



Massed Mexican infantry and cavalry assault the thin American line defending the Buena Vista plateau.

SCENARIO

BATTLE OF BUENA VISTA

February 23, 1847

THE SCENARIO

The scenario recreates the day-long battle on February 23rd. The battle does not include the preliminary movement and skirmishing on the previous the day. The scenario can be played by three or more Mexican players and two American players. The game can be played in 5-6 hours.

The Battle of Buena Vista was fought over a sprawling and complex battlefield. The gaming area models the dramatic, lunar-like landscape of Buena Vista Pass. Steep mountains dominate the east and west sides of the pass. A plateau forms a wide shelf at the base of the eastern mountain. Several dry-bed gullies start at the base of the mountain, flow across the plateau, and erode into a series of steep-sided ravines that descend to a narrow valley below. The ravines exit between steep bluffs overlooking the Saltillo-to-San Luis Potosi road that passes through the valley. West of this road, a network of deep gullies cut through the valley floor. La Angostura, which translates into “The Narrows,” is the name for the defile where the road passes between a steep bluff and deep gully.

The scenario map is scaled for 10 to 15mm figures, and uses the larger 50-men per stand scale. The scenario map is divided into two sections. The sections are contiguous, but their tables must be separated far enough to allow players access to both

tables. The larger Buena Vista map section covers an 8-ft. deep by 6-ft. wide playing area, depicting the eastern plateau and mountainside where most of the battle was fought.

The smaller La Angostura section is an optional 3-ft. wide by 5-ft. extension that can be set up on a side table. It extends the map westward to include the narrow valley at the base of the pass, which shows a more complete view of the tactical situation. However, the rugged terrain features in this area drastically restrict troop movement, making it unlikely that the Mexicans can break through the American defensive position there. The Mexicans have a better chance of seizing the plateau which would render the La Angostura defenses untenable.

Terrain

Terrain should be laid out as shown in the scenario maps.

Broken and Rough Ground. Terrain that is not rated as open ground is shown on the map with a rocky ground texture. The texture indicates the terrain is rated as broken or rough ground, or worse, depending upon how steep, high, or uneven the terrain feature is. How difficult the terrain effect is explained in the appropriate rules section.

Plateau. The plateau is a wide, single-level elevation that starts at the base of the eastern mountainside, and ends as a series of bluffs overlooking the narrow valley at the bottom of the pass. The plateau is considered flat and open ground where no rocky ground texture is shown. Where ravines cut into the surface of the plateau, it separates into a series of narrow spurs. The rocky textured spurs are rated broken ground.

Gullies. Several dry stream beds flow from the base of the east mountainside, to form shallow gullies that cut across the top of the plateau. Gullies are linear obstacles that do not block line of sight, and are rated broken ground to cross. An infantry unit in line or open order and aligned in a gully receive a -1 partial cover modifier in fire combat. A shallow gully does not provide a cover modifier for cavalry and artillery. In charge combat, a defending unit receives a +1 modifier for favorable ground only if the attacker charged across the gully. Rather than cutting into the plateau surface to create these shallow depressions, the gullies can be more easily represented by strips of earth-colored fabric covered by model railroad ballast and other small stones, .

Ravines, Gorges, and Bluffs. The shallow gullies that flow across the top of the plateau continue to erode into a series of deep and steep-sided ravines. Ravines vary in length, depth, and width. Several ravines narrow into gorges, which further restrict movement. Ravines that continue into the Las Angostura map extension, terminate between impassible bluffs that overlook the valley.

Ravines are a complex terrain feature to model, especially if the battlefield includes the La Angostura extension. Where ravines are identified on the map as a Gorge, only an infantry unit deployed in line, open order, march column, or assault column, or a broken unit, and aligned in the dry bed, can move through the gorge. A gorge is impassable to cavalry and artil-

lery. The Broad Ravine and Long Ravine on the south plateau, and an unnamed ravine on the north plateau are wide enough for units to deploy into other formations, and allow passage for cavalry and artillery. Where the Long Ravine rises to the level of the plateau near the base of the mountain, it becomes a wide, shallow gully for a short distance, before it resumes its climb up the mountainside as a deep and steep ravine.

Units and leaders may move through the dry bed of a ravine at the broken-ground rate. The sides of a ravine have a steep 3" slope. The line of sight into or out of a ravine is blocked at the top edge of the slope. A unit located on the plateau or on higher ground has a clear line of sight across a ravine, but it cannot see down into it. A stand must be located on the top edge of the slope to have a clear line of sight into or out of the ravine or into the valley.

Only infantry in line or open order, dismounted cavalry, and dismounted leaders may climb up or down the sides of a ravine. The ravine's slope is impassable to artillery, cavalry and leaders. A unit located outside a ravine may move down the steep slope at the rough-ground rate. A unit that starts inside the ravine and aligned with the base of the slope, may perform a scale major obstacle maneuver to move up the steep slope, and end movement aligned along the top edge of the plateau. A unit must end its movement with all of its stands located either above or below the side of the ravine.

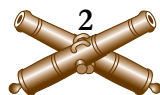
If a unit inside a ravine suffers any retreat effect, it must full retreat broken at the rough-ground rate, down the dry bed, and towards the friendly table edge. If the retreat path of a unit located above the ravine passes through the side of the ravine, the unit must full retreat broken at the rough ground-rate down into the ravine and then follow the dry bed towards the friendly table edge. Where the side of a ravine becomes a steep bluff, it is rated impassable to all units.

