THE MEXICAN - AMERICAN WAR, 1846-48

A Regimental Fire and Fury Variant

Fire and Fury Variants

Regimental Fire and Fury *is not just a wargame that recreates the battles of the American Civil War. It was also designed as a generic set of rules covering a broad period of warfare that lasted for nearly three centuries.*

Often referred to as the Black Powder Era, the most common weapon on the battlefield was the short range, muzzle-loading smoothbore musket. Black gunpowder discharged from thousands of these weapons, produced billowing clouds of acrid white smoke. Through this pale, officers rode bravely into battle at the head of their troops. With their banners waiving amidst parade-like formations, the infantry marched shoulder-to-shoulder to the beat of drums. Within 100 yards of the enemy they halted to exchange volleys, or fixed bayonets and charged. Artillery thundered above the rattle of musketry, firing round shot and shell at longer range, and even more lethal grape and canister as the enemy closed. The cavalry, charging with drawn saber or leveled lance, struck fear into the opposing foot soldiers, who hastily formed into a hollow square, with their bayonets bristling outward in self-defense.

The generals made command decisions that committed their troops to battle, like a dire game of rock-paper-scissors. The infantry, cavalry and artillery maneuvered, fought and died, until the battle ended in victory or defeat.

The Mexican-American War, fought a little more than a decade before the Civil War, can easily be adapted to the basic *Regimental Fire and Fury* rule system. In addition to having to build the unique armies and terrain for the period, players will need the MAW Quick Reference Sheet which can be downloaded for free from our support page on the *fireandfury.com* website.

The following sections describe the changes to the basic rule system and quick reference sheets, the army organizations, unit ratings, and special rules for the era, and one or two historical scenarios. This variant is currently in its beta phase. The modifications are only experimental game mechanics for playtest, and do not constitute official errata to the published rules. They are simply to have some fun with new ideas that could lead to incremental improvements in the game design. Updates will be posted on our support page.

The scenarios in this book cover the larger battles fought in the two major campaigns of the war, General Zachery Taylor's campaign in southern Texas and northern Mexico, and General Winfield Scott's invasion of central Mexico. Not covered are the smaller engagements fought in secondary campaigns conducted by Wool and Doniphane in north-central Mexico, and by Kearny in New Mexico, Arizona, and California. The opposing forces involved were too small for a regimental scale game, and might be better played using another rules system specifically designed at the skirmish or company level.

MAW Quick Reference Sheet

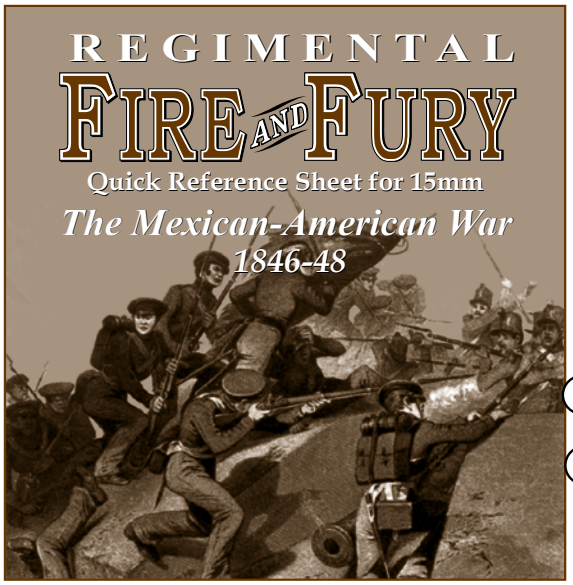
The Quick Reference Sheet (QRS) summaries the play sequence and processes for resolving a player turn. The MAW QRS is modified to refight the battles of the Mexican-American War with 10-15mm figures. A separate QRS will be posted on our website support page for the larger 25mm and smaller 6mm figure scales. The modifications to the QRS also require related changes and additions to the basic rules.

Maneuver Table Changes (see Figure 1)

1. There are no longer separate in-command and out-of-command die result columns on the table. They are replaced by separate die result columns for the Troops in Good Order and Gun Effects, and Disordered or Broken Troops Effects. Mexican units have less chance of rolling a Double Quick and a greater chance for a Tardy effect.
2. The out-of-command column is replaced with a new maneuver check modifier. Each unit located outside the command radius of a leader must now apply a -2 out-of-command modifier. The modifier is noncumulative and takes precedence over the -1 modifier for a unit under provisional command.
3. The experience ratings of crack and green are colloquial American Civil War period terms to describe troops who were either seasoned veterans or had not yet experienced combat. They are replaced with the more generic terms, ***Elite*** and ***Raw***.
4. Apply a +1 modifier for infantry deployed in ***square***. The square was used to protect infantry from enemy cavalry.
5. Artillery is classified as mounted on either a ***light*** or ***heavy carriage***. A heavy carriage gun or howitzer is less maneuverable. If it is within enemy close range and not in a fortified position and receives a Fall Back or Panic effect, it cannot limber and retreat and is eliminated. Light carriage artillery can limber and retreat.
6. Troops with a Rally with Élan effect can now return to good order and either move full or perform some other Well Handled maneuver.
7. Panic and Rout are combined into one Maneuver Table effect.
8. A unit in square receiving a Fall Back, Rally or Wavering effect, must hold its position instead of retreating beyond close range.

Figure 1.

MAW QRS Ver. 3



Maneuver Table

COMMAND RADIUS

8″ clear line of sight
Attached to first unit in a contiguous line of march
4″ line of sight through dense chaparral, twilight, attached, or dismounted

DIE ROLL MODIFIERS

+1	Gallant leader	+2	Fresh troops
0	Able	0	Worn
-1	Poor	-2	Spent
+1	Attached leader or brave colonel	+2	Battery (4)
-1	Provisional command	+1	Field or march column, square, garrison, limbered gun, or linear cover
-2	Out of command (2)	-2	Outflanked within 8″, or broken
+2	Elite unit (3)	-1	Key position lost
+1	Veteran	-1	Heavy casualties
0	Trained	-2	Greater losses
-1	Raw		

DIE RESULT	Troops in Good Order and Guns Effects
US: 8 or more (1) MEX: 11 or more	***Double Quick.*** Well handled maneuver at the double quick rate.
US: 3 - 7 MEX: 4 - 10	***Well Handled*** maneuver.
US: 1, 2 MEX: 1, 2, 3	***Tardy*** maneuver.
0, -1	***Fall Back.*** Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position and fire only if out of close range, in square, or fortified. (5)
-2 or less	***Panic.*** Troops (8) retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.

DIE RESULT	Disordered or Broken Troops Effects
US: 11 or more (1)	***Rally with Elan.*** (6) Return to good order and well handled maneuver.
US: 5 - 10 MEX: 6 or more	***Rally.*** Return to good order and tardy maneuver.
US: 3, 4 MEX: 3, 4, 5	***Shaken.*** Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order. (8)
1, 2	***Wavering.*** Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.
0 or less	***Panic.*** (7) Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.

Player Turn Sequence Changes (Figure 2)

9. In addition to declaring charges and cavalry counter charges, in Step 2b defending infantry can declare forming a ***hasty square***. In Step 2c the hasty square is formed and nearby gun crews also can abandon their gun to take shelter in side the infantry square.

Movement Rates Chart Changes (see Figure 2)

10 Extended line is replaced with an ***open order*** formation. Open order applies the same modifiers and movement rates as extended line, and also can expand and contract its frontage

11. Squares have limited movement.

12. Artillery movement is classified into three rates based upon the combined weight of the gun and carriage, and the type of draft animal.

Siege guns are mounted on heavy carriages. They have the slowest artillery movement rate

Heavy carriage field guns or ***ox-drawn light carriage guns*** are slightly more mobile than a siege gun.

Horse-drawn light carriage guns are comparable to the movement rates for ACW field artillery. Most American light artillery fall into this category.

American ***flying artillery*** is the most mobile class of artillery in which the gun crews ride on horseback.

13. Units and leaders can now combine on and off road movement. The movement rate when moving on a road in good condition is prorated at x1.5 for troops and x2 for guns.

Troop Maneuver Changes (Figure 2)

14..Green experience rating is now called Raw.

15. The various types of formation change allowed with a Well Handled or Tardy maneuver now include infantry changing

Figure 2.

Player Turn Sequence

Maneuver (1st) Phase

1. Replace, detach and attach leaders.
2. Repeat steps **a**, **b**, and **c** to resolve all maneuver checks:
   - **a.** Select participating units and leaders for one maneuver check and resolve the check.
   - **b.** Declare charges. Opponent declares cavalry counter charges. Declare hasty squares.
   - **c.** Maneuver units according to the effects. Form hasty squares and move charging and countercharging units first.
   - **d.** Move detached leaders.

Musketry & Cannonade (2nd) Phase

1. Opponent resolves all defensive fire combat.
2. Resolve all offensive fire combat.

Charge (3rd) Phase

1. Players jointly resolve all charge combat.
2. Move breakthrough charge units. (9)
3. Resolve all breakthrough charge combat.

Movement Rate

Full Move / Double Quick

		Open Ground	Broken Ground	Rough Ground	Road Bonus (13)
Infantry	US Line	12 / 16	8 / 12	6 / 10	-
	MEX Line	10 / 12	8 / 10	6 / 8	-
	Open Order or Field Column	12 / 16	10 / 14	8 / 12	-
	March Column	12 / 16	10 / 14	8 / 12	x1.5
	Square (11)	4 / 6	3 / 4	2 / 3	-
	Broken	16	14	12	x1.5
Cavalry	Line	18 / 24	12 / 16	4 / 6	-
	Open Order or Field Column	18 / 24	14 / 20	6 / 8	-
	March Column	18 / 24	14 / 20	6 / 8	x1.5
	Dismounted Open Order	12 / 16	10 / 14	8 / 12	-
	Broken	24	20	8	x1.5
Artillery	Siege Gun: Heavy Carriage	6 / 8	4 / 6	2 / 4	x2
	Field Gun: Heavy Carriage or Ox-drawn Light Carriage (12)	8 / 12	6 / 10	4 / 6	x2
	Horse-drawn Light Carriage	12 / 16	8 / 12	4 / 6	x2
	Flying Artillery: Light Carriage	18 / 24	12 / 16	4 / 6	x2
Leader	Mounted	24	20	12	x1.5
	Dismounted	16	14	12	x1.5

Troop Maneuvers

WELL HANDLED

- Full move
- Half move and
- (15) Change formation; Raw unit disordered by broken or rough ground (14)
- Passage of lines; Both units disordered if one is disordered, raw, or moved through broken or rough ground
- March by the flank a half move
- (16) Deploy to the front; Raw unit disordered by broken or rough ground
- (17) Change front
- Face by the rear rank
- Scale major obstacle
- Replenish ammunition

TARDY (18)

- Half move or full move in disorder; Mexican cavalry cannot charge in disorder (19)
- (16) Change formation to line, open order, square or garrison; Raw unit disordered by broken or rough ground (15)
- Face by the rear rank
- Scale major obstacle (14)

HASTY (20)

- Cavalry counter charge halfway; Mexican cavalry cannot charge in disorder
- Infantry form hasty square; Raw unit disordered (21)
- (22) Skirmishers evade; full retreat broken

Gun Maneuvers

WELL HANDLED

- Full move
- Fire
- Limber or unlimber
- Pivot
- Rally (23)
- Replenish ammunition
- *Light carriage only:* (24)
  - Full move and unlimber or limber and full move
  - Unlimber and fire
  - Pivot and fire
  - Hand haul 2" or 4" if mtn. howitzer or rocket (26)
- *Flying artillery only on a double quick:* (25)
  - Full move, unlimber and fire
  - Limber, full move and unlimber

TARDY

- Full move
- Fire
- Limber or unlimber
- Pivot
- *Light carriage only:* (24)
  - Limber and full retreat silenced

HASTY

- (27) Silenced and crew takes shelter in square within 4"

into square.

16. A new Well Handled maneuver allows a unit changing formation from a field, march or storming column to ***deploy to the front*** into line or open order and hold position.

