three-Day Scenario.

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

Brigade/temporary division leader Garland with 1 infantry regiment (3rd Inf) in line and 1 limbered battery (Bragg)

Brigade leader Wilson with 1 infantry regiment (1st Inf) and brave colonel Watson with 1 infantry battalion (Baltimore-Washington), both in line

2) 1 unlimbered battery (Webster) starts off the table edge at **A** (see special scenario rule). Webster is equipped with 1 fixed-heavy carriage, heavy howitzer (hcHH).

3) Enter on turn 4 between **A-B**:

1 infantry regiment (4th Inf) in line, from Garland's Brigade

Brigade leader Quitman with 1 infantry regiments (1st OH) and brave colonel Jeff Davis with 1 infantry regiment (1st MS), both in line

Brigade leader Hammer with 1 infantry regiment (1st TN) in line

1 limbered horse battery (Ridgely)

4) Enter on turn 6 between **A-B**: Division leader Twiggs

5) Deploy on the table during the 2nd Period if playing the Three-Day Scenario: Army leader Taylor and 1 infantry regiment (1st KY) in any formation, from Hammer's Brigade.

6) Twiggs was ill on the first day of the battle, so Garland temporarily took command of the division. An unsteady Twiggs rejoined his troops later that day. Garland has immediate command of his brigade units, and acts as division leader with provisional command of Wilson's

Brigade and Ridgely's Battery, until Twiggs arrives on turn 6.

7) Bragg's Field Battery is equipped with 2 horse-drawn, light carriage, light guns (hlcLG), and rated as "flying" artillery (See special scenario rule).

8) Ridgely's Horse Battery is equipped with 2 mounted, light carriage, light guns (mlcLG), and rated as "flying" artillery (See special scenario rule).

9) Taylor is rated gallant. Watson of the Baltimore-Washington Battalion and Jeff Davis of the Mississippi Rifles are rated brave colonels.

**Mexican Forces.** Total stands represent a force of 3,800 men and 24 guns. The Mexican troop strength increases to 4,720 men if playing the Three-Day Scenario)

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

Army leader Ampudia with 1 engineer battalion (Sappers) in line and 1 unlimbered olcLG behind breastworks guarding the ford; 1 auxiliary battalion (Monterrey Auxiliaries) in garrison of a town block and an adjacent barricade, and 1 unlimbered olcLG behind an adjacent barricade

Brigade leader Mejia with 1 infantry unit (Active Militia Aguascalientes) in line behind a stone wall; 1 infantry units (Active Militia Queretaro) with 1 hcHG in garrison in the Tete de Pont; and 1 infantry unit (2nd Light) with 1 hcMG and 1 olcLG, in garrison in Fort Taneria

Brigade leader Mendoza with 2 infantry units (1st Line and combined Active Militia Morellia & SL Potosi) in line behind earthworks; and 1 infantry unit (combined 6th, 8th & 10th Line) with 2 unlimbered olcLG, in garrison in Fort Diablo

Brigade leader Uraga with 2 infantry units (3rd Line and 4th Line) with 2 fixed hcMG and 2 fixed hcHG, in garrison in the Black Fort

b) The following units from Rodriguez's Brigade start on the table in the plaza: 1 infantry unit (Det/3rd Light) in field column, and 1 limbered olcLG. The unit is in reserve with movement restrictions (See special scenario rule).

c) Enter on turn 8 at **C** or **D**: brigade leader Conde with 1 cavalry unit (combined Lt Cav Mex & 8th Cav) in march column. Mexican cavalry cannot dismount and are armed with lances (See special scenario rule).

d) Deploy on the table during the 2nd Period if playing the Three-Day Scenario: Brigade leader Rodriguez with 2 infantry units (4th Light and 3rd Light) in any formation.

e) Only the 2nd, 3rd and 4th Light Infantry may deploy in open order (See special scenario rule).

f) Oxen-drawn light carriage, light gun (olcLG).

g) Heavy carriage, heavy gun (hcHG) and medium gun (hcMG).