There is no cover modifier for a unit down in the ravine or along the top edge of the slope. A defending unit in charge combat receives a +2 modifier for strong position against an attacker charging up or down the steep slope.

Mountainside. The pass is flanked by mountains of the Sierra Madras. The mountainside runs the length of the east table edge and rises two or three elevation levels higher than the single-level plateau. The mountainside has a continuous steep and rocky slope that starts at the base of the first level of the mountain. Units move up or down the slope at the rough-ground rate and only infantry units in open order can move on the mountainside. There are no crest lines that block line of sight. Firing stands suffer a -2 modifier for full cover when firing at an open order target on the mountainside. In charge combat, a defending unit on the mountainside receives a +2 for strong position.

A single-level mountainside runs along the west table edge when the Las Angostura extension is used.

Knolls. A second-level knoll rises above the plateau overlooking the Broad Ravine's southern slope. There is also a steep and rocky third-level knoll on the mountainside where it over-

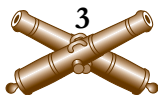
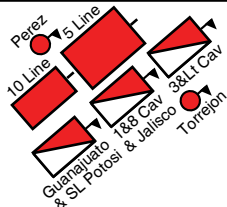
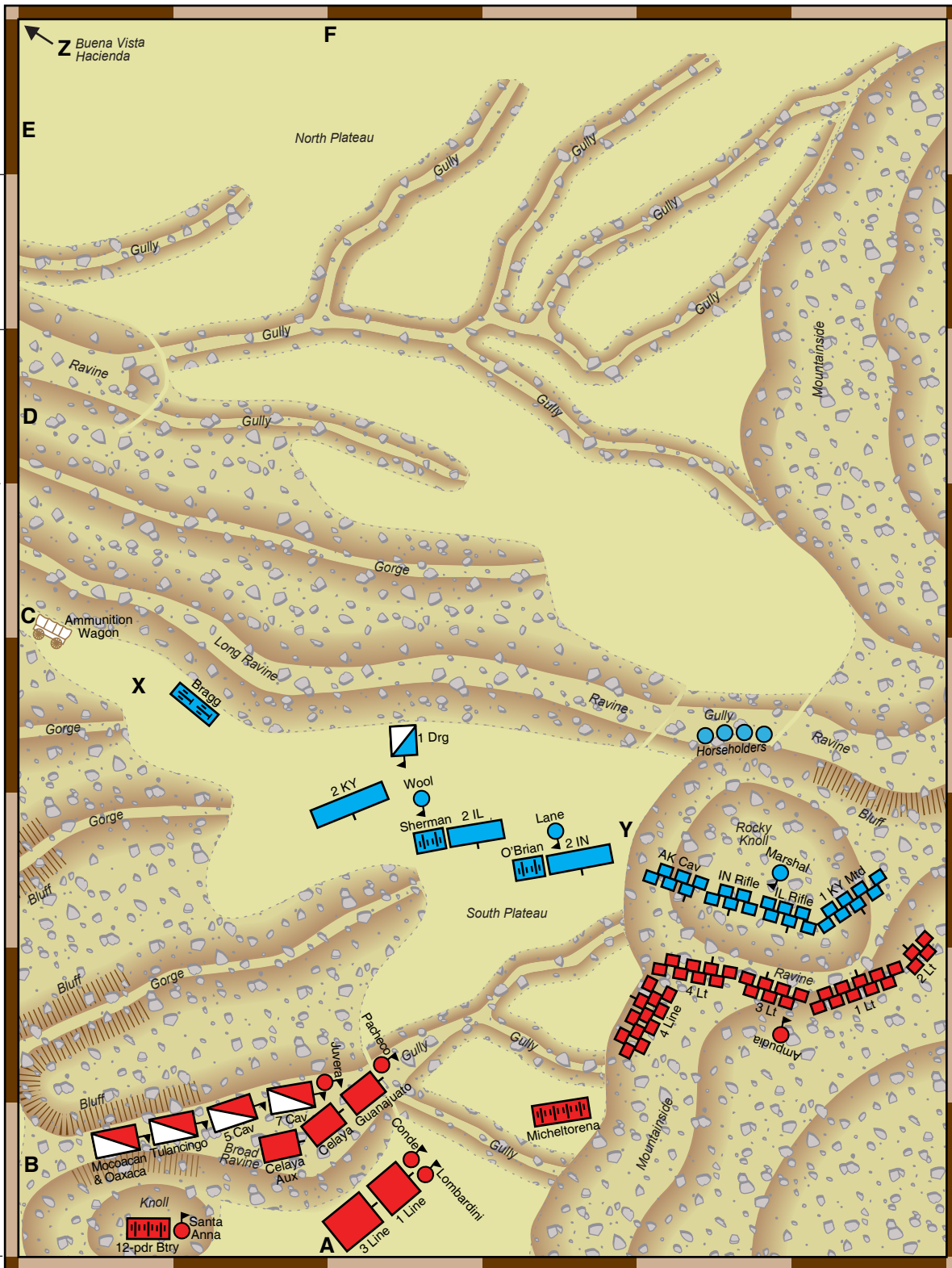


Buena Vista Scenario Map



375 yards
12"/ 15mm
18"/ 25mm
9"/ 6mm

La Angostura Map Extension



looks the Long Ravine. The knoll on the plateau is rate broken ground for movement. The rocky knoll on the mountainside is rated rough ground for units in open order or dismounted cavalry, and is impassable for all other units. Line of sight is blocked between two units separated by a knoll. There is a clear line of sight between the opposing Mexican Battery on the second-level knoll overlooking the Broad Ravine and the American battery in The Narrows.