17. A new Well Handled maneuver allows troops to ***change front*** by wheeling up to 90-degrees.

18. A new Tardy maneuver allows troops the option to ***full move in disorder*** instead of moving a half move in good order.

19. Mexican cavalry cannot charge if it full moves in disorder.

20. Disordered Mexican cavalry cannot counter charge with a Hasty maneuver.

21. A new Hasty maneuver allows infantry to form a hasty square when charged by enemy cavalry.

22. A new Hasty maneuver allows a skirmish line to evade charging enemy infantry. The evading unit must full retreat broken.

Gun Maneuver Changes (Figure 2)

23. A silenced gun only can Rally with a Well Handled maneuver. It can no longer Rally with a Tardy maneuver.

24. Guns are mounted on either a light or heavy carriage. A light carriage gun can perform the same maneuvers as ACW artillery. The maneuvers allowed for a heavy carriage gun are more limited.

25. On a Double Quick effect, a gun rated as flying artillery may perform a special maneuver that allows it to move, unlimber and fire, or to limber, move and unlimber.

26. Mountain howitzers and rockets can be hand hauled 4" instead of the standard 2"

27. As a Hasty maneuver, the crew of a gun stand may temporarily abandon their gun and take shelter inside a nearby

Figure 3.

MAW QRS Ver. 3

Musketry & Cannonade Table

MUSKETRY FIRE POINTS

	Close Range 4"	8"	12"
28 Rifle (R)	1	½	
29 Inferior Rifle (IR)	1	½	
30 Musket (M)	1	½	
Inferior Musket (IM) / 31 Carbine (C)	1		

CANNONADE FIRE POINTS

	Canister 4"	12"	Shot & Shell 24"	36"	48"	60"	Rocket 60"	80"
American								
Siege Gun (SG)	6	5	4	3	2			
Heavy Gun (HG)	5	4	3	2	1			
Light Gun (LG)	4	3	2	1				
32 Heavy Howitzer (HH)	6	4	3					
Light Howitzer (LH)	5	3	3					
33 Hale Rocket (HR)							2 (D3-10)	2 (D5-10) / 2 (D7-10)
Mexican	34 Grapeshot							
Siege Gun (SG)	5		4	3	2			
Heavy Gun (HG)	4		3	2	1			
Medium Gun (MG)	3		3	2	1			
Light Gun (LG)	3		2	1				

FIRE POINT MODIFIERS

x ½ Firing disordered, low on ammo, or damaged gun

DIE ROLL MODIFIERS

-4	1 pt.
-3	2 pts.
-2	3 pts.
-1	4,5 pts.
0	6-8 pts.
+1	9-11 pts.
+2	12-14 pts.
+3	15-19 pts.
+4	20-24 pts.
+5	25 or more points

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36 -1	Raw troops or guns firing
+1	Muskets firing buck & ball in a charge, or sharpshooters 37
38 +1	Troop target in field column, broken, about faced, passage of lines, or marched by the flank, or crossed abatis 39
+2	Enfiladed, square, march column, or storming column 40
+1	Gun target is limbered & enfiladed
-1	Target in partial cover or open order
-2	Full cover, or open order in partial cover
-3	Fortified position 41

DIE RESULT	TARGET Elite	Veteran	Trained	Raw	EFFECTS	ADDITIONAL EFFECTS
	11 or more	11 or more	11 or more	11 or more	***Withering Fire.*** Troops disordered and lose 2 stands. Charge checked. 1 gun stand wrecked and remaining stands silenced. Lose one additional troop or gun stand on a 15 or more. 43	***Charge Checked.*** Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
	-	10	9, 10	8, 9,10	***Telling Fire.*** Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked.	***Charge Home.*** Resolve charge combat next phase.
	10	9	8	7	Charge checked or charge home with cold steel.	***Massed Target.*** Units within 2" behind target suffers the next lower effect.
	7, 8, 9	7, 8	7	-	Charge home. Mexican cavalry checked.	***Low on Ammo*** on a base die result of 10. Mark one gun stand or unit of troops firing half or more stands.
	6	6	5, 6	5, 6	***Galling Fire.*** Troops disordered or lose 1 stand if already disordered. 1 gun stand silenced. Charge home. Mexican cavalry checked.	
	-	5	4	3, 4	***Lively Fire.*** From cannonade only, troops disordered, or 1 gun silenced. Charge home. Mexican cavalry checked. Musketry no effect.	***Fallen Leader*** check on a base die result of 10. Effect applies to the closest leader within 4" of the target.
	5 or less	4 or less	3 or less	2 or less	***Desultory Fire.*** No effect. Charge home.	

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Figure 4.

Charge Table

Die Roll Modifiers

+2	Elite unit
+1	Veteran
0	Trained
-1	Raw
+2	Fresh troops
0	Worn
-2	Spent
-1	Outnumbered by 3:2
-2	2:1
-3	3:1 or more
0	Cavalry outnumbered by infantry
+1	Supported guns
-1	Unsupported guns
-1	Disordered troops or silenced gun
+1	Brave colonel or leader attached
-1	Open order, hasty square, Mexican national guard or auxiliaries
-3	Outflanked, broken, march column, or limbered guns
+1	Defending favorable ground
+2	Strong position
+3	Foritfied position
+1	Cold steel, lancers, or breakthrough
+2	Cavalry charge over open ground
+1	Broken ground
0	Rough ground, stationary, or vs. square

Fallen Leader Table

Die Result	Effects
10, 9, 8	***Shot dead in the saddle*** ***Mortally wounded*** ***Grievously wounded*** Remove leader from game.
7	***Mere flesh wound*** Remove leader for one turn.
6	***Horse shot out from under*** Leader dismounted for one turn.
5, 4, 1 - 3	***Coat pierced but unscathed*** ***Staff officer struck*** ***Coolly ignores the fire*** No effect.

Die Result Difference	Effects
8 or more	***Swept from the Field.*** DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Limbered guns full retreat silenced. Lose all unlimbered guns. Check for Fallen Leader if attached. ATTACKER breakthrough charge a half move at the double quick towards closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
4 to 7	***Driven Back.*** DEFENDER lose 1 stand. Troops disordered and retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. Light carriage guns limber up, and limbered guns, full retreat silenced. Lose all unlimbered guns if fixed, defeated by cavalry, or on a heavy carriage. ATTACKER carry the position. Cavalry must breakthrough charge a half move at the double quick towards closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
1, 2, 3	***Hard Pressed.*** DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Light carriage guns limber up, and limbered guns, full retreat silenced. Lose all unlimbered heavy carriage or fixed guns. Troops and guns hold position if fortified or in square. ATTACKER carry the position. Retreat 2" if defender is fortified or in square. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
0	***Desperate Struggle.*** BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough, and cavalry charge modifiers. Adjust modifiers and roll again.
-1,-2,-3	***Falter.*** ATTACKER disordered or lose 1 stand if already disordered. Retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-4 to -7	***Recoil.*** ATTACKER lose 1 stand and disordered. Retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-8 or more	***Repulsed.*** ATTACKER lose 2 stands and additional stands equal to die result difference over 9. Full retreat broken. Check for Fallen Leader if attached. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.

infantry square. The gun is marked silenced.

Musketry and Cannonade Table Changes (Figure 3)

The weapons type, range and fire point value are modified to represent the earlier MAW period.

28. Americans Rifle (R) is as effective as the inferior rifle category in the ACW period.

29. Napoleonic vintage inferior rifles (IR) used by Mexican light infantry (cazadores).

30. American smoothbore musket (M) has a maximum range of 8", the same as in the ACW period.

31. Mexican infantry are armed with an outdated inferior musket (IM), which may only fire at close range out to 4", which has the same short range as American cavalry armed with smoothbore carbines (C). Cavalry only can fire their carbines while dismounted.

32. Artillery is grouped by nationality to show their technological differences. American artillery is more advanced, while Mexican artillery is a left over from the Napoleonic era. All artillery in this period are smoothbore.

33. American artillery include the Hale Rocket which have a maximum range of 80" and are slightly more accurate than the earlier Congreve Rocket. They cannot fire at a target within 12".

34. Mexican guns fired grapeshot that was less effective than canister at close range.

35. The break points for converting the total fire points into a die roll modifier remain the same for 7 fire points or less, but shift down starting at 8 or more fire points. A +1 modifier now begins at 9 points, a +2 is at 12 instead of at 10 points and so on, up to a maximum of a +5 modifier with 25 or more fire points. Round fractions down.

36. The term for Green troops and guns is now called Raw.

37. Only American muskets may fire buck and ball ammunition when charging or being charged.

38. There is no +1 modifier for firing at mounted cavalry. Cavalry was less vulnerable to short-range smoothbore muskets and slow loading rifles. .

39. A +1 modifier now applies when firing at a target crossing an abatis.

40. There is a +2 modifier for firing at a target in square.

41. Extended line is replaced with an open order formation.

42. Crack and Green target ratings are now called Elite and Raw respectively.

43. Losses from a Withering Fire effect now are limited to three stands on a 15 or more die result.

44. A Mexican cavalry charge is checked if disordered by a Telling Fire, Galling Fire, or Lively Fire effect.

Charge Table Changes (Figure 4)

45. Crack and Green ratings are now called Elite and Raw respectively.

46. The outnumbered modifier does not apply against cavalry when outnumbered by infantry.

47. Extended line is replaced with an open order formation.

48. Troops in open order, a hasty square, or Mexican national guard or auxiliaries suffer a -1 charge combat modifier.

49. The -1 modifier only applies to an infantry unit that formed a hasty square as a Hasty maneuver in the opposing player's turn. The modifier does not apply to a square formed in the controlling player's turn.

50. Most Mexican cavalry are armed with lances,. They only receive the +1 charge combat modifier when charging disordered or broken infantry, or limbered or silenced guns.

51. Cavalry charging a defending unit presenting bayonets applies a 0 charge combat modifier.

52. The die result difference for each combat effect has shifted by 1. A Swept from the Field effect now occurs on an 8 or more, a Driven Back effect on a difference of 4 to 7, and a Hard Pressed effect on a 1 to 3. A Falter effect occurs on a difference of -1 to -3, a Recoil effect on -4 to -7, and Repulsed on -8 or more. A Desperate Struggle effect remains the same at 0.

53. If a gun is in a fixed position or an unlimbered on a heavy carriage and defeated on a Hard Pressed or Driven Back effect, it cannot limber and retreat, and is eliminate instead.

Maneuver Table

A — COMMAND RADIUS

8" clear line of sight
Attached to first unit in contiguous line of march
4" line of sight through dense chaparral, twilight, attached, or dismounted

B — DIE ROLL MODIFIERS

+1	Gallant leader
0	Able
-1	Poor
+1	Attached leader or brave colonel
-1	Provisional command
-2	Out of command
+2	Elite unit
+1	Veteran
0	Trained
-1	Raw
+2	Fresh troops
0	Worn
-2	Spent
+2	Battery
+1	Field or march column, square, garrison, limbered gun, or linear cover
-2	Outflanked within 8", or broken
-1	Key position lost
-1	Heavy casualties
-2	Greater losses

C1 — Troops in Good Order and Guns Effects

DIE RESULT	Troops in Good Order and Guns Effects
US: 8 or more MEX: 11 or more	***Double Quick.*** Well handled maneuver at the double quick.
US: 3 - 7 MEX: 4 - 10	***Well Handled*** maneuver.
US: 1, 2 MEX: 1, 2, 3	***Tardy*** maneuver.
0, -1	***Fall Back.*** Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns. Hold position and fire only if out of close range, in square, or fortified.
-2 or less	***Panic.*** Troops full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.

D1 — Disordered or Broken Troops Effects

DIE RESULT	Disordered or Broken Troops Effects
US: 11 or more	***Rally with Elan.*** Return to good order and well handled maneuver.
US: 5 - 10 MEX: 6 or more	***Rally.*** Return to good order and tardy maneuver.
US: 3, 4 MEX: 3, 4, 5	***Shaken.*** Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order.
1, 2	***Wavering.*** Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.
0 or less	***Panic.*** Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.

