

“Poor Mexico—so far from God—and so close to the United States.”  
Mexican President Porfirio Diaz

You have an opportunity with this game to rewrite the history of a forgotten war, fought in 1846 and 1847 between The United States of America and the nation of Mexico. In scope, in the sweeping panorama of deserts and mountains, from lush California to Mexico City’s verdant basin, it is unrivaled in the Western Hemisphere, even by the American Civil War which began only fifteen years later. From Texas to the Pacific, from Northern California to Central Mexico, battles, skirmishes—and diplomacy—over a period of two years determined the ultimate outline of the continental United States as we know it today. You will also do battle in a conflict only slightly better known to Americans—the Texas War of Independence, fought in 1835-36. From the Battle of Gonzales—the Lexington and Concord of that conflict—with its battle cry, “Come and Take It!” soon to be replaced by “Remember the Alamo,” you will fight until the decisive battle of San Jacinto settles the issue.

Most histories dwell on the fact that the Mexican War was the training ground for the leaders who fought on both sides in the American Civil War. Officers who commanded platoons and companies in Texas and Mexico found themselves as adversaries in that bitter conflict, commanding opposing divisions, corps and armies, when once they had been friends and comrades in arms....

And with that point made, the war with Mexico has always been considered to have been addressed, and then forgotten as America moved toward its destiny, both manifest and otherwise. The Mexican War is banished to the shadows of history, there to stay.

Until now!

March across the plains of southern Texas with the 4<sup>th</sup> US Infantry which included in its ranks the young Lieutenant Sam Grant. Accompany the elite US Engineers, its members including Lee, Beauregard, McClellan, Joe Johnston and other soon-to-be-famous officers, as they pry into the Mexican dispositions to find an opening that would lead to victory. Bounce across the arroyos at Buena Vista on the seat of a caisson in a battery commanded by Captain Braxton Bragg, or ride with the US Dragoons alongside Dick Ewell, back in the days when he still had hair, and both legs!

The war with Mexico presents some fascinating parallels and contrasts with our current history. Mexico in 1846 had a standing army of about 35,000 men, while the Regular Army of the United States mustered only about 7,000 soldiers, with most of them scattered across the western borders of the country, protecting settlers and battling Indians. Contrary to the “politically correct” common belief that the US decided to pick on a weak country to gain territory, the prevailing wisdom of the day predicted that the US would have no chance against the Mexican military machine. It was only through better tactics and superior technology, especially that of the artillery, that the US prevailed. Luck, boldness, and skill had something to do with it, too. The luck was with Zachary Taylor; the skilled hand was that of Winfield Scott, the premier American soldier of the first half of the nineteenth century. They were both bold, but while Scott sealed his reputation; Taylor’s talents gained him the presidency in 1848.

The war with Mexico was the product of a number of issues, movements, philosophies, and the nationalism of the adversaries. Perhaps the dominant movement, containing elements all the above, was that of “Manifest Destiny,” the belief held commonly by many in the United States that the country had a God-given right—even a duty—to claim all the country between the Atlantic and the Pacific. With that common belief, the question became how far to the north and south the nation’s borders should expand. Those questions were resolved in the late 1840s.

To the north, many Americans demanded a border at latitude 54 degrees, forty minutes. The prospective war-cry was “54-40 or fight.” That war would have been against Great Britain. Most of the future states of Oregon and Washington were British territory, as was a large slice of Canada up the coveted latitude. Diplomacy settled the issue, and a third war with the Mother Country was averted, thus leaving the United States free to deal with Mexico.

To the south and west, however, diplomacy failed, or as many have maintained ever since, was not given an opportunity to succeed. The issues involved included not only a diplomatic impasse with Mexico, but also deepening divisions within the United States. Those divisions would deepen, and widen, until less than fifteen years later, the United States became a house divided. Fort Sumter was fired upon and the scope of the ensuing civil war would relegate the Mexican War, the small war which contributed not a little to the monstrous war of 1861-1865, to a back burner in the history of the republic.

Many in the northern United States felt that the war was fought for the expansion of slavery. President James K. Polk was a southerner, born in North Carolina and raised in Tennessee. It became “Polk’s War,” bitterly opposed by many, especially in the north. One of the opponents was an Illinois congressman, by the name of Abraham Lincoln. After Polk used the term in his request to congress for a declaration of war against Mexico, it was Lincoln who demanded to be shown “the spot” where American Blood had been shed on American soil.