There are two additional knolls in the valley, when the Las Angostura extension is used.

Off-table Movement. American units may exit the table at point C and enter between D-E two turns later. Likewise, units may exit at D-E and enter at C two turns later. A unit may also exit between D-E and enter at a different location between D-E on the following turn. Mexican units may exit the table at point A and enter at B two turns later. Likewise, units may exit at B and enter at A two turns later.

A unit must be in march or field column, or a limbered gun, to exit or enter the table. A broken unit that involuntarily exits the table is removed from the game and counts toward heavy casualties.

Friendly Table Edge. Broken American units must retreat toward point C or between D-E-F. A broken Mexican unit must retreat toward points A or B. The controlling player decides in which direction to retreat. The broken unit may detour around broken and rough ground and take a less difficult route, if available. For example, a broken American unit on the South Plateau either may retreat towards point C, or cross the Long Ravine where it is reduced to a shallow gully at the base the rocky knoll, before continuing toward D-E-F.

If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are eliminated and count toward heavy casualties. Any unit forced to retreat across impassable terrain is eliminated.

Order of Battle

The following number of stands is needed:

STAND	AMERICAN	MEXICAN
Infantry	55 (54)	196
Infantry command	8 (9)	28
Cavalry	21	43
Cavalry command	4	11
Dismounted cavalry	17	0
Dismounted cavalry command	4	0
Horse holder	4	0
Artillery (gun with limber)	6 (9)	9
Supply wagon	1	0
Army/division leader	2	5
Brigade leader	2	7(8)
Brave colonel or captain	6	0
Total	130 (133)	300

The higher number in parenthesis is the number of stands needed when the La Angostura extension is used.

American Forces. Total stands represent a force of 4,420 and 11 guns, or 4,720 men and 16 guns if the La Angostura extension is used.

1) Starting units and leaders:

Army 2nd-in-command leader Wool

Brigade leader Marshall with 2 infantry units (IN Rifle, and combined IL Rifle & TX Vol) in open order, and 2 dismounted cavalry units (1 KY Mtd and AR Cav)

Brigade leader Lane with 1 infantry unit (2 IN) in line

2 infantry units (2 IL, and brave colonel McKee with 2 KY) in line

1 cavalry unit (combined 1 US Dragoons & TX Rangers) in line

2 unlimbered batteries (Sherman's E/ 3 US, and brave captain O'Brian with a detachment of B/ 4 US), and 1 limbered battery (Bragg's C/ 3 US)

1 supply wagon

2) Enter on turn 4 between D-E, or on turn 5 at C: army leader Taylor with 1 infantry unit (brave colonel Davis with MS Rifles), and 1 cavalry unit (brave colonel May with combined 2 US Dragoons & Pike's AR squadron).

3) Enter on turn 4 at C: brave colonel Hardin with 1 detachment /1 IL in field column.

4) Enter on turn 4 at C, or on turn 5 between D-E: 1 infantry unit (3 IN) in march or field column, from Lane's Brigade.

5) All American cavalry receive the +1 charge combat modifier for charging with cold steel (see special scenario rule). Cavalry cannot charge with cold steel when dismounted.

6) Wool is the second-in-command of the army and may command any units within his command radius, that are not within the command radius of army leader Taylor.

7) Bragg's C/ 3 US Battery is rated as a "flying" artillery, light carriage, light gun (flcLG). All other guns are a horse-drawn, light carriage, light gun (hlcLG) or howitzer (hlcH).

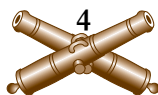
8) Alternate labels for dismounted cavalry. Note, the Ky Mtd and AR Cav start dismounted.

Mexican Forces. Total stands represent a force of 14,220 men and 16 guns.


a) Starting units and leaders:


Army leader Santa Anna









Brigade leader Ampudia with 4 light infantry units (1 Lt, 2 Lt, 3 Lt, and 4 Lt) in open order, and 1 attached infantry unit (4 Ln) in open order, from Conde's brigade














Buena Vista Scenario American Order of Battle

 2 10
US Army Taylor Gallant

 1,6
(Taylor) 2nd-in-Cmd Wool Able






 1 (Taylor) Indiana Bde Lane Able	 1 (Lane) 2 IN Trn 10/7/4 M	 4, 10 (Lane) 3 IN Trn 10/7/4 M			
 1 (Taylor) Light Troops Marshall Able	 1 (Marshall) IN Rifle Bn Trn 5/3/2 R	 1 (Marshall) IL Rifle Bn & TX Vol Co Trn 6/4/2 R	 1,5 (Marshall) 1 KY Mtd Trn 10/7/4	1 AR Cav Yell Brave Col	 1,5 (Marshall) AR Cav Raw 9/6/4

3,10  3,10	 1	1	 1			
1 IL Hardin Brave Col	(Taylor) 1 Det/ 1 IL Trn 4/2/1 M	(Taylor) 2 IL Trn 7/5/3 M	2 KY McKee Brave Col			
 1,5	2,11	 2,5 11	2,11			
(Taylor) 1 Drg & TX Rangers Crk 3-/1	2 Drg May Brave Col	(Taylor) 2 Drg & Pike's AR Crk 3-/1	MS Rifles Davis Brave Col			
1	 1,7	 1,7	 1,7	 1,7	 1,7	 1,7
B/4US O'Brian Brave Capt	(Taylor) 1/ B/4US O'Brian Vet hlcLG	(Taylor) 2/ B/4 US O'Brian Vet Half-hlcH	(Taylor) 1/ C/3 US Bragg Crk ficLG	(Taylor) 2/ C/3 US Bragg Crk ficLG	(Taylor) 1/ E/3 US Sherman Vet hlcLG	(Taylor) 2/ E/3 US Sherman Vet hlcLG