Figure 5.

54. If a defending unit in a fortified position or in square is defeated on a Hard Pressed effect, it does not retreat and instead must hold its position and the attacker must retreat instead.

55. Units breakthrough charge a half-move at the double quick rate.

BASIC RULES CHANGES

This section covers modifications and additions to the basic rules for all variants.

Maneuver Table Procedure

Rulebook page 24: Changes were made to the Maneuver Table design and die roll. In the original version, the die result for a maneuver check was indexed down one of two columns on the table. The left column was used for units that are in-command, and the right column was for out-of-command units. In the redesigned table, each die result column now corresponds directly to an effects column, and the penalties for an out-of-command unit are summarized as a single die roll modifier. Replace the rule section on Maneuver Table Procedure with the following:

Conduct maneuver checks using the Maneuver Table (Figure 5) as follows:

1. Select a leader and units within his command radius (**A**) to resolve an in-command maneuver check, or select a single unit that is outside of the command radius of all leaders to resolve an out-of-command maneuver check.

2. Roll one 10-sided die to obtain the base die result and refer to the Maneuver Table.

3. Select a unit and total its die roll modifiers from the list (**B**). The total is added to the base die result to obtain a modified result. Repeat this procedure for each participating unit.

4. Each modified result is indexed down one of two die result columns on the table. Use the left die results column (**C1**) and cross-index the modified die result to the adjacent effects column (**C2**) for a troop unit in good order or a gun unit. Use the right die result column (**D1**) and cross-index the modified die result to the adjacent effects column (**D2**) for a disordered or broken troop unit. The effect listed describes the maneuver the unit can or must perform in the current maneuver check.

Maneuver Die Roll Modifiers

Rulebook page 25 under Provisional Command: The out of command penalty is now a non-cumulative maneuver table modifier grouped with provisional command. Conditions for provisional command also include a new unit type: militia. Replace the rule section on Provisional Command with the section below:

Provisional Command or Out of Command. Subtract one for a unit participating in an in-command maneuver check under a leader who is not the immediate commander. A provisional command can be under a higher ranking leader in the chain of command, or a leader from another command, except for artillery commanders who can only command guns. The provisional command modifier should also apply to any unit rated as militia. Subtract two if the unit is not in the command radius of any leader, and it must participate in an out-of-command maneuver check.

Maneuver Effects

Rulebook page 26 under Disordered and Broken Troops: The first effect on the disordered and broken troops column on the maneuver Table now allows a unit to rally and move full. Also in the same column, the titles for the second and third effects are changed. Replace the top two rule sections describing the effects for Disordered and Broken Troops with the three sections below:

Rally with Élan. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Well Handled maneuver or holds position and may refuse a flank.

Rally. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Tardy maneuver or holds position and may refuse a flank.

Shaken. Troops currently within close range and the arc of fire of enemy weapons must retreat until they reach a position just beyond close range, moving further than their full move rate, if necessary. A unit located outside of close range holds position. Remove the disordered marker. If broken, a unit reforms in line in good order, facing toward the enemy. A unit may not perform any other maneuver, but may still fire.

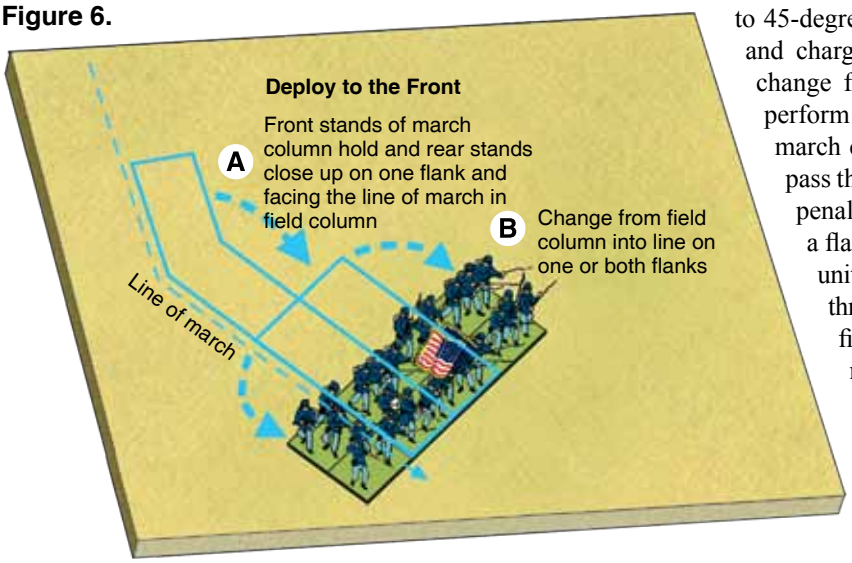
Rulebook page 26 under Disordered and Broken Troops: The last two effects on the disordered and broken troops column on the maneuver Table are combined. Replace the last two rule sections describing the effects for Disordered and Broken Troops with the section below:

Panic. The unit loses formation and retreats the full move rate for broken, away from the enemy, and toward the friendly table edge. Dismounted cavalry must mount and full retreat broken. One troop stand is removed equal to the die result difference less than zero. For example, if the modified die result is a negative two, remove two stands from the broken unit.

Rulebook page 26 under Troops in Good Order and Guns: The list of Tardy maneuvers now includes another tactical choice that allows a unit in good order to move up to its full move rate at the cost of becoming disordered. Replace the rule section on Tardy with the following section:

Tardy. The unit may voluntarily perform one Tardy maneuver, or hold position and may refuse a flank. Movement is at half the full move rate in good order, or at the full move rate disordered.

Figure 6.



Troop Maneuvers

Rulebook page 27 under Tardy: Insert the following new rule section after the section on Half Move:

Full Move Disordered. A unit that started the Maneuver Phase in good order, and rolled a Tardy effect during its maneuver check, may move up to its full movement rate and is mark disordered, or it may perform one of the other Tardy maneuvers in good order. A unit that started the phase in disorder or broken and rolled a Rally effect, may remain disordered and move up to its full move rate, or it may rally and return to good order and perform one of the other Tardy maneuvers. A broken unit must first reform into line facing toward the enemy before moving full disordered.

A unit that moves full disordered may only advance or withdraw in its current formation. It also may wheel or oblique up to 45-degrees during movement, charge, support a charge, and charge with cold steel. The disordered unit cannot change formation, change front, move by the flank or perform a passage of lines through another unit in line, march column, or field column; however, the unit may pass through another unit in open order or guns without penalty. The unit in line or open order also may refuse a flank after completing movement. If the disordered unit is targeted by defensive fire, including pass through fire, and suffers a Galling Fire effect during fire combat, it is considered already disordered and must lose one stand.

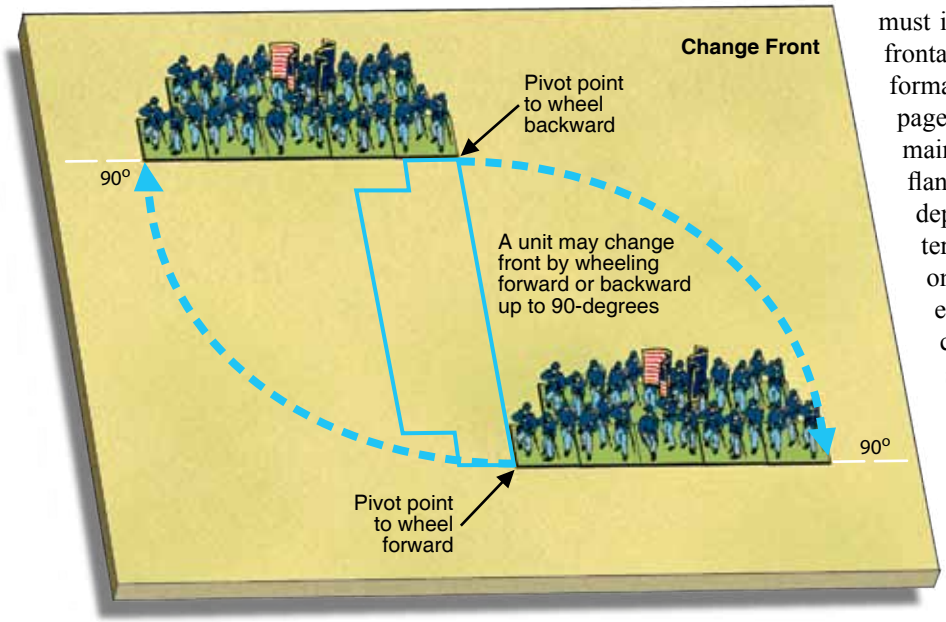
Rulebook page 27 under Well Handled: Introducing a new Well Handled maneuver that allows a unit in march column to deploy in line perpendicular to its line of March and hold position. The original version only allowed a unit to deploy along its line of march. Add the following rule section to Well Handled maneuvers:

Deploy to the Front. For simplicity, the basic rules only allow a march column to deploy into a line formation facing along its line of march. A new maneuver, deploy to the front, allows a unit to change formation from a march column into line facing perpendicular to its line of march. A unit must roll a Well Handled effect during its maneuver check to perform this maneuver. The unit must expend the entire maneuver changing formation, and cannot move up to half its full move rate either before or after the formation change.

The deploy to the front maneuver is performed in a two-step process (Figure 6). First, the unit must temporarily deploy from march column into a two-stand wide field column by moving half of the stands at the rear of the march column forward and arranging them adjacent to the stands at the front of the column, as depicted in Figure 12-B on page 33 in the basic rulebook. This forms a field column aligned along the line of march. In the second step, the field column must immediately redeploy by expanding its frontage on one or both flanks to form a line formation, as depicted in Figure 13-A on page 34. The redeployed formation must maintain the same facing, but may refuse a flank up to 45-degrees. Green troops that deploy to the front in broken or rough terrain are marked disordered. Units only allowed to form march column and extended line, to include dismounted cavalry, dismounted mounted infantry, specialty skirmish troops, and irregular troops in other periods, may deploy to the front from march column into an extended line.

Rulebook page 27 under Well Handled: Introducing a new Well

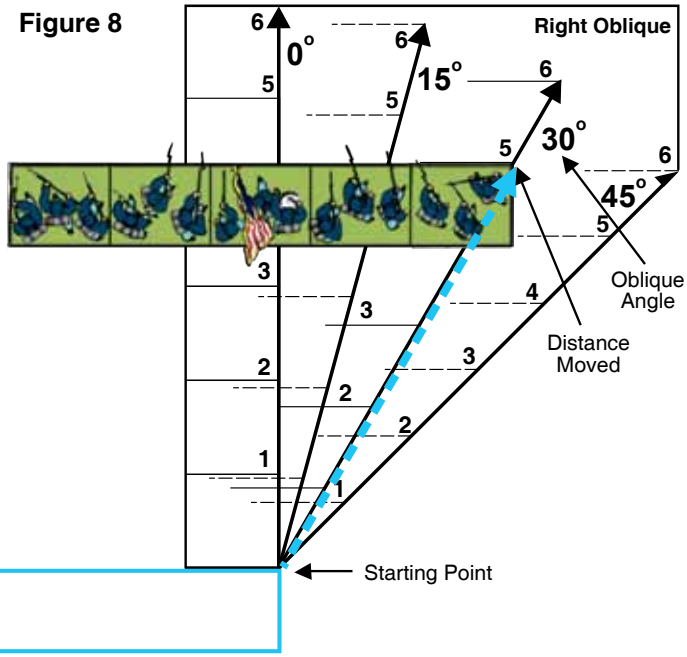
Figure 7.



Handled maneuver that allows a unit in line or extended line to wheel up to 90-degrees and hold position. The original version only allowed a unit to wheel up to 45-degrees during movement. Insert the following rule section after the section on Face by the Rear Rank:

Change Front. A unit in line or extended line may now perform a change front maneuver by wheeling forward or backwards up to 90-degrees (Figure 7). A unit must roll a Double Quick, Well Handled, or Rally with Élan effect to change front. The unit can only conduct the wheel from its present position and it cannot combine a change front with any other maneuver such as an advance, withdraw, charge, oblique, about face, or march by the flank.