Texas was annexed by the United States in 1845. The problem with that was that the Mexican government had never recognized the independence of Texas. Santa Anna, as president of Mexico, had pledged Texas’ independence after being captured at San Jacinto. Essentially, Santa Anna had traded Texas for his life, and therefore Mexico disavowed the pledge. The ten years between San Jacinto and Palo Alto saw numerous forays by both Texas and Mexico, with the Texans seeking to cut off New Mexico from old Mexico; and the Mexicans launching several unsuccessful expeditions to regain control of Texas. Mexicans were also convinced, for good reason, that the United States had encouraged and supported the Texas Revolution. No diplomacy, no offers to purchase Texas—or California—before or after the outbreak of war, would convince the Mexican government to bargain instead of fight.

Then there is that aforementioned mystery wrapped within the Mexican enigma, the infamous Antonio Lopez de Santa Anna. Santa Anna became president of Mexico in 1833 and was to hold the office 10 more times over a period of 22 years. Americans remember him only as the cruel foe of the defenders of the Alamo, but he was a complicated individual, with his flaws outnumbering his talents. Vain, ambitious, selfish, scheming—all of those traits apply—but he was also an inspiring leader and a great organizer, who more than once built an army out of almost nothing. Those armies might have been miserably fed and poorly trained, but they were massive and colorful, an awe-inspiring sight at the beginning of a battle—which they usually lost. Santa Anna was in exile in Cuba when the first shots were fired at Palo Alto but, through intermediaries, he was able to lead the US government to believe that if he would just be able to get back to Mexico he could amicably straighten out this Texas and California business—for a monetary consideration of course—and the outset was that he was allowed to pass through the US blockade. Once back in Mexico he reversed himself and proclaimed to his people that he would be their savior. The “Napoleon of the West” would thrash the arrogant Americans and recover the fortunes of Mexico. To understand Mexico, one must first understand Santa Anna, and for the United States, neither was possible.

California was a remote region in the 1840s. Far-removed from Mexico City, it had enjoyed relative autonomy even before American immigrants flooded in and started agitating for independence. The war in California consisted of a series of small-scale actions in which the fortunes

of the combatants swayed back and forth. The remoteness of the region kept the armies small, with little control exercised by the competing governments.

The war tested the courage and self-reliance of leaders at all levels, Witness the epic 2000 mile march of Stephen Kearney's tiny army, from Leavenworth, Kansas to Santa Fe and then on to California; or Alexander Doniphan's arduous trek from Santa Fe to Parras, Mexico. Battles fought by a handful of soldiers determined the fortunes of vast regions, decisive far beyond the scope of the combats.

The truce phenomenon: You will notice a common thread if you delve into the resources and become familiar with the historic battles, and it is a thread which is very difficult to replicate in wargaming. Here are two examples:

At Monterrey, after a three-day battle, the Mexican Army was permitted to withdraw without molestation by the Americans. The Mexicans still held the city and the formidable "Black Fort" but there was an inclination for the Americans not to "go for the throat" and for the Mexicans not to offer it.

Again, after battling up to the gates of Mexico City, Winfield Scott and Santa Anna agreed to a truce. Scott, hoping to avoid the prospect of a bloody battle to secure the city, hoped that Santa Anna would admit defeat and make peace. Santa Anna, as devious and cunning as always, used the time to rebuild his shattered formations, and so the Americans had no choice but assault, and the battles of Molino del Rey and Chapultepec were the result.

And so here are a series of contests which will test the skill of any gamer. In some ways, this promises to be a refreshing experience to someone not familiar with this war. In fighting battles better known, an adversary is always looking over the shoulder of the historic commander, knowing what his decisions were and what actions were taken. This knowledge often inhibits a new approach. Here, on the plains of Texas, the mountains of Mexico or in the valley where Mexico City is located, the situations are new, the historic course of the participants not well known to all but the well-versed historian. It might even be a good idea to fight the battle and then take a look at what really happened, to gauge your performance against those heroic figures of long ago. Who knows, the Mexicans might even win!

By John Ferry  
January, 2008

## **Mexican-American War (MAW) Designers Notes**

Welcome to the latest edition of the Early American War's series by John Tiller and HPS Simulations. My name is Rich Hamilton and I have been the project coordinator as well as one of the scenario designers for this project. This is my 4<sup>th</sup> game with HPS, with 2 of the first 3 being in the EAW series. Joining me in this game is John Ferry in his debt as a Tiller game scenario designer and also Al Amos, who made his appearance with the French and Indian War title.