Additional Units on the La Angostura Map Extension

 9	 9,13	 9,13	 9,13
(Taylor) 2 Det/ 1 IL Trn 4/2/1 M	(Taylor) 1/ B/4 US Washington Vet hlcLG	(Taylor) 2/ B/4 US Washington Vet hlcLG	(Taylor) 3/ B/4 US Washington Vet Half-hlcLH

Dismounted Cavalry

 1 12 Ammunition Supply	 8	 8	 1,8	 1,8
	(Taylor) 1 Drg & TX Rangers Crk 3-/1 C	(Taylor) 2 Drg & Pike's AR Vet 3-/1 C	(Marshall) 1 KY Mtd Trn 10/7/4 R	(Marshall) AR Cav 4R Raw 8/5/3 4C

Photocopy and cut out labels

Vanguard Division leader Pacheco with 3 infantry units (Active Militias Guanajuato and Celaya, and Celaya Auxiliaries) in field column; brigade leader Juvera with 4 cavalry units (5 Cav, 9 Cav, combined Active Militia Michoacan & Oaxaca, and Tulacingo Cuirassiers) in field column; and 1 unlimbered battery (Micheltorena)

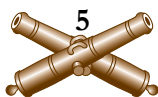
Center Division leader Lombardini and brigade leader Conde with 2 infantry units (1 Ln and 3 Ln) in field column, and 1 unlimbered battery (12-pdr)

b) Enter on turn 1 at A:

Brigade leader Perez with 2 infantry units (5 Ln and 10 Ln) in field column, from the Center Division

Brigade leader Torrejon with 3 cavalry units (combined 3 Cav. & Lt Mexico, combined 1, 7, & 8 Cav, combined Active Militia Guanajuato & San Luis Potosi) in field column, from the Center Division

The above units in each brigade enter successively behind Conde's brigade.



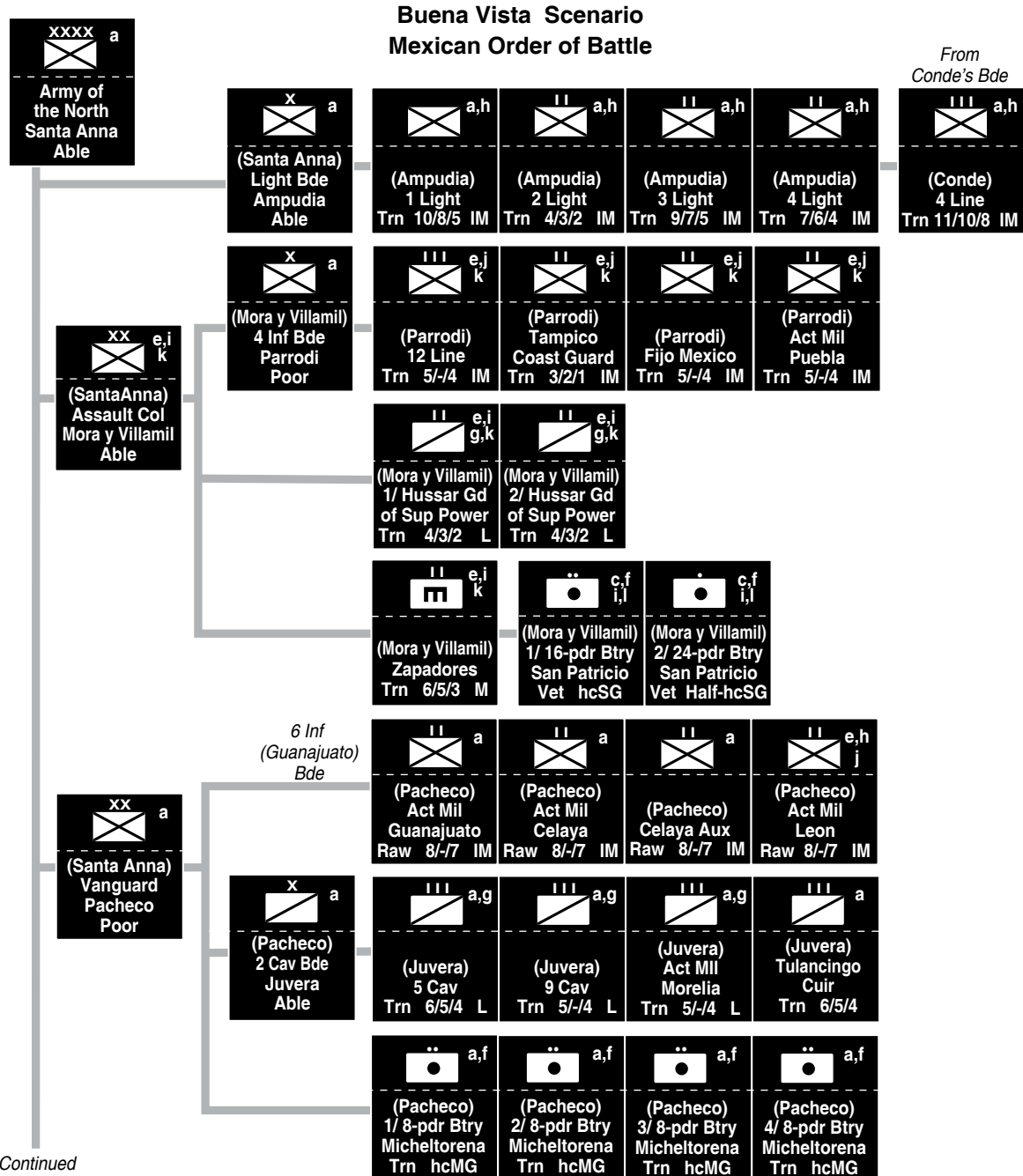
- c) Enter on turn 4 at **B**: San Patricio Battery from the Assault Column.
- d) The following units and leaders may enter at **A** or **B** on the turn after the Mexican army suffers heavy casualties:
- 1 infantry unit (11 Ln) in field column from Perez's brigade
- Reserve Division leader Ortega with 4 infantry units (Active Militias of Guadalajara, Lagos, and 2 Mexico, and National Guard Hidalgo) in field column
- Brigade leader Mejia with 5 infantry units (Mixed Santa