The wheel forward or backwards always is measured from the front face of the unit with the pivot point touching the corner of the inside flank stand. A unit cannot wheel more than 90-degrees or further than its maximum movement rate. A unit cannot move after completing a change front, but it may refuse a flank.



Troop Movement

Rulebook page 31 under Oblique: Replace the Oblique rule section with the following:

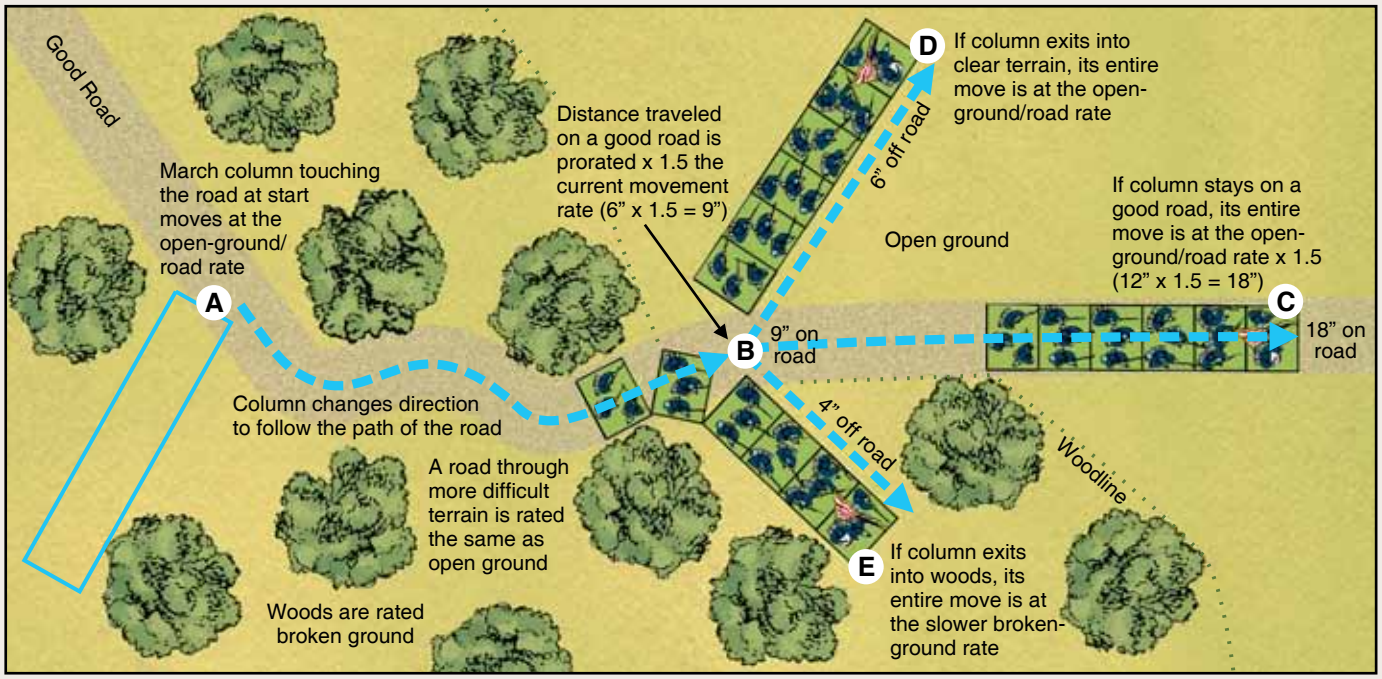
Oblique. As a unit advances or withdraws, it also may move to the left or right oblique. To oblique, all stands maintain their current facing and formation and move at an angle up to 45-degrees in one direction. Move distance is measured along the angle. A unit may oblique once at any point during its

Figure 9. Prorating Road Movement. The player rolls a Well Handled effect for a regiment in march column with one stand touching a road in good condition at point A. The unit moves 9" on the road to B. The road bonus multiplier is x1.5, therefore the unit has only expended 6" of its full move allowance. How much further the unit can move depends upon the type of terrain it continues to move through.

The unit can remain on the road and continue to move up to 18" to **C** (12" open-ground/road rate x1.5 good-road bonus = 18").

The unit can exit the road at **B** and move another 6" through open ground to **D**, for a total of 15" (6" open-ground/road rate x1.5 good-road bonus = 9", + 6" open-ground rate = 15").

The unit can exit the road at **B** and move through woods to **E**. Its entire move distance is at the slower broken-ground rate, so it may only move another 4" for a total of 13" (6" broken-ground rate on road x1.5 good-road bonus = 9", + 4" broken-ground rate through woods = 13").



advance or withdrawal. An oblique cannot be combined with a wheel or march by the flank. A unit may oblique either left or right, but not both in the same phase. The unit may refuse one or both flanks after completing its movement. A charging unit may oblique only at the beginning of its charge.

An new oblique template is provided to help determine the angle and movement cost (Figure 8). The template is located on the last page in this book. The templates also can be downloaded for free from the support page on our website support page. Photocopy the templates, then cut out, fold, and glue the two sides together. The oblique template shows the angle and movement cost at 15, 30, and 45-degrees. The template has both left and right oblique markings. Place the base of the template along the front face of the unit, with the outside corner of the flank stand touching the starting point for the various oblique angles on the template. Next, move the formation along the selected angle. The movement cost is listed on the template.

Road Movement

Rulebook page 32: The rules now allow both on and off road movement in the same turn using a prorated movement rate for the distance traveled on a road in good condition. Replace the Road Movement rule section with the following:

A road is a linear terrain feature the width of one stand, rated as open ground for its entire length. A road passing over a bridge or through a shallow ford is considered open ground. Units in march column, broken units, limbered guns, and leaders may move on a road.

All or part of the unit or leader movement can be spent moving on a road (Figure 16). The unit or leader may move on a road if it starts movement aligned on or with at least one stand touching the road. A regiment in any other formation with at least one stand touching the road, that rolls a Double Quick, Well Handled, or Rally with Elan effect, may change formation and half move in march column on the road. Similarly, an unlimbered battery touching the road may limber up and move on the road. A march column, limbered battery, or leader also can begin moving on a road if it later makes contact with the road during movement.

To move on the road, the unit or leader simply follows the path of the road. The march column, limbered battery, or leader must be aligned on the road as it moves. There are no restrictions or penalties for changing direction as they move along the path. A unit or leader may move forward in the direction they are currently facing, or they can about face without a penalty and move along the road in the opposite direction.

All roads have a rating as being either in ***good*** or ***poor condition***. Good roads provide a ***road bonus*** for the distance traveled on the road. The road bonus multiplies the distance traveled by x1.5 for infantry and cavalry in march column, x1.5 for leaders, and x2 for limbered artillery. As a rule of thumb, for every inch spent moving on a good road, a unit or leader may move an additional half-inch for free, or an additional one-inch free for a limbered battery. Roads in poor condition do not provide a multiplier and only are treated as open ground.

Units and leaders may move entirely on a road or combine on- and off-road movement. How far they can move depends upon the current movement rate. A unit that starts aligned on or touching a road immediately can move on the road at the open-ground/road rate. If the unit does not touch the road at the start, its movement rate will be based on the level of difficulty for the terrain it must move through to reach the road. For example, if a unit moves through woods rated broken ground, the movement rate for both off and on the road will be at that rate. Likewise, if a unit starts on a road and exits at some point into broken ground, the movement rate also will be at that rate for both on and off the road. Whenever a unit combines on- and off-road movement through terrain of different levels of difficulty, it must move at the slowest rate for its entire movement.

If part of the movement was on a road in good condition, the road bonus multiplier only applies to that portion traveled on the road. A unit or leader that spends part of its movement in broken or rough ground and part on a road in good condition, must move at the slower rate for the entire distance traveled, but prorates the road bonus multiplier only for distance traveled on the good road.

A unit that starts in another formation may change formation into march column and half move. If the original formation touches the road, it immediately changes to march column and half moves on the road. If it is not in contact with the road, it may change to march column and half move to reach the road, and continue on the road with any remaining movement.

Charge

Rulebook page 36/ Charge: Cavalry may now charge a target that is also being charged by infantry. Replace the last paragraph at the bottom of the left column, on page 36 with the following text:

More than one unit may charge the same target. Infantry and cavalry may charge the same target.

Gun Maneuvers

Rulebook page 42 under Tardy: We found it too easy for guns to remove a silenced marker. Therefore, a gun can no longer perform a rally maneuver if it rolls a Tardy effect on the Maneuver Table. A gun must roll a higher Well Handled effect to rally and remove a silenced marker. If a gun fails to rally, the controlling player may choose the Tardy maneuver to limber and full retreat silenced. The following rule section from the list of Tardy maneuvers for guns no longer applies:

Rally. Same as for Well Handled maneuver.

Fire Restrictions

Rulebook page 47: Battlefield smoke made it difficult for artillery to concentrate their fire. Add the following sub-section to the end of the Fire Restrictions section:

Massing Artillery Fire. Each artillery unit maneuvering as

a battery or a separate gun section must fire at a different target. Two or more artillery units may "mass" their fire upon the same target only if the target is in canister range, or the closest or only target, or within the command radius of a designated artillery leader.

Fire Combat Effects

Rulebook page 54/ Fire Combat Effects/ Inflicting Troop Casualties: The maximum stand losses from a Withering Fire effect now is limited to 3 stands. Replace the rule section on Inflicting Troop Casualties with the section below:

Inflicting Troop Casualties. Some fire and charge combat effects require the removal of troop stands from the target unit. Stands removed from play are lost for the duration of the battle. Lost stands can lower a unit's effectiveness from fresh to worn, and eventually to spent. The player controlling the target decides which stand(s) to remove, however, the stands must be removed in such a way that the unit's formation is not changed. The command stand and label stand must be the last two remaining stands. When an infantry or cavalry unit is reduced to a single stand, the unit is removed from the game immediately.

A Galling Fire effect causes a troop target to lose one stand only if it currently is marked disordered. A Telling Fire effect causes a target to lose one troop stand or mark one gun stand damaged. A Withering Fire effect causes a minimum loss of two troop stands or wrecks one gun. The target must lose one additional troop or gun stand if the modified die result is 15 or greater.

Charge Combat Modifiers

Rulebook pages 61-62/ Charge Combat Modifiers/ Outnumbered: Cavalry no longer suffers an outnumbered modifier when outnumbered by infantry. Add the following sentence to the end of the section:

Outnumbered. . . . . The modifier is ***zero*** if cavalry is outnumbered by infantry.

Rulebook page 62/ Charge Combat Modifiers/ Charging with Cold Steel (CS) or Breakthrough Charge: A crack unit can now both fire and charge with cold steel. Replace the entire section with the following text:

Charging with Cold Steel, Lancers, or Breakthrough Charge. ***Add one*** to an attacking unit if the controlling player declared the unit was charging with ***cold steel*** during the Maneuver Phase. With the exception of elite troops, a unit charging with cold steel cannot fire during the Musketry & Cannonade Phase, but has a greater chance to charge home and contact its target. American and Mexican infantry, and only American cavalry, have the option to charge with cold steel. All charging infantry and cavalry allowed a ***breakthrough charge, add one*** in the second round of charge combat. A charging unit loses the cold steel or breakthrough modifier after rolling a Desperate Struggle effect.

Most Mexican cavalry are armed with lances. ***Lancers*** only ***add one*** in charge combat when charging disordered or broken infantry, or limbered or silenced guns. Dismounted and stationary cavalry do not have the option to charge with cold steel.

In most cases, infantry cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with their muskets unloaded, so as not to tempt them to stop and shoot during the charge. It was commonly observed that once troops halted and fired it was difficult to get them to move forward again. However, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet. Elite troops have an additional advantage in combat. They can both charge with cold steel with its +1 charge combat modifier, and fire during the Musketry & Cannonade Phase. They cannot fire during a breakthrough charge.