- h) Fixed-heavy carriage, heavy gun (fhcHG) and medium gun (fhcMG). Fixed guns cannot move.
- i) The Monterrey Auxiliaries are untrained militia. In addition to their raw experience rating, they cannot charge with cold steel, can only be placed under provisional command, and receive a -1 modifier in charge combat. Active militia units are better trained and experienced, so they do not suffer these penalties.
- j) The 3rd and 4th Infantry jointly garrison the Black Fort. At least one unit must remain inside the fort.

## Game Length

Players can shorten the playing time by ending the scenario after the initial American attack that gained a foothold in the town on September 21st. The short scenario is played in twelve turns, starting with the American player turn. Each game turn does not represent a fixed number of minutes. A turn simply represents an unspecified, sequential increment of time in a day long battle.

When playing the longer, three-day battle scenario, the short scenario becomes the first of three periods. The 2nd period in the long scenario represents a lull in the fighting that lasted the entire day of September 22nd. It is only an administrative period, where first the Mexicans, and then the Americans, reconstitute and reposition their units. The 3rd period resumes the fighting on September 23rd. It extends the scenario for another twelve game turns, starting with the American player turn 13 and ends after the Mexican player turn 24.

## Victory Conditions

One side must acquire more victory points than their opponent to claim victory. Victory points are awarded for inflicting heavy casualties and greater losses on the enemy, and occupying the key position, as follows:

**Heavy Casualties.** The American player receive one victory point after the Mexican forces lose 19 (20%) troop or gun stands. When playing the longer scenario, the Mexican threshold for heavy casualties increases to 22 stands at the start of the 3rd period. The Mexican player achieves one victory condition after the American forces lose 25 (35%) troop or gun stands. When playing the longer scenario, the American threshold for heavy casualties increases to 29 stands at the start of the 3rd period. After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.



Mexican line of defense behind the Ojo de Agua Canal.

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

**Key Position.** The town plaza at location X is a key position. The Americans receive one victory point if they occupy the plaza on the last game turn. To capture it, at least one American unit must pass through the plaza. To recapture the plaza, at least one Mexican unit must be the last unit to pass through it. The last side to pass through the plaza receives the victory point.

In addition to the victory point, each turn after the Americans capture the plaza, all Mexican units suffer a -1 modifier for key position lost in subsequent maneuver checks until the plaza is recaptured. If at least one Mexican unit passes through the key position in a later turn, the modifier is reversed and all American units suffer the -1 in subsequent checks. The -1 modifier always applies to the last side to lose the key position.

## Special Scenario Rules

**Off-Table Artillery.** One stand of American heavy howitzers (Webster's Battery) starts the game unlimbered off the table edge. The off-table battery cannot be fired upon. Its only maneuvers permitted are: pivot and fire or hold and replenish ammunition. It has a 30-degree arc of fire measured from the table edge. The battery is firing at maximum range. The battery may only perform plunging fire and must apply a -2 for full cover when half or more of the fire points are from the off-table gun. It may fire over intervening terrain features and units. The

off-table battery must fire at a point on a target that is over 4" from all friendly units, and it may combine fire with other units. Apply a -2 for full cover if the majority of the fire points are from plunging fire.

When playing the longer, three-day scenario, Webster's Battery historically was moved to a closer location on the west side of the town. The new location remains off the table opposite point D and does not affect how the battery performs.

**Flying Artillery.** The two highly trained, American batteries under Ridgely and Bragg, are rated as "flying" artillery. Flying artillery that successfully roll a Double Quick effect in their maneuver check may perform one of the following maneuvers:

- Full move, unlimber, and fire
- Limber, full move, and unlimber.

Ridgely's Battery had sufficient mounts to maneuver at the horse artillery movement rate. Bragg's Battery may maneuver as flying artillery, but use the slower horse-drawn light carriage movement rate.