Anna, and Active Militias Queretaro, Aguascalientes, San Luis Potosi, and 1 Mexico) in field column

Cavalry brigade leader Andrade's with 2 cavalry units (1 and 2 Presidials) in field column

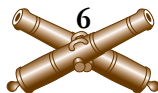
- e) Units and leaders may enter at **B** on the turn after the Mexican army suffers heavy casualties:

Assault Column division leader Mora y Villamil with 5 infantry unit (Zapadores, 12 Ln, Tampico Coast Guard, Fijo de Mexico, and Active Militia Puebla) in field column, 2 cavalry units (1 and 2 Hussar Guard of the Supreme



Continued

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Powers) in field column

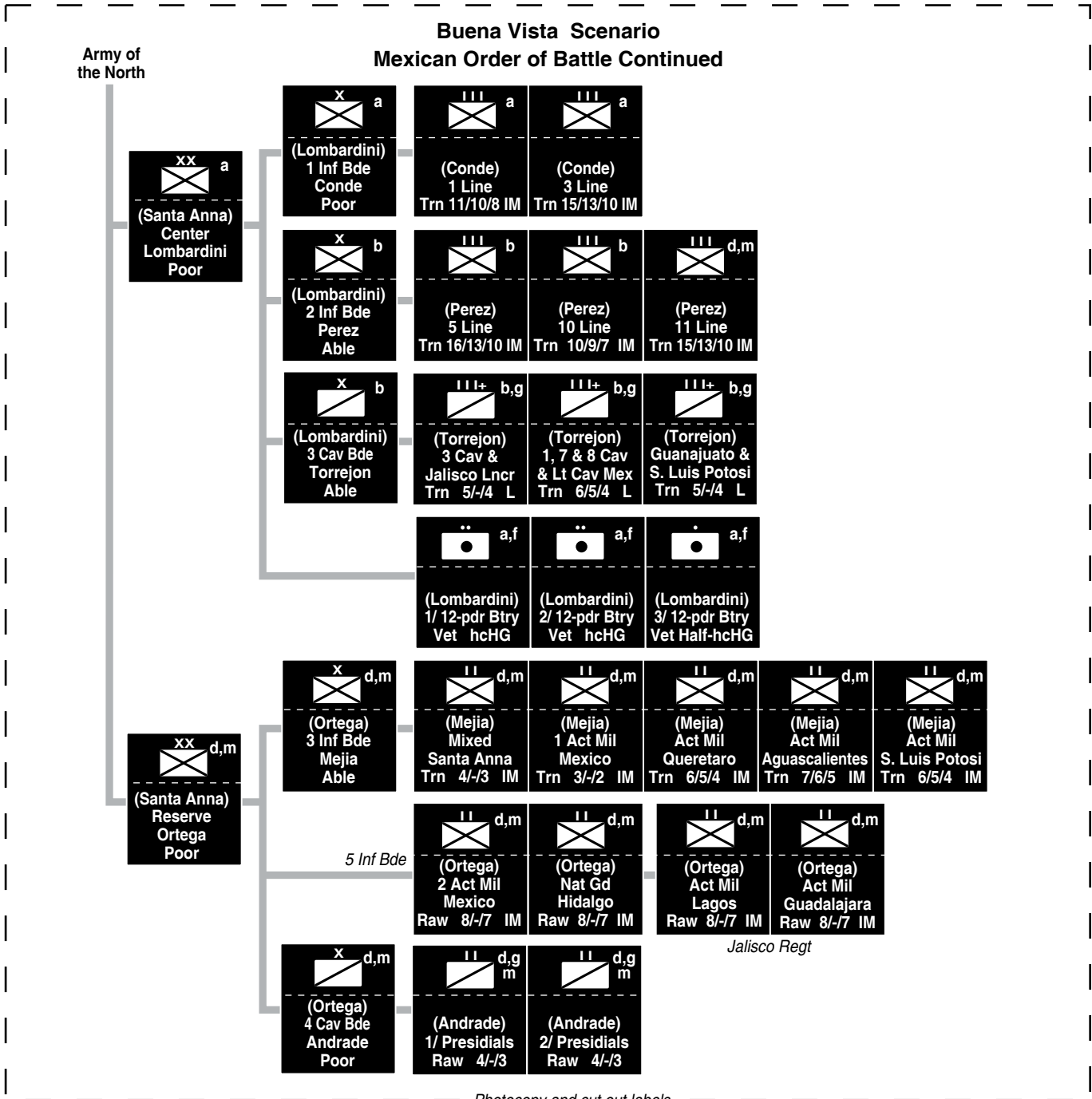
1 infantry unit (Active Militia Leon) in line, from Pacheco's Brigade in the Vanguard Division

- f) All guns are mounted on heavy carriages: 8-pdr medium guns (hcMG), 12-pdr heavy guns (hcHG), and 16-pdr & 24-pdr siege guns (hcSG).
- g) With the exception of the Tulacingo Cuirassiers, all other Mexican cavalry are armed with lances (see special scenario rule). Cavalry cannot dismount.
- h) Only the Sappers and four light infantry battalions may

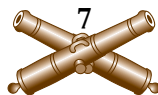
deploy and maneuver in open order. The 4th Line starts in open order but with movement restrictions. It must be in open order as long as it remains on the slope of the east mountainside. It must redeploy into another formation on the turn it exits off the mountainside.