Twilight & Night Turns

In the basic rules for twilight turns on page 17 in the *Regimental Fire and Fury* rulebook we were using a definition of twilight that technically is civil twilight, which is half as long as nautical twilight. The longer nautical twilight can be played as an optional rule. Several of the scenarios (Elkhorn Tavern, Kernstown, Brawner's Farm, and Iuka) in this book continue past sunset and use the optional rules for twilight and night turns.

Twilight. The number of twilight turns and the effects of twilight now are more consistent with the modern military definition for twilight. Morning twilight lasts for approximately one hour from the instant of first available daylight (dawn) until sunrise. Evening twilight lasts approximately one hour from sunset until the instant of last available daylight (dusk). Military operations are limited during twilight because, under good atmospheric conditions, the outline of ground objects is distinguishable, but details cannot be seen. The beginning and ending times for twilight can vary depending upon the time of the year and latitude.

A scenario now can have up to four 15-minute twilight turns. The gradual fading of sunlight during evening twilight is represented by reducing the maximum distance allowed on each turn for weapon range, starting with 48" on the first turn after sunset, down to 36" on turn two, 24" on turn three, and 12" on turn four. During morning twilight the distances are reversed as the light increases for four turns before sunrise.

In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 4".

Night. The game length may continue past twilight into night. The number of night turns can vary depending on historical accounts and the scenario design. The maximum distance weapons can fire can change depending upon atmospheric conditions. On an overcast or moonless night weapon range is restricted to 4". Increase the distance to 8" on a clear moonlit night, and out to 12" when there is a full moon.

In a maneuver check during a night turn, a unit can be in command only if it has an attached leader. All other units must roll on the out-of-command column on the Maneuver Table. A unit receiving a Double Quick or Well Handled effect may only perform a Tardy maneuver. All other Maneuver Table effects remain the same. Firing stands suffer a -2 modifier for target in full cover, however, the modifier does not apply if the firing stands are in a participating unit or are incidental stands in a charge combat.

MEXICAN WAR VARIANT RULES

This section covers modifications and additions to the basic rules for of the MAW variant.

Troop Formations

Rulebook page 28: The extended line formation is now called open order. Open order can expand or contract its frontage by deploying in one or more ranks with intervals between stands. Replace the Extended Line sub-section with the following:

Open Order. This formation represents a regiment loosely deployed with intervals between each soldier. Not all units have to ability to maneuver and fight in open order. Only units designated in the scenario as light (Lt) troops may deploy in open order. Open order can change its frontage to conform to the tactical situation and terrain. Open order has a faster movement rate than a line formation and applies a better cover modifier in fire combat, but is more vulnerable in charge combat.

A unit in open order changes frontage by adjusting intervals between stands and/or by shifting stands between its front and rear ranks (Figure 10). Troop stands can be placed in a single rank with an interval of from one-half-inch to one-inch between adjacent stands, to represent a thin skirmish line. A denser open order formation can be represented by contracting the frontage into two or more ranks deep with intervals between the stands in each successive rank. Stands are distributed as evenly as possible between the ranks with each stand overlapping the intervals between the stands in front.

A unit must perform a change formation maneuver to change into or out of open order from any other formation. However, a unit in open order can either expand or contract its frontage at the beginning or end of movement. It may expand or contract its frontage on one or both flanks. While changing its frontage, the unit must maintain the same facing and may refuse one flank up to 45-degrees. Note, the unit may either expand or contract its frontage, but not do both in the same turn.

The scenario should specify which units are light troops that can deploy in open order, and if they can also deploy in other formations, such as line, field column, and march column. Note that some light troops such as militia, riflemen, dismounted dragoons, pickets, and Indians may only deploy in open order.

Open order moves faster over open, broken and rough ground than a line formation. Troops deployed in open order as a thin skirmish line may perform a hasty maneuver to evade charging enemy infantry. The evading unit full retreats broken. S***ubtract one*** from the die roll when firing at a target in open order or

Figure 10. Open Order.

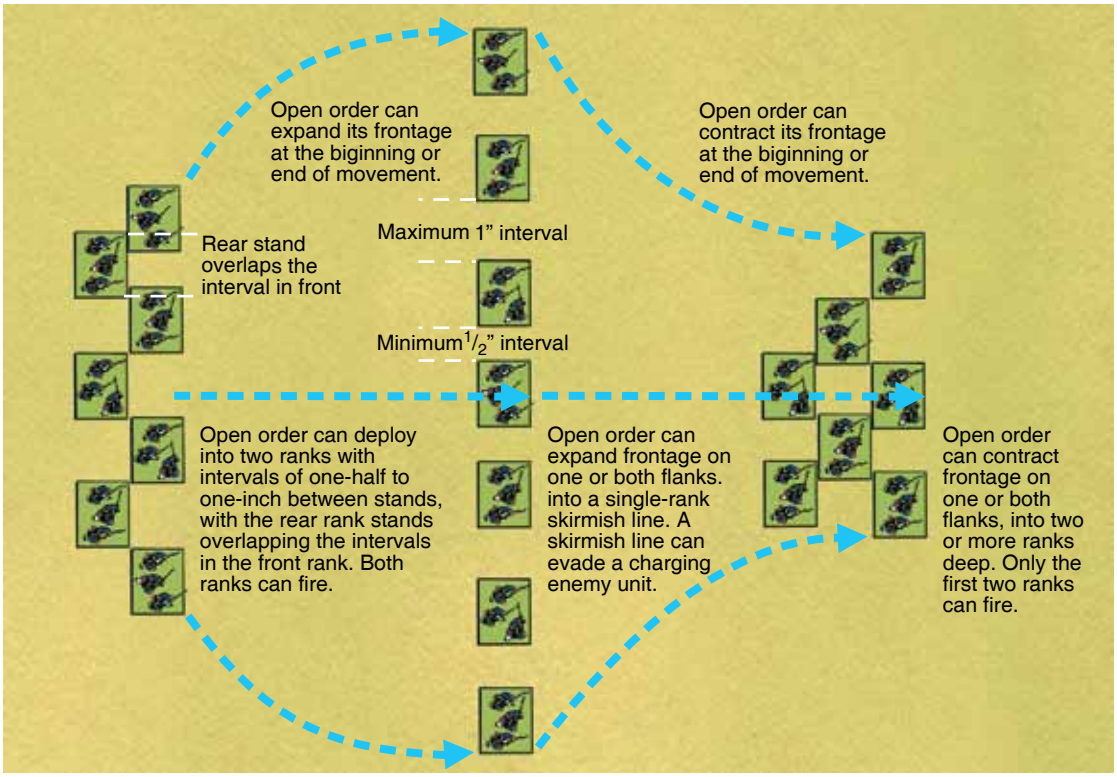
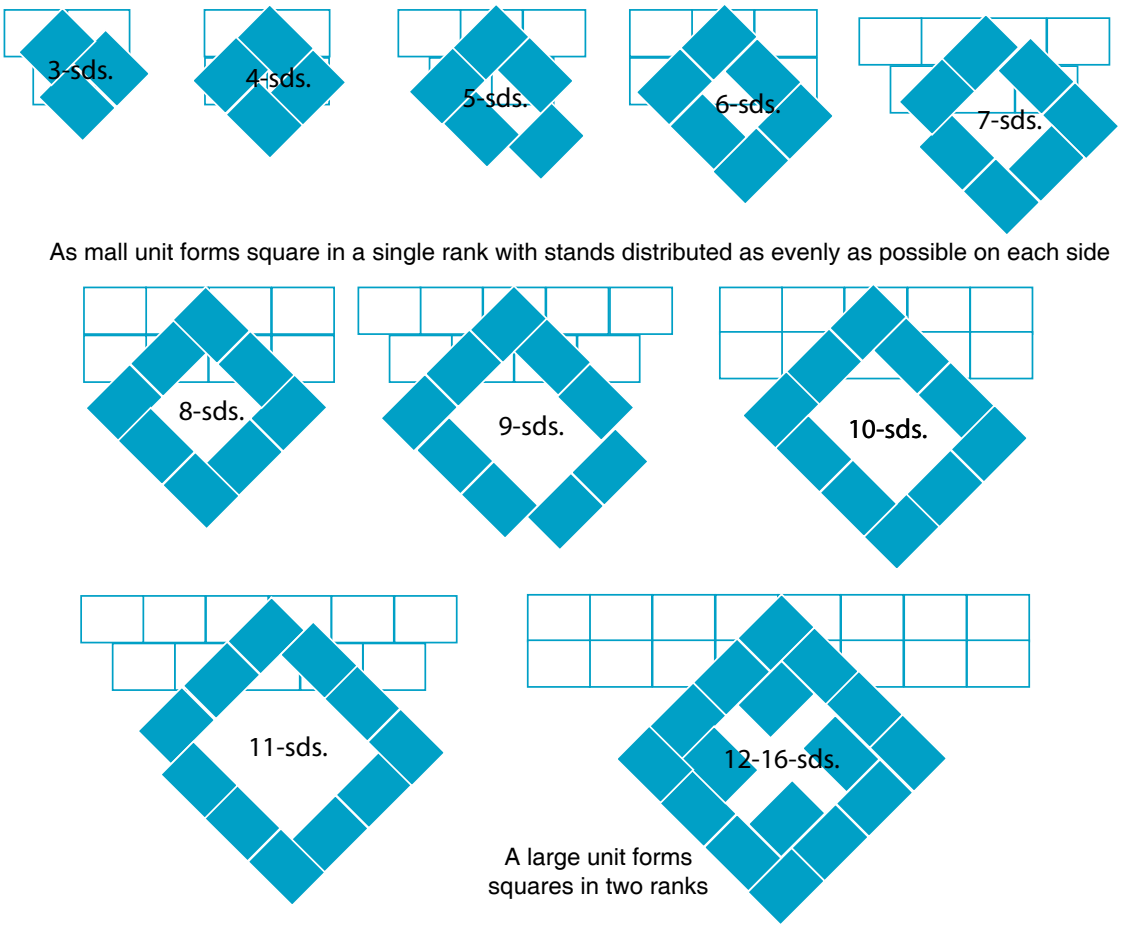


Figure 11. Forming Square



subtract two if the target is behind partial or full cover. An open order also can use minor terrain features such as brush as partial cover. Open order is at a disadvantage in charge combat and applies a ***minus one*** combat modifier. As with a line formation, only stands in the first two ranks in open order may fire.

Evade

Troops deployed in open order as a thin skirmish line, represented by all stands arranged in a single rank with intervals between stands, may voluntarily **evade** charging enemy infantry. Before the charging unit makes contact, the skirmish line may perform a Hasty maneuver to full retreat broken toward the friendly table edge, or it may halt sooner by taking refuge immediately behind a friendly unit in open order, line or field column to its rear. The broken unit may retreat around both friendly and enemy units.

The charging unit may carry the position or continue to charge with its remaining movement toward the evading unit. Mark the charging unit disordered at the end of the phase if it charged over broken or rough ground. A unit cannot evade if charged by enemy cavalry, or when deployed in any other formation, including open order in two or more ranks deep.

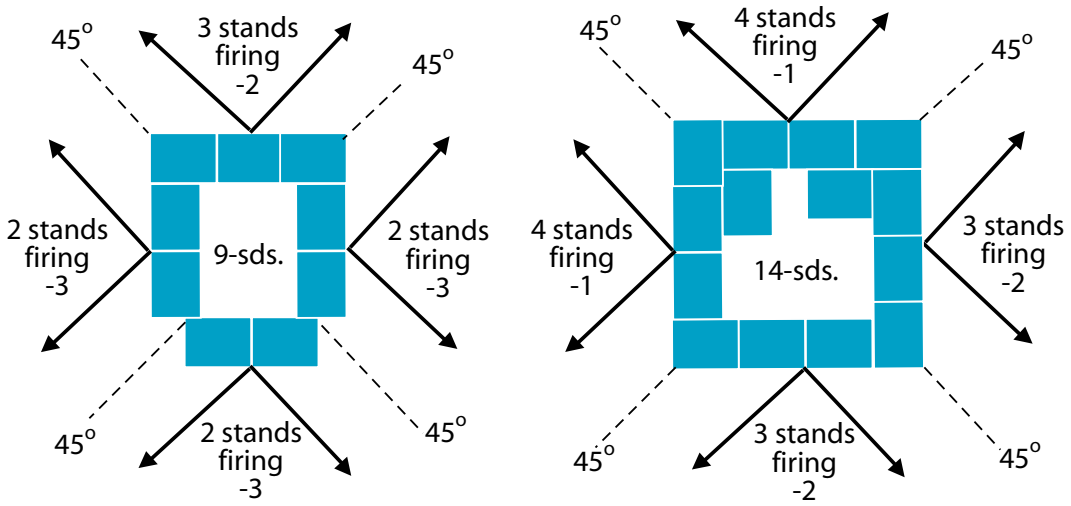
Infantry Square

Rulebook page 28: This new section should follow Troop Formations:

Infantry can reduce their vulnerability to a mounted cavalry charge by redeploying into an all round defense formation called the ***square***. During the American Civil War, squares were rarely used because cavalry was more vulnerable to the increased firepower of troops armed with long range rifled muskets. During the Mexican-American War the infantry in both armies were trained to form square, but rarely used.