**Lancers.** All Mexican cavalry are armed with lances (see page 22 in the MAW Variant Rules). Lancers only receive the +1 charge combat modifier for cold steel when the opposing enemy unit is disordered or broken troops, or limbered or silenced guns. The cold steel modifier does not apply to lancers charging enemy troops in good order or an unsilenced gun.

**Open Order.** The extended line formation used in the basic rules is replaced with an open order formation (see page 12 in the MAW Variant Rules). Not all units are trained to maneuver and fight in open order. All American infantry may deploy in open order. Only the three Mexican light infantry battalions may deploy in open order.

Open order stands are placed in two ranks, with intervals of from one-half-inch to one-inch between stands, and the stands in the rear rank overlapping the intervals between the front rank stands. A unit in open order may freely expand or contract intervals between stands during its movement.

**Ammunition Resupply.** Mexican units that suffer a low on ammunition effect may replenish their ammunition by moving to within two blocks of the plaza at location X and perform a replenish ammunition maneuver. American units that suffer a low on ammunition effect may replenish their ammunition by moving to the table edge between A-B and perform a replenish ammunition maneuver. The fixed guns inside the Black Fort and off-table guns must hold their position to replenish ammunition. When playing the longer Three-Day Scenario, all units automatically replenish their ammunition at their current location during the 2nd period.

---

## THREE-DAY BATTLE SCENARIO

---

Players can increase the number of game turns to recreate the three-day battle. The game length is extended to 24 player turns,

divided into two 12-turn periods to represent the 1st and 3rd days of the battle, and separated by a short administrative period representing the 2nd day lull in the fighting.

The game turn sequence temporarily stops after completing the Mexican player turn 12 in the first period. The second period is resolved before the normal turn sequence of the third period resumes. No combat is allowed during the second period. The opposing sides must reconstitute and reposition their forces. First, the Mexican player must withdraw all units and leaders to south of the Ojo de Agua Canal, with the exception of the garrison of the Black Fort. The garrison must hold or withdraw inside the fort. Other Mexican units can only be placed in town blocks and fortifications that were last under Mexican control, and no unit may move further from the town plaza than its current position.

The Mexicans also must reconstitute units that suffered losses from the first day battle. Consult the unit labels to determine the unit's starting strength, then count the remaining stands in each unit to determine the total number of stands lost during the first day battle. Each unit can recover a number of stands equal to half (rounded down) of its total stands lost. For example: the Active Militia of Queretaro started the battle with 9 stands. Only two stands remain on the table on turn 12, so the unit lost seven stands during the first period. During the second period, three stands (rounded down from seven) are returned to the unit. The unit starts the third period of the battle with 5 stands. The unit labels do not change.

The Mexicans also receive reinforcements. Brigade leader Ramirez with the 3rd and 4th Light Battalions, may be deployed in any formation within two town blocks of the plaza.

Any unit that lost all of its stands during the first period will recover half its strength, rounded down, and is placed back on the table within two town blocks of the plaza. Wrecked and damaged batteries do not reconstitute their losses. All units marked low on ammunition automatically replenish their ammunition. Barricades may be moved to another street location.

After the Mexican players complete repositioning and reconstituting their units and leaders the American players must withdraw their forces north of the Ojo de Agua Canal, before repositioning, reconstituting, and replenishing the ammunition of their forces. As with the Mexicans, any wrecked and damaged American batteries do not reconstitute their losses. Units may be redeployed in any formation and remaining batteries may be placed unlimbered anywhere north of the canal and over 12" east of the Black Fort.

The Americans also receive reinforcements. The 1st Kentucky may be deployed anywhere north of the canal and over 12" east of the Black Fort.

After the American players complete repositioning and reconstituting their forces, the second period lull ends and the normal game turn sequence resumes starting with American player turn 13. The game ends after the Mexican player turn 24. Victory conditions remain the same as in the first scenario.