Game Length

Historically, the battle lasted the entire day. The game uses a larger time scale of 20-minutes per turn. There are 36 game turns starting with the Mexican player turn at 6:00 AM and ending after the American player turn at 5:40 PM. However, the battle will likely be fought to a conclusion sooner, if one



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side concedes defeat, or both sides mutually agree to end it.

Victory Conditions

One side must receive more victory points than their opponent to claim victory. Victory points are awarded by inflicting heavy casualties and greater losses on the opponent and capturing a key position as follows:

Heavy Casualties. The American player receives one victory point after Mexican forces lose 43 (15%) troop or gun stands. The Mexican player receives one victory point after American forces lose 34 (35%) troop or gun stands.

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

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

Key Position Lost. There are two key positions. There is a third key position when the La Angostura extension is used.

The American defensive line on the South Plateau, below the Long Ravine, between **X-Y** is the first key position. The Mexican player receives one victory point if there are no American units located between **X-Y**, south of the Long Ravine, at the end of the game. The American player receives one victory point if at least one friendly unit occupies the plateau between **X-Y** at the end of the game.

The second key position is the Buena Vista Hacienda located off the table edge at **Z**. Mexican units may exit the table between **E-F** and attack the hacienda on the following turn. Likewise, American units may exit the table at **C** or between **D-E**, to reinforce the garrison defending the hacienda in any turn before the hacienda is attacked. The combat is resolved by opposing die rolls (see special scenario rule). If the Mexican attack is successful, the hacienda is captured and the Mexicans are awarded one victory point. If the Mexicans fail to seize the hacienda, the victory point is awarded to the Americans at the end of the game.

In addition to receiving a victory point, each turn after a Mexican unit occupies one or more key positions, all American units receive a -1 modifier in subsequent maneuver checks. If all Mexican units are pushed out of all the key positions in a later turn, the modifier is reversed and all Mexican units suffer the -1 in subsequent maneuver checks. The -1 modifier always applies to the Americans if they lose one or more key positions. The -1 applies to the Mexicans if the Americans retake all the key positions.

La Angostura Extension

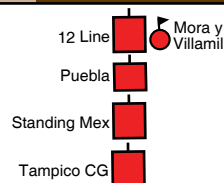
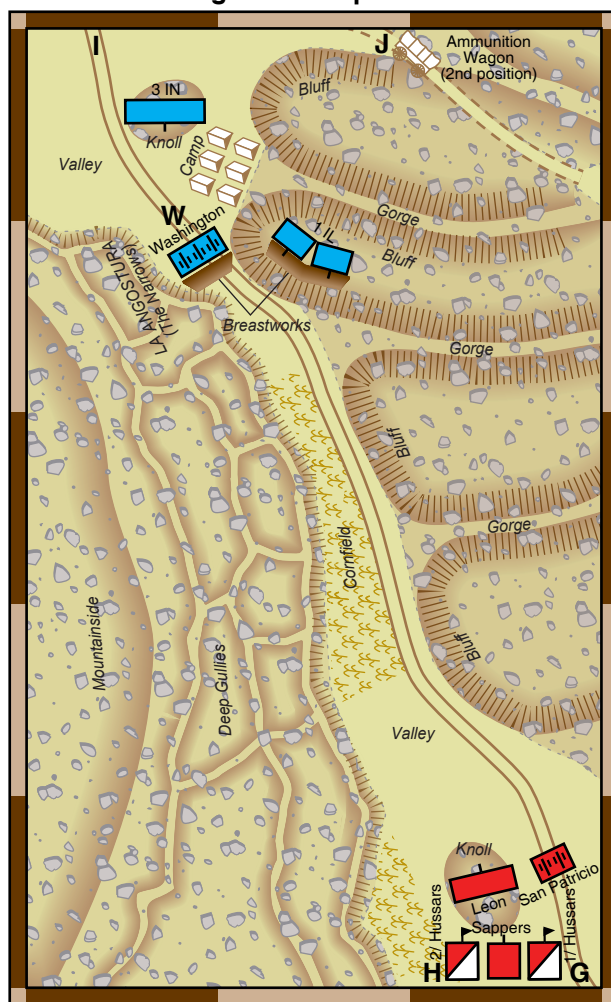
The battlefield can be expanded to include a 3-ft. wide by 5-ft. extension depicting the La Angostura extension, which depicts the edge of the plateau overlooking the narrow valley at the base of the pass. Note, the South Plateau and La Angostura extension are contiguous, but their tables should be separated a few feet apart to allow players full access to both table.

Valley. The table surface represents the floor of the valley that runs on a north-south axis between the two mountain ranges. The narrow valley is considered flat and open ground, where there are no deep gullies and knolls. The two small cornfields west of the road have no effect on line of sight, movement and combat.