A square is represented by arranging the unit's stands in a hollow box, with stands distributed as evenly as possible on each side (Figure 11). One side of the newly formed square must face in the same direction as the previous facing, with the center of that side overlapping the front and center of the old formation. A unit with an odd number of stands may place the extra stand on any side. A large unit with more than twelve stands must deploy its additional stands in a second rank placed inside the square and distributed as evenly as possible on each side. Only infantry may form square. Dismounted cavalry cannot form square.

Figure 12. Square in Fire Combat



There are two methods of forming a square. The first is a deliberate square performed as a normal change of formation maneuver during the unit's maneuver check. The second is a hasty square performed as a hasty maneuver in the opposing player turn immediately after charges are declared.

Forming a Deliberate Square. A unit must receive a Well Handled effect in its maneuver check in order to change from any formation to a deliberate square, and it also may move half either before or after the change.

A unit with a Tardy effect must start in a line or field column formation and hold its position to form square. A unit in extended line or march column cannot form a deliberate square if it has a Tardy or worse effect. It must first change into a line or field column in its turn, and then can form a hasty square in the opposing player turn.

Troops rated raw are marked disordered if they form a deliberate square over broken or rough ground. Note, the American Civil War era term for "green" troops is replaced with "raw" when playing other RFF variants.

A unit that starts the turn in a square formation and receives a Fall Back or Rally effect does not retreat beyond close range. Instead, it holds its position in good order and any sheltered gun crews remain inside the square.

A unit that starts the turn in square adds one to the base die result in its maneuver check. A square has limited movement, which is listed on the Movement Rates Chart. A square with either a Well Handled or Double Quick effect moves 4" over open ground, 3" over broken ground, and 2" for rough ground. The movement rate is halved from a Tardy effect.

A unit in square must perform a Tardy or Well Handled maneuver to deploy back into a line, extended line, or field column. The new formation may face in any direction. A front and center stand of the new formation must overlap at least one stand in the old square formation. The basic rule for deploying into march column still applies. The unit must perform a Well Handled maneuver with one stand moving up to a half move away from the square and all remaining stands placed behind it in a single file. Raw troops are marked disordered if they change from a square into any formation over broken or rough ground.

Forming a Hasty Square. A unit in line or field column also may form square as a hasty maneuver in the opposing player turn in response to an enemy charge. After the opposing player declares all charges, a player must declare which of his infantry units are forming a hasty square. Each unit must form a separate square. Hasty squares are formed before any charging units are moved. A unit in extended line or march column cannot form a hasty square.

Units may form a hasty square if they are the target of a charge, in the path of a charge, or behind or adjacent to a unit that is the target of the charge. If a unit located behind or adjacent to a defending unit might be the target of a breakthrough charge, it must form a hasty square before the first charge movement is conducted. It cannot form square in response to a breakthrough charge after the first round of combat has been resolved. Raw troops in any type of terrain are marked disordered if they form a hasty square. A charging unit must still charge its target that formed square.

In fire combat, firing stands receive a +2 modifier for enfilade when firing at a square. The two stands in square may fire in any direction, however, each stand must fire at a separate target. Each stand may combine its fire with other units when firing at the same target.

Squares in Fire Combat. A square with its added depth and compactness has an increased risk from enemy fire, while fire from the square is greatly reduced. A unit firing on a square adds two to the base die result in fire combat. An abandoned gun and its gun crew sheltered in a square cannot be targeted.

A square may fire in any direction. All the stands on each side of the square may fire, but must fire at the same target within a 45-degree arc of fire between the corners of the square (Figure

12). Each side of a square may fire but must fire at a different target. Stands in the second rank of a large unit square may also fire out of the side they are facing. The side of a square must combine its fire with the fire from other units in any formation including a square, when firing at the same target.

Squares in Charge Combat. A defender in a hasty square subtracts one from the base die result in charge combat. Subtract three if the target of a charge was outflanked before forming a hasty square. The outflanked modifier is noncumulative and takes priority over the modifier for hasty square. A square is only considered to be hasty when resolving charge combats in the opposing player turn it formed, including in any second combats following a Desperate Struggle effect or a breakthrough charge. There is no modifier for a deliberate square. A defending unit in square adds one for favorable ground when defending on higher ground or if the attacker charged over broken or rough ground. Sheltered gun crews do not count when determining which side is outnumbered. The charge modifier for cavalry charging over open or broken ground is reduced to zero when charging a square.

If a square is defeated by a Hard Pressed effect, it is marked disordered and loses a stand if already disordered, but does not retreat. Instead the winning attacker must retreat 2" in good order, and attacking cavalry may recall in good order. Normally when an outflanked unit is defeated in charge combat, all combat effects require the unit to retreat broken, however, if the outflanked unit formed a hasty square and only suffered a Hard Pressed effect, it still holds its position and the attacker must retreat in good order instead. A square is broken if defeated by a Driven Back or Swept from the Field effect. In both cases the defeated unit must full retreat broken, and depending upon the severity of the effect, loses one or more additional stands. Abandoned gun crews in a broken square are eliminated in addition to any other loses.

Sheltered Gun Crew. An infantry unit in square also may shelter the crews of any adjacent gun stands that are within 4". The crew may take shelter inside the square as a hasty maneuver and are considered to have abandoned their guns. To represent an abandoned gun, keep the gun model unglued to the base and simply leave the loose gun in place and move the stand with the crew attached to the base to a location inside or behind the square formation. Mark the abandoned gun model silenced.

A gun crew may remain sheltered with the troop unit as long as the unit remains in square, or the crew can return to its abandoned gun and perform a maneuver check to attempt to a rally and remove the silenced marker.

Storming a Defile

In rare tactical situations, a regiment may temporarily change formation into a ***storming column*** to move or charge through a narrow terrain feature called a ***defile***. A defile is a path through impassable or difficult terrain that restricts the formation's frontage to only one stand. Defile examples are: a bridge or ford over a river or creek, a causeway through a swamp or marsh, a road running through a ravine or passing through rugged terrain, a railroad cut, or a town street. The scenario should identify terrain designated as a defile.

To form a storming column, the regiment must start within one-half move distance measured along the path of the defile, and must roll a Double Quick, Well Handled, or Rally with Elan effect in its maneuver check. A storming column looks the same as a march column. Move the closest stand in the current formation through the defile, place all remaining stands behind it in single file, and switch the command stand to the head of the column. A unit already in march column simply is declared a storming column before moving. Dismounted cavalry must mount up to form a storming column. The storming column may move up to half the full-move rate for march column and follow the path through the defile. A brigade with a Double Quick effect may move half the faster movement rate, and it may also move through the defile at the prorated road bonus if on a good road.

If an enemy unit is located in or on the far side of the defile and within the half-move distance, the storming column must charge along the path of the defile into contact with the enemy and resolve charge combat. If the column exits the defile before making contact, it must continue to charge toward the enemy unit by the most direct path. A storming column is enfiladed from all directions. A storming column may charge with cold steel or fire, but only the front stand in the column may fire. In charge combat, a storming column counts all stands for determining which side receives the outnumbered modifier. Unlike a march column, a storming column is not considered outflanked in charge combat.

If the storming column wins the charge combat by a +1 or more die roll difference, it must carry the position and change formation again, space permitting, into line, supported line or field column, or garrison a structure. It may refuse one or both flanks, and is marked disordered. If defeated, the attacker must full retreat broken back through the defile. If the end of the defile is undefended, the storming column changes formation in good order immediately after exiting the defile. A storming column cannot conduct a breakthrough charge.

Unit Experience

The colloquial Civil War terms Crack and Green are now respectively called Elite and Raw. Also the criteria for each successive rating has changed. Replace the guideline for rating unit experience as follows:

An experience rating is assigned to each unit in the scenario. This rating does not change during the battle. Both troops and guns are rated. Units are assigned one of four ratings: ***elite*** (very good), ***veteran*** (good), ***trained*** (average), and ***raw*** (poor). Generally, each unit is rated by how well it is drilled and its combat experience. The list below provides a guideline for rating unit experience.

Raw (Raw). Poorly drilled troops with little or no combat experience.

Figure 13.
Unit Effectiveness Table
Fresh / Worn / Spent

Spirited	Reliable	Unreliable	Dispirited
2/-/1	2/-/1	2/-/1	2/-/1
3/-/1	3/2/1	3/-/2	3/-/2
4/2/1	4/3/2	4/-/3	4/-/3
5/3/2	5/4/3	5/-/4	5/-/4
6/4/2	6/5/3	6/5/4	6/-/5
7/5/3	7/6/4	7/6/5	7/-/5
8/5/3	8/6/4	8/7/6	8/-/7
9/6/4	9/7/5	9/8/7	9/-/8
10/7/4	10/8/5	10/9/7	10/-/9
11/8/5	11/9/6	11/10/8	11/-/10
12/8/5	12/9/6	12/10/8	12/11/10
13/9/6	13/10/7	13/11/9	13/12/11
14/10/6	14/11/7	14/12/9	14/13/12
15/11/7	15/12/8	15/13/10	15/14/13
16/11/7	16/12/8	16/13/10	16/15/14
17/12/8	17/13/9	17/14/11	17/16/15
18/13/8	18/14/9	18/15/11	18/17/16
19/14/9	19/15/10	19/16/12	19/18/17
20/14/9	20/15/10	20/16/12	20/19/18
21/15/10	21/16/11	21/17/13	21/20/19
22/16/10	22/17/11	22/18/13	22/21/20
23/17/11	23/18/12	23/19/14	23/22/21
24/17/11	24/18/12	24/19/14	24/23/22
25/18/12	25/19/13	25/20/15	25/24/23

Trained (Trn). Poorly drilled troops with combat experience, or well drilled troops with little or no combat experience.

Veteran (Vet). Well drilled troops with combat experience.

Elite (Elt). Specialized or seasoned troops.

Unit Effectiveness

Rulebook page 9: A fourth and lower morale category called Dispirited is added to the Unit Effectiveness Table (Figure 13(. Add the following sub-section to the end of the Unit Effectiveness section:

Dispirited Morale. A dispirited rating is applied to Mexican national guard and auxiliaries or any unit that lacks regular discipline or continuous field service. Dispirited units have no staying power. A dispirited unit that starts with 12 or more stands, drops from fresh to worn after losing its first stand, and to spent after losing a second stand. A smaller dispirited unit drops from fresh to spent after the loss of only one stand.

Mexican National Guard and Auxiliaries. All American Regulars and Volunteers and Mexican Permanent units and Active Militia were subject to military regulations and discipline, and continuous campaigning and combat experience turned them into professional soldiers. However, Mexican National Guard and local auxiliaries such as rancheros, were locally raised part-time military organizations, called up in an emergency to serve for short periods of time. Their officers, had little or no military experience, and were either elected by the men or political appointees. The rank and file generally were poorly trained and equipped, and lacked regular discipline and combat experience.