The history behind this project is long and winding. The game idea first came into being back in 2001 when John Tiller had a desire to make a game on the topic. However as his programming obligations grew with the various series of games he was not able to make progress on it from a scenario design perspective. A fellow gamer in the on-line community made a mod to Campaign 1776 covering the

Alamo, so we asked him if he'd like to try his had at a full game. This got the ball rolling, but it soon stopped as this gentleman had other life obligations that pulled him away. I began doing a bit of research on the topic in 2002, but at the time I was also working on the French and Indian War game and that took the bulk of my free time and focus.

Time passed, FIW was released in '03 and my Napoleonic interest took over and I shifted focus to Campaign Waterloo. I did desire to see this game come to light, so I got with a fellow gamer, Tom, and tried to help guide him into bringing it together. Alas, that didn't work either. During this time my focus had been moving more towards a project management role in a variety of series of games and so my scenario design time was limited. This cycle continued with various people playing a part, doing some work, and then fading away, until early '07. By this time it had been about four years since the EAW series had received a meaningful update and this project still wasn't getting done. Something had to give. At this point John Ferry joined me and we agreed to split the MAW content between the North & the South (which is appropriate being as he's a yank from New York and I'm a reb from Virginia) and we started the ball rolling all over again.

Some of the content from the original kick off, and various team iterations was used, but the bulk was redone from scratch and a lot of research took place. Outside of Campaign Waterloo, I seem to have a knack of drawing projects that are of obscure conflicts with mediocre documentation at best! While rounding up accurate information for the American side of things wasn't too difficult, gathering info for the Mexican side was exceptionally so. As you can see from the [Bibliography](#), we covered a pretty wide range of books, as well as web sites and articles on the topic. We've done our best to cover what can only be described as a difficult conflict to model, and we hope that you enjoy the time you spend with this title.

This title is basically broken down into three segments. Taylor's Northern Campaign, Scott's Southern (or Central) Campaign and then as a bonus we included the Texas War of Independence. There were also other actions relating to this war, but for the most part these were exceptionally small actions and so have received little attention in this offering. Some material may be forthcoming in the way of add-on scenarios at a later date, time permitting. This range of topics has yielded 71 scenarios covering various historical actions as well as "what if" situations and some completely fictions actions – generated primarily for the campaign. All of these scenarios are accessible from the main game menu, but there also more scenarios located inside the \Campaign sub-folder. Many of these are duplicated in the main game folder, but some unique ones exist such as a variety of variants for Monterrey & Cerro Gordo.

## **Campaigns**

With this title we offer up five different campaign files for you to play.

Taylor's Campaign – This file covers all the actions that took place under Taylor's command, running from Palo Alto through Buena Vista. Depending on the selections players make this campaign could potential cover seven linked battles, or as few as three. Losses carry over between actions where appropriate.

Scott's Campaign – This file covers the later part of the war picking up from Scott's landing near Vera Cruz and carrying all the way to gates of Mexico City. The first segment of the campaign covers Cerro Gordo and potential actions that could have happened based on battle outcomes and choices made by the commanders. Historically the Armies broke off contact after this with the Mexicans going off to

lick their wounds and the Americans being forced to regroup as many of the Volunteers enlistments expired and new troops were brought up. This caused an approximate four month delay in the action while the Americans rested at Puebla. Massive restructuring took place on the Mexican side of things, and many units changed out and refit for the US. For this reason losses do not carry over into the second part of the campaign. However from Contreras on losses do again carry over. Depending on selections made and battle outcomes this campaign can have as many as six linked battles or as few as two, if the Americans are stopped cold.

Full War Campaign – This is a “flat” campaign in that it simply links all the major battles of the war together, one after the other. No losses carry over in any action and regardless of outcome there will be a total of nine battles fought. This doesn’t give the “true” campaign experience, but it is a good way to fight all the major historical battles in a row if you want to do that.

TWI\_Alamo Campaign – This simply provides you a choice of how the battle will be fought, with two choices for each player.

TWI\_Texas Campaign – This campaign is similar to the “Full War” one above, with it providing a series of 5 linked battles with no losses carrying over between actions.