Deep Gullies. A dry-river bed forms a network of deep gullies that flow through the length of the valley. Deep gullies are below ground-level terrain features that do not block line of sight. Their steep banks dropped twenty feet, which made them extremely difficult to move troops through. Deep gullies are rated impassable to all units, and neither side can access the terrain west of these gullies. The below-ground feature can be more easily represented by strips of earth-colored fabric covered by model railroad ballast and other small stones.

West Mountainside. The map shows the base of the mountainside along the west table edge. The mountainside rises one

La Angostura Map Extension



level above the valley floor. Note, the impassable deep gullies block access to the west mountain.

Roads. The San Luis Potosi-to-Salttillo road passes through the valley, between the deep gullies to the west, and steep bluffs east of the road. The road is in good condition. Units in march column, storming column, or broken, limbered guns, and leaders can move on the road at the prorated road-movement rate.

A trail behind the American lines provides access to the plateau from the valley below. Units and leaders can move on the trail at the open-ground rate when climbing or descending the side of the ravine.

La Angostura (The Narrows) Defile. The road through the valley must pass through a narrow defile. The defile is reduced to the width of the road where it passes between a steep bluff overlooking the road on one side, and a deep gully on the other side. Both the bluff and deep gully are impassable. A unit or leader must be on the road to pass through the defile. The unit must be in march column or storming column, broken, or limbered guns.

Knolls. There are two additional single-level knolls rising above the valley floor. One is immediately behind the American-held breastworks in The Narrows. The other is front of the Mexican Assault Column. These knolls are rated broken ground for movement. Line of sight is blocked between two units separated by a knoll. The knolls are not high enough for a unit located on top of the knoll to observe units on the plateau beyond the edge of the bluffs. In charge combat, a unit on top of the knolls receives a +1 for defending favorable ground.

Breastworks. The Americans constructed a breastwork of piled-stone behind the defile and on top of the bluff overlooking the road. Rock filled wagons blocked passage on the road. Breastworks do not block line of sight. Breastworks are rated broken ground to cross. In a maneuver check, a unit aligned behind breastworks receives a +1 modifier. Firing stands suffer a -2 modifier for full cover when firing at an unlimbered gun target, or an infantry target in line or open order, and aligned behind the breastworks. In charge combat, a defending unit behind breastworks receives a +2 for strong position.

Camp. The American camp behind The Narrows, is rated broken ground for movement and does not affect line of sight or combat.

Off-table Movement. When the La Angostura extension is used, Mexican units that entered and exited at **B**, must now enter and exit between points **G-H**. American units that entered and exited at **C**, must now enter and exit between points **I-J**.

The west edge of the main battlefield area and east edge of the La Angostura extension are contiguous, so units may move directly from one table to the other.

Mexican units may move off table between the plateau and the valley. A unit may exit the table between points **G-H** in the valley and re-enter two turns later on the plateau at **A**. Likewise, units may exit at **A** and re-enter two turns later between **G-H**.

American units also may move off table between the plateau and the valley. A unit may exit the table between **I-J** in the valley and re-enter two turns later between **D-E**. Likewise, units may exit between **D-E** and re-enter two turns later between **I-J**. American units may exit the table on either road at **I** or **J**, and re-enter at **I** or **J** on the following later.

Friendly Table Edge. A broken American unit on the La Angostura extension must retreat off the table between **I-J**. A broken Mexican unit must retreat off the edge between **G-H**. The broken unit may detour around broken and rough ground and take a less difficult route, if available. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are eliminated and count toward heavy casualties. Any unit forced to retreat across impassable terrain is eliminated.

Third Key Position. The breastworks across The Narrows at point **W**, are a third key position under American control at the start of the scenario. The Mexican player receives one victory point if at least one friendly unit is located in or behind the breastworks at the end of the game. The American player receives one victory point if no enemy units occupy the key position at **W** at the end of the game.

American Forces.

- 9) The following additional units start on the La Angostura extension: 1 infantry unit (2 Detachment/ 1 IL) in line behind breastworks; and 1 unlimbered battery (Washington's B/ 4 US) behind breastworks. The two units have movement restrictions. They may move but must remain on the map extension for the entire game.
- 10) The following leader and units start on the La Angostura extension instead of entering later on the plateau at **C** or **D-E**: brave colonel Hardin with 1 infantry unit (1 Detachment/ 1 IL) in line behind breastworks; and 1 infantry unit (3 IN) in line, from Lane's Brigade. The two units have temporary movement restrictions. They may move but must remain on the map extension for the first three game turns. Starting on turn 4, they may move without restrictions.
- 11) The following leader and units may enter on turn 4 between **D-E**, or on turn 5 at **I-J** on the La Angostura extension, instead of at **C**: army leader Taylor with 1 infantry unit (brave colonel Davis with MS Rifles), and 1 cavalry unit (brave colonel May with combined 2 US Dragoons & Pike's AR squadron).
- 12) The ammunition wagon now starts at the table edge at point **J** on the La Angostura extension. It cannot move.
- 13) Washington's guns are horse-drawn, light carriages, (light gun (hlcLG or howitzer (hlcH).

Mexican Forces.