Mexican national guard and auxiliaries should be rated raw for their unit experience. They are assigned the lowest morale class called dispirited for determining their unit effectiveness. A leader can never be fully in command of these units, and must apply a -1 maneuver check modifier for provisional command, even when the order of battle lists the unit as being under his immediate command. In charge combat, the National Guard and auxiliaries receive an additional -1 die roll modifier.

Weapons

Rulebook page 9/ Weapons: Replace the entire Civil War era weapons section with the following:

The weapons used during the Mexican-American War were predominately smoothbore. Better equipped with small arms and cannon, the American Army was a stark contrast to the antiquated and in poor condition weapons the Mexicans inherited from the Spanish or imported from the British.

AMERICAN WEAPONS

American Infantry and cavalry small arms are classified as follows:

Musket (M). American infantry are armed with smoothbore muskets (M), which can fire further than the inferior muskets used by the Mexicans. Infantry were issued either the Model 1835 Flintlock Musket or the newer Model 1842 Percussion Musket. Both are muzzle-loaders firing a .69 caliber bullet, with an effective range under 100 yards, and could be fitted with a bayonet for close in fighting.

Musket-armed troops can fire an ammunition innovation called buck and ball, a paper cartridge containing one round ball and three buckshot. Troops firing buck and ball apply a +1 fire combat modifier when charging or being charged during fire combat.

Rifle (R). The longer range rifles from this era are as effective as the inferior rifles used later in Civil War. A few infantry and cavalry units were armed with the muzzle-loading percussion rifle called the Model 1841 Mississippi Rifle. The Marines were armed with the Model 1819 Hall Breechloading Rifle.

Carbine (C). At close quarters the Regular dragoons relied on a heavy sabre and one or two single-shot pistols, or the new Colt .44 revolver. These side arms have too short a range to be effective in fire combat, so they must be abstracted as weapons used in charge combat. Dragoons were also armed with either the .52 caliber Model 1843 Hall Breechloading Carbine, or the Model 1847 Musketoon. These short-ranged, smoothbore weapons are grouped into a single category for carbine, which can only be fired while dismounted.

American artillery was technologically more advanced than their Mexican counterpart. There are five categories of guns and one for rockets as follows:

Light Gun (LG). The American light gun category represents the highly mobile Model 1840 6-pound bronze smoothbore gun. The light gun is mounted on a horse-drawn, light carriage (hlcLG), and is the standard field piece in all field batteries and Ringold's Battery of flying artillery (flcLG).

Light Howitzer (LH). A field battery sometimes included a light howitzer section equipped with the Model 1840 12-pound howitzer. The light howitzer is mounted on a horse-drawn, light carriage (hlcLH). Scott's army also fielded a composite battery of mountain howitzers and rockets The Model 1835 12-pound Mountain Howitzer (mlcLH) has the same combat and movement ratings as a light howitzer but with one exception, it can be hand hauled 4" instead of the standard 2".

Heavy Gun (HG). A heavy field battery is equipped with the Model 1840 12-pound bronze smoothbore gun. A heavy gun is mounted on a heavy carriage (hcHG) which has a slower movement rate.

Heavy Howitzer (HH). A heavy field battery sometimes included a section of heavier 24-pound howitzers. A heavy howitzer is mounted on a heavy carriage (hcHH) so they move at the same slow rate as a heavy gun.

Siege Gun (SG). Siege guns cover a broad category of large bore artillery that include 18-pound and 24-pound guns. A siege gun is mounted on a heavy carriage, but is more cumbersome, so it has a slower movement rate than other heavy carriage artillery.

Hale Rocket (HR). The Hale Rocket is a minor improvement over the earlier Congreve Rocket used during the War of 1812. Rockets are notoriously inaccurate. In fire combat, the controlling player must first roll the die to see if the fire points from each rocket stand can be applied to the target. Rockets are transported on a light carriage (lcHR) and can be hand hauled 4", the same as a mountain howitzer. The unusual rockets can only fire at targets over 12".

MEXICAN WEAPONS

Mexican Infantry and cavalry small arms are classified as follows:

Inferior Musket (IM). Mexico lacked an arms industry to produce there own weapons, and had to rely on imported arms, mostly from Great Britain. These were for the most part antiquated and in poor condition. The standard infantry firearm was the outdated India Tower type "Brown Bess" smoothbore musket. Mexican gunpowder was also of inferior quality. To compensate, soldiers rammed extra powder down the barrel, which when fired, caused a nasty kick to the shoulder, which spoiled their aim. To avoid the excessive recoil, some soldiers fired 'from the hip.' The inferior musket may only fire at targets band close range out to 4".

U.S. Regulars advance in field column, supported by a battery of flying artillery.

Inferior Rifle (IR). one cavalry regiment of Mounted Rifles and only the light company (Cazadores) in an 8-company infantry battalion were issued the outdated Baker Rifle. The Baker fired a patched round ball accurately out to 200 yards, but poor maintenance and inferior gunpowder reduced its range and accuracy. This weapon is rated as an inferior rifle with a reduced close range band out to 4" and the same maximum range out to 12" as the earlier rifle used by the Americans. The troops equipped with rifles are too few in numbers, so this weapon type should rarely be represented in the game.

Figure 13. U.S. Unit Ratings

Unit	Experience	Effectiveness	Weapon
1st - 8th Regular Infantry 1st Artillery	Veteran or Crack	Spirited	M
9th - 15th Regular Infantry 2nd - 4th Artillery	Veteran	Spirited	M
Mounted Rifles, Voltigeurs (10th Inf.)	Veteran	Spirited	R
Converged Rifles	Veteran or Crack	Spirited	R
Volunteer Infantry	Trained or Veteran	Spirited	M
1st Mississippi Rifles, Marines	Trained or Veteran	Spirited	R
1st and 2nd Dragoons	Crack	Spirited	C
3rd Dragoons	Veteran	Spirited	C
Volunteer Cavalry	Trained	Spirited	R
Light Field Artillery, Flying Artillery	Crack	-	LG, LH
Heavy Field Artillery	Veteran	-	HG, HH
Siege Artillery	Veteran	-	SG,SH
Howitzer and Rocket Battery	Veteran	-	H, RK

Mexican artillery was inherited from the Spanish Army after Mexico declared its independence. The Napoleonic-vintage guns are more cumbersome, shorter ranged, and less effective than American artillery. Mexican guns did not have canister ammunition. Instead, the guns fire a less effective grapeshot at close range. There are four types of Mexican guns.

Light Gun (LG). The Mexican light gun category represents the 4 and 6-pound smoothbore cannon, which is less effective than an American light gun. The Mexican light gun is mounted on a light carriage, but is oxen-drawn (olcLG) which moves at a slower rate than horse-drawn light guns. There is only one horse battery equipped with horse-drawn light guns (hlcLG), which can move at the same rate as an American light gun.

Medium Gun (MG). Field batteries can be equipped with a mix of gun types that can include a medium gun category representing the 8-pound smoothbore cannon. A medium gun is mounted on a heavy carriage (hcMG) which moves at the same rate as an oxen-drawn light gun.

Heavy Gun (HG). Heavy field batteries are equipped with the 12-pound smoothbore cannon. A heavy gun also are mounted on a heavy carriage (hcHG) which moves at the same rate as a medium gun and an oxen-drawn light gun.

Siege Gun (SG). Mexican siege guns cover a broad category of large bore artillery that include 16 and 24-pound cannons. A siege gun is mounted on a heavy carriage, but is more cumbersome, so it has a slower movement rate than other heavy carriage artillery.

Gun Carriages

Rulebook page 41: This new section should follow Limbered and Unlimbered Guns:

In addition to the changes in the weapon types used in the Mexican-American War, artillery also is categorized by the weight of the gun carriage and the kind of draft animal that pulled the gun.

A **light carriage** (lc) gun is comparable to the carriages used by later ACW artillery. A light carriage gun can perform all of the standard gun maneuvers listed, plus the maneuvers listed under Light Carriages Only. Flying artillery are light carriage guns that can keep pace with cavalry and may perform a special maneuver. Light guns, light and mountain howitzers, and Hale rockets are mounted on a light carriage.

The maneuvers allowed for a **heavy carriage** (hc) gun are more limited than the maneuvers allowed on a light carriage. In addition, if a heavy carriage guns receives a retreat out of close range effect in a maneuver check or in charge combat, it cannot limber and retreat, and is eliminated instead. Medium and heavy guns, heavy howitzers, and siege guns are mounted on a heavy carriage.

A **horse-drawn** light carriage (hlc) gun has a faster movement rate than an **ox-drawn** light carriage (olc) gun. American light guns and howitzers are horse drawn. American siege guns and all Mexican artillery, with the exception of one horse battery, are pulled by oxen. A Heavy carriage gun moves at a slower rate regardless of the kind of draft animal.

Flying Artillery. Company C of the 3rd Artillery, commanded by Major Samual Ringgold until his death at Palo Alto, was a well drilled and highly mobile battery designated as **flying artillery** (flcLG and flcLH). There were sufficient mounts for the gun crews to ride on horseback. In addition to a faster movement rate that can keep pace with cavalry, flying artillery may perform a special maneuver if it successfully rolls a Double Quick effect in its maneuver check. Each gun stand may perform one of the following maneuvers:

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

Charge Combat Modifiers

Rulebook page 61-62/ Charging with Cold Steel or Breakthrough Charge: An exception is made to the charge with

cold steel modifier when the attacking troops are rated elite. Add the following after that sub-section section:

Elite Troops Charging with Cold Steel. The basic rules state that a unit cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with unloaded muskets, so as not to tempt them to stop and shoot during the charge. It was a common observation that once troops halted and fired it was difficult to get them to move forward again. By contrast, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet.

Elite rated infantry units have an additional advantage when charging. They can both charge with cold steel with its +1 charge combat modifier, and conduct offensive fire that turn. They cannot fire during a breakthrough charge. There are no elite Mexican units.

The American Army

After the United Sates won its independence from England, the fledgling republic held a deep rooted distrust in maintaining a standing army. In peacetime, it's military policy was to keep a small professional army to garrison the many isolated coastal forts and frontier outposts scattered across the vast American territory. These **Regulars** were well trained and disciplined, and led by capable officer; most of the junior officers were graduates from the military academy at West Point. In wartime, the nation relied on a rapid expansion of the Regular army, augmented by a force of **Volunteers** raised by each state. The American Army during the war with Mexico comprised both Regular and Volunteer troops. The Regulars consisted of the "Old Establishment" units in existence prior to the war, and the "New Establishment" expansion of the Regular army. The Old Establishment at the start of hostilities consisted of eight infantry regiments, two dragoon regiments, and four artillery regiments drawn from forts and batteries guarding the U.S. coast line to serve mostly as infantry.

Units. The basic tactical unit for both the Regulars and Volunteers was the **regiment**. A regiment was comprised of ten companies, with a strength on paper of 100 men per company, but the field strengths were considerably less. In several battles the American Army suffered significant losses, but it was the toll of diseases, like typhoid, dysentery and Yellow Fever, that dramatically reduced the strength of a regiment long before it saw combat. The field strength of a regiment varied anywhere from 160 to 560 men (4 to 14 stands).

Individual companies are too small to represent as a separate tactical unit in the game, but a unit with fewer companies designated as a **battalion** can be represented in a battle scenario. For example, there was the Washington-Baltimore Battalion, a Volunteer unit which fought in the battle of Monterrey. In some battles, the two rifle equipped flank companies in each infantry regiment were detached from several regiments to form an ad hoc battalion. Converged rifle battalions were formed at the battles of Resaca de la Palma, Buena Vista and Cerro Gordo.

As a result of their experience as indian fighters on the frontier, the Regular dragoon regiments were accustomed to operating in small contingents, mostly for reconnaissance and screening. In a battle scenario they usually fight in small tactical units of two to four companies (2 to 6 stands). The Volunteer cavalry regiments operated in larger units on the battlefield, comparable in strength to an infantry regiment.

Most of the artillerymen in the four Regular artillery regiments fought as infantry. Only one or two companies from each regiment were equipped as batteries. There was a highly drilled and mobile light field battery called the f**lying artillery**, because the gun crews rode into battle either seated on caissons

Arista deployed his army in a nearly mile-wide line of battle across the prairie.

Figure 14. Mexican Unit Ratings

Unit	Experience	Effectiveness	Weapon
1st - 12th Line Infantry	Trained	Unreliable or Reliable	IM
1st - 4th Light Infantry, Sappers (Zapadores), Tampico Coast Guard	Trained	Reliable or Spirited	IM
Grenadiers of the Guard of the Supreme Powers,	Trained	Unreliable	IM
Military Academy Cadets	Trained	Rreliable	IM
Standing Bn. of Mexico, Mixed Santa Anna, Marines, Corps of Invalids	Trained	Unreliable	IM
Active Militia Infantry	Raw or Trained	Dispirited or Unreliable	IM
National Guard Infantry	Raw	Dispirited or Unreliable	IM
Auxillary Infantry	Raw/Iregular	Dispirited	IM
1st - 9th Line Cavalry, Jalisco Lancers, Tulancingo Cuirassiers, Light Cavalry of Mexico	Trained	Unreliable or Reliable	-
Hussars of the Guard of the Supreme Powers	Trained	Reliable	-
Mounted Rifles	Trained	Unreliable	IR
Active Militia Cavalry	Raw or Trained	Unreliable	-
Presidial Cavalry	Raw	Unreliable	-
Auxillary Cavalry (Rancheros)	Raw/Iregular	Dispirited	-
Regular Artillery	Trained	-	SG, HG, MG, LG
National Guard Artillery	Raw	-	HG, MG, LG
Saint Patrick Volunteers (Artillery)	Veteran	-	SG, HG

and limbers, or mounted on horseback. There were also batteries of heavy field guns, siege guns and captured guns. Scott's army also had a composite battery of mountain howitzers and rockets. Batteries usually had a complement of 4 to 6 guns (2 or 3 gun stands). Guns can also maneuver as an independent 2-gun gun section represented by a single gun stand.

Units ratings for experience, effectiveness and weapons are displayed on the labels provided in the order of battle for each battle scenario. Players who wish to design there own battle scenarios can use the American unit ratings shown in Figure 13 as a guideline.

Higher Commands. American armies in the Mexican-American War were relatively small, with strengths comparable to a Civil War era division or small corps; a perfect size for a *Regimental Fire and Fury* scenario. Units are usually grouped under a brigade command represented by a brigade leader with two to four regiments, and sometimes include an attached battery. As an army grew larger the brigades were grouped under a division command consisting of a division leader with two brigades.

General Zachery Taylor's Army of Occupation which entered southern Texas in 1846, was organized as three small brigades consisting of only one or two regiments each, with an attached battery or gun section. By the time Taylor's army had reached Monterrey, it had been reinforced in sufficient numbers to be organized into two small divisions under Twiggs and Worth. Each division contained two brigades, of two regiments each. There was also a brigade-size Texas Division with only two Volunteer cavalry regiments.

After the battle of Monterrey, Taylor's army was stripped of his Regular infantry in preparation for Scott's planned invasion of central Mexico, They were replaced by inexperienced Volunteer regiments who, with the few remaining Regular cavalry and artillery, either were left unbrigaded under the immediate command of the army commander, or were formed into ad hoc brigades during the battle of Buena Vista.

Scott's army in central Mexico was organized into three divisions, later increased to four. Each division consisting of two brigades of two to four regiments each, with an attached battery to one and sometimes to both brigades.

Experience Ratings. U.S. Regulars deserve higher experience ratings than units in the Mexican Army. Old Establishment infantry and artillery regiments acting as infantry, are rated Veteran at the start of the war. Most of these regiments gained additional combat experience campaigning in southern Texas and northern Mexico, and fighting in the battles at Palo Alto, Resaca de la Palma, and Monterrey. Their rating should be elevated to Crack in later battle scenarios. At the beginning of the war the first two Regular dragoon regiments and the batteries of flying artillery are rated Crack. Other batteries equipped with siege guns, heavy guns, howitzers, rockets, or captured guns are rated Veteran.

The New Establishment infantry regiments numbered 9 through 15 are rated Veteran, including the Voltigeurs (U.S. 10th Infantry). Also rated Veteran is a third dragoon regiment raised during the war, and a regiment of Mounted Rifles, which left their horses behind and fought as infantry.

The Navy purportedly unloaded their less desirables with the initial Marine contingent that landed at Vera Cruz. These were assigned to guard the supply train while the Army fought the battle of Cerro Gordo, and deserve only a Trained rating.

However, the Marine Battalion which later fought in the Valley of Mexico, culminating in the storming of Chipultapec, immortalized in the Marine Hymn words . . . *from the Halls of Montezuma*, performed gallantly and deserve a higher Veteran rating.

The newly raised Volunteer infantry regiments lacked training and disciplined and were scorned by the Regular army. Volunteer units should be rated Trained until they gain combat experience. Once a unit sees combat in a battle, its experience rating can be raised to Veteran status in later battle scenarios.

For example, the 1st Mississippi Volunteers are rated Trained the first time they come under fire at the Battle at Monterrey. After gaining combat experience in that battle their rating is raised to Veteran status the next time they are in combat at the battle at Buena Vista. None of the combat experienced Volunteer units which fought in northern Mexico under Taylor participated in Scott's later campaign in central Mexico.

Volunteer cavalry units were equally lax in training and discipline, but unlike the Volunteer infantry, their performance did not notably improve as the war progressed. However, there is one exceptional Volunteer cavalry unit deserving a Crack rating. A band of tough, experienced indian fighters called the Texas Rangers. These troops provided a small escort to General Taylor and also a Spy Company. In those days the term "spy" more broadly meant "scout." The Rangers were too few in numbers to operate as a separate unit. Amounting to not more than a single cavalry stand, they should be added to the strength of a unit of Regular dragoons in a battle scenario.

When flank companies are detached from several infantry regiments to form an ad hoc rifle battalion, the experience rating of the converged battalion is the same as the most common rating of the parent units. For example: at the battle of Resaca de la Palma the flank companies from several infantry regiments were converged into a rifle battalion under Captain McCall. In this case, all three parent units have a Veteran experience rating, therefore the rifle battalion also is rated Veteran.

Effectiveness Ratings. When you compare the historical performance of the opposing armies, the American Army held a distinctive morale advantage over their adversary. When war broke out, the call for troops to expand the army was filled entirely with voluntary enlistments. These citizen soldiers won an uninterrupted string of victories in hard campaigning from southern Texas through northern and central Mexico, and from New Mexico to California. If you consider that in many battles, they were often outnumbered while on the attack, and fighting over difficult terrain, it is not an overstatement to give all American units an effectiveness rating of Spirited.

Leaders. The American Army were fortunate to have a highly trained and experienced officers corps. Many of the junior ranking officers were West Point graduates. American superior leadership is represented two ways in the game; American leader ratings are generally higher than Mexican leaders, and American units roll on a separate U.S. command column on the Maneuver Table. See the Special Rule section under Command Columns.

Most brigade, division and army leaders should be rated Able. A few leaders who historically performed well in battle should be elevated to a Gallant rating. There is one notable exception who undoubtedly deserves a Poor rating as a division leader, Gideon J. Pillow, a politcal appointee made brigadier general of Volunteers. His military career incompetence spanned two wars.

The Mexican Army

Mexico began the war confident of victory over its Northern Neighbor. Military observers predicted the larger and more experienced Mexican Army, would easily win.

On the surface the Mexican Army looked smartly uniformed and well-trained in European military doctrine. In truth, their armed forces had numerous shortcomings. Mexico suffered from years of internal conflicts and an unstable government. The population of Mexico was half that of the United States. There was little domestic military industrial capacity, and a reliance on imports of substandard weapons and equipment. The rank and file were filled by forced conscription from the lower classes. The officers corps, recruited from the caste of social elites, were mostly ill-trained and incompetent.

The ratings for experience. Effectiveness and weapons for the Mexican Army are summarized in Figure 6.

Experience Ratings. Mexican soldiers were generally tough and disciplined, but was were often ill clothed and fed, underpaid, and poorly led by officers deficient in military education. Therefore, no unit should have a rating higher than Trained. All Mexican Regular army infantry, cavalry and artillery units are rated Trained. Many Active Militia units gained combat experience either before or during the war can also be rated Trained. Other Active Militia with less experience or with a large number of new conscripts are rated Raw. Also rated Raw are the National Guard infantry and artillery, and local defense auxiliaries that include irregular cavalry called Rancheros.

A small unit of American Army deserters, comprised mostly of Irish immigrants and calling themselves The Volunteers of Saint Patrick (San Patricios), served as artillerymen. Perhaps through fear of being captured by the American they fought well and deserve a Veteran Rating.

Effectiveness Ratings. Historically, the Mexicans lost every battle in the war, which makes it a challenge attempting to balance the scenario and give both sides a fair chance of winning. Most Mexican units should be rated as Unreliable. There are only a few Mexican units known to be of better quality which should be rated Reliable. These are the four light infantry battalions, the Sappers (Zapadores), Tampico Coast Guard, and the Military Academy Cadets. The Grenadier Guards of the Supreme Powers, a militia unit raised to protect the political leader of the country, may have been Reliable, as well as the Hussars Guards of the Supreme Powers which served as a presidential bodyguard.

An exception can be made when rating Mexican units in the first two battles of the war. At the Battle of Palo Alto the Mexicans believed they could beat the invading Gringos, In the ensuing battle, they endured heavy losses, mostly from artillery fire, and stayed on the field until nightfall. All Regular units should be given a higher Reliable rating, and their best units present at the battle, the 2nd Light Infantry, the Zapadores and Tampico Coast Guard can be rated Spirited.

After the battle the Mexican Army retreated during the night to Resaca de la Palma, a more defensible position along an ancient river bed covered with dense chaparral, which would negate the effectiveness of U.S. artillery, The next day, the American Army outflanked the defensive position and after a sharp but short engagement the Mexicans retreated. Looking from the perspective of the Mexicans, they did not consider themselves defeated on the first day and merely fell back to a better defensive position to continue the fight the next day, so their morale should remain high. A higher Mexican morale , in fact or fiction, makes for a more balanced scenario and fun game.

In contrast, at the battle of Buena Vista all Mexican Army units should be rated Unreliable. Their low morale can be attributed to the exhausted and starved condition they were in upon reaching the battlefield after a 50-mile force march through the desert in winter. In spite of their numerical superiority of three to one, they were unable to defeat an American Army comprised mostly of inexperienced Volunteers.

Lancers. There was only one Mexican cavalry unit designated as lancers, the Jalisco Lancers. The lance however was commonly used by all Mexican cavalry. A lance has a steel point on a wooden staff which requires a degree of skill to wield on horseback. The combat effectiveness of lancers is debatable. Lowered lances might have an advantage in the initial impact in a charge or in pursuit of a defeated enemy, but were a clumsy weapon at close quarters compared to the sabre. To represent the dubious effectiveness of lancers, the following rule applies:

Mexican cavalry can charge or counter charge with cold steel to represent some or all of the troops armed with lances. However, the +1 charge combat modifier for cold steel only applies when opposed by disordered or broken troops, or limbered or silenced guns. The modifier is negated if the cavalry are opposed by troops in good order or an unsilenced gun.

The Tulacingo Cuirassiers, a "heavy" cavalry unit in name only, and the Mounted Rifles were not armed with lances. Neither unit may charge with cold steel. American cavalry were not armed with lances.

"Skittish" Mexican Cavalry. Mexican cavalry were not a reliable combat arm In battle they often remained unengaged, or failed to close in a charge. Additional maneuver restrictions have been placed in the table effects to make it more difficult for Mexican cavalry to initiate a charge or to close in a charge. Mexican cavalry are more easily checked by fire. If charging cavalry receive a Checked effect from a Telling, Galling or Lively Fire effect, they cannot close and must either halt 2" from the enemy or recall. Disordered cavalry cannot charge with a full move in disorder as a Tardy maneuver, or countercharge as a Hasty maneuver in the opposing player turn.