- i) The following units start on the La Angostura extension:
Assault Column leader Mora y Villamil with 1 engineer unit (Zapadores) in field column, 2 cavalry units (1 and 2

Hussar Guard of the Supreme Powers)) in field column, and 1 unlimbered battery (San Patricio), from the Assault Column

1 infantry unit (Active Militia Leon) in line, from Pacheco's Brigade in the Vanguard Division

- j) The following units and leader enter on turn 1 between **G-H**: Brigade leader Parrodi with 4 infantry units (12 Ln, Tampico Coast Guard, Fixed Bn of Mexico, and Active Militia Puebla). All units enter in successive field columns behind the Sappers.
- k) With the exception of the San Patricio battery, all Assault Column units and the Active Militia Leon have movement restrictions. These units must remain on the La Angostura extension and cannot move up on to the plateau, until the turn after the Mexican army suffers heavy casualties.
- l) There are no movement restrictions on the San Patricio Battery. The battery may move up on to the plateau on any turn.
- m) Reserve units and leaders that enter at **A** or **B** on the turn after the Mexican army suffers heavy casualties, must now enter at **A**, or between **G-H** on the La Angostura extension.

Special Scenario Rules

1st Illinois Detachments. Historically, the 1st Illinois fought in two detachments. Brave colonel Hardin left behind

one detachment to defend The Narrows, and led the second detachment out on to the plateau. Hardin may move at the mounted leader rate to attach to or detach from either unit.

Buena Vista Hacienda. Historically, after the Mexicans broke through the American defense line on the plateau, a brigade of Mexican cavalry headed for the hacienda of Buena Vista, located a mile and a half behind the The Narrows. An ad hoc American force drove off the attack. Buena Vista Hacienda is a key position located at an unspecified distance off the table edge at **Z**. The Mexicans are awarded a victory point if they can capture the hacienda.

Any number of Mexican units may exit the table between **E-F** and attack the hacienda on a later turn. They may wait several turns to build up their force before launching the attack. Likewise, Americans may assemble an off-table force to defend the hacienda by exiting units between **D-E-F** or **I-J**, on any turn before the hacienda is attacked.

The Mexican player decides when to attack, and resolves a single charge combat, even if there are multiple units on both sides. All standard modifiers apply. Each side applies the modifiers of its best unit. All other units simply count for number when determining which side is outnumbered. The hacienda is a walled building complex with an intrinsic single infantry stand garrison, which the Americans can include in their defense, and receive an additional +1 modifier for defending favorable ground. If the best unit on either side is cavalry, it

Playtesting the Battle of Buena Vista back in 2009.



applies a +1 for charging over broken ground.

If the Mexicans win the combat, the hacienda is captured and the Mexicans are awarded one victory point. If the Mexicans fail to seize the hacienda, the victory point is awarded to the Americans at the end of the game. The defeated force is considered dispersed and all units are eliminated and counts towards heavy casualties. If victorious, the Mexican units must remain off the table to hold the hacienda. Victorious American units may re-enter the table on the turn after the combat is resolved.

Massed Artillery Fire. Each Mexican battery, or gun section maneuvering separately, must fire at a different target. American batteries and separate gun sections only may combine their fire points to fire at the same target when they are within the command radius of army leaders Taylor or Wool. Each American battery or gun section maneuvering separately and located outside the command radius of an army leader must fire at a different target.

Flying Artillery. American light artillery were highly drilled. The gun stands in Bragg's Battery are rated as flying artillery. Flying artillery may perform an additional maneuver function if they successfully roll a Double Quick effect in their maneuver check. Each gun stand can full move, unlimber, and fire, or may limber, full move, and unlimber.

Charging With Cold Steel or On Bigger Mounts. U.S. Dragoons were armed with sabers, but there is no record showing swords were issued to the two rifle-armed, volunteer cavalry units. However, American horses were larger, which gave them a melee advantage over Mexican cavalry mounted on ponies. All American cavalry receive the +1 charge combat modifier for charging with cold steel, or for riding bigger horses.

Mexican Lancers. With one exception, Mexican cavalry are armed with lances. A lance has a steel point on a wooden staff, which required a degree of skill to wield on horseback. There is a debate as to the effectiveness of the lance in combat. A cavalry charge with lowered lances had an advantage in the initial impact, but compared to the sabre, lances were a clumsy weapon at close quarters. To represent the dubious quality of the lance, Mexican cavalry only receive the +1 charge combat modifier for cold steel when the opposing enemy unit is disordered or broken troops, or limbered or silenced guns. The Tulacingo Cuirassiers are not armed with lances and cannot charge with cold steel.

Thunderstorm. In the early afternoon there was a thunderstorm, which caused a lull in the fighting. At the start of turn 19, the Mexican player rolls a ten-sided die. On a result of 1 or 2, there is a thunderstorm. There is no storm on a 3 or higher result, but the clouds are getting darker and the peal of thunder is closer. On turn 20, roll again. The thunderstorm now occurs on a 1 to 4. On a 5 or higher, no storm occurs and the sky gets lighter. On turn 21, roll one last time for a thunderstorm on a 1 to 2 result. On a 3 or higher, the chance of a storm has passed.

The thunderstorm lasts for one game turn and there is only one

storm during the game. During the storm, all units on open ground must move at the broken ground rate. Units on broken ground move at the rough ground rate, and units on rough ground cannot move. Units cannot climb up or down the side of a ravine. Leader command radius is halved. In fire combat, units suffer an additional 1- modifier due to wet powder. Visibility is limited to 24 inches. The thunderstorm effects no longer apply at the end of the game turn.

Ammunition Resupply. American units that suffer a low on ammunition effect may replenish their ammunition. A unit must be within 12" of the ammunition supply wagon and perform a replenish ammunition maneuver. The wagon marker is placed on the edge of the table near point C, or on the edge near J if the La Angostura extension is used. The marker cannot be fired upon and cannot move. It is eliminated if a Mexican unit passes through it. Low on ammunition Mexican units cannot resupply their ammunition.

Buena Vista Scenario Map