In some cases in both the Taylor & Scott campaigns you may have a situation where the result of the two players choices do not result in a battle. You will simply move on to the next decision point. We did this to forgo having the players play out a rear guard action that will most likely be extremely lopsided. An example of this is if the American player chooses to advance on the Southern trail from Vera Cruz and the Mexican player chooses to defend Cerro Gordo. The only possible resulting scenario would be an advancing American column confronted by a few Mexican cavalry units...not exactly a fun action to play. This design choice allows the players to move along, but still take into account their various choices.

## **Scenarios**

We have attempted to cover the major actions of this war completely, and create a few variants for each action as well to allow players to explore “what if” situations. However unlike the two previous titles in the EAW series we have not included every conceivable situation for every given battle in the MAW. We have done this in hopes that some of the members of the community will experiment with the editor included with the game and put out some custom work. We have also made some large maps for the game, especially the Central.map file, which can be chopped up into sub-maps to create unique situations. So, hopefully, given some time we’ll see some custom work from the community up on the web. There are also a few smaller actions of the war that were not covered, specifically in California and New Mexico...

## **Engine Changes**

As I mentioned in my opening comments, it has been quite some time since the EAW series has had an engine update. Accordingly a variety of things have been done to give this engine a boost and add in more flexibility for custom designers to make scenarios with. Below is the list of new engine enhancements that have been made:

1) Weather – it is now possible, on a scenario by scenario basis & 5 minute increments if the designer chooses, to control visibility, movement costs, and increase modifiers on melee attacks and artillery

fire. This can be used for a variety of things from simply representing dawn & dusk gradually changing to a heavy downpour and the impact it would have not only on visibility but also any combat taking place.

2) Fix for lost stragglers calculation. – in previous versions of the engine the calculation for lost stragglers could easily reduce smaller companies to 1 or 2 men when the penalty was applied. The calculation has now been altered so this is not as severe.

3) New weapon.dat file for expanded weapon types. In previous games most of the weapons were very similar between the two opposing forces. MAW is not that way, accordingly we needed greater flexibility in defining weapons and their characteristics. The first step in that was to move to this dat file and away from it being hard coded in the engine. All 26 letters of the alphabet have been used for weapon types to represent both American & Mexican armaments better, and the differences between the two.

4) When a weapon is flagged in the PDT file ( ^ ) units equipped with such can fire while mounted. 50% effectiveness. Certain weapons for both armies have this capability, but not all. Carbines, Pistols & Shotguns, rifle's without bayonets & the Mexican Escopeta.

5) When a weapon is flagged in the PDT file ( & ) units equipped with such can retire by prolong. Similar to the ACW implementation of this rule, allows a battery to retire from the front line when in danger without first limbering up and becoming more exposed to enemy fire.

6) When a weapon is flagged in the PDT file ( + ) units equipped with such can conduct indirect fire. This feature has existed in the engine for a while now, but now it has been moved to the PDT file, which allows custom scenario designers to alter things to their liking.

7) When a weapon is flagged in the PDT file ( - ) units equipped with such have no bayonets. Also a feature that has been in the engine for a while that is now controlled in the PDT file. Also note that units without bayonet's melee at 25% effectiveness.

8) When a weapon is flagged in the PDT file ( \* ) units equipped with such have "small arms" which means they have a shorter range and reduced lethality on ranged fire, but enjoy a 50% bonus in melee. This is also an existing feature that has now been moved to the PDT file. One way this has been used is to assign this flag to the L type weapon, which represents the Lance & Pistols. So, per the PDT file the Lance has a 50% bonus melee thanks to this flag – effectively giving it a “charge” bonus we were not able to assign previously.

9) Bridge destruction & Repair. Certain bridge strengths are now required to use full hex bridges - 10 for infantry, 50 for cavalry & 100 for artillery and supply wagons. Can have a big impact on the movement of an army. This is one key feature that will be rolled back to the rest of the series and require quite a bit of adjustment of players in many of the battles.

10) New “Repairing” command for units that causes them to fix any bridge they are on or facing. The repair rate is 1 point per turn for 100 men or fraction. Engineer units repair at 4 points per turn per 100 men or fraction while regular units stacked with an engineer leader repair at 2 points per turn per 100 men or fraction. Use ‘E’ for engineer units and ‘M’ for engineer leaders in the OB.

11) Alternative graphics support added so two sets of ground tiles can be used, second set goes in "Alt" sub-directory inside the "Map" folder. We used this to differentiate between the dryer northern terrain and the more lush southern terrain. Another change that was made was chaparral. In the north there was an abundance of scrub, cactus and the like and not many trees. So the northern maps use chaparral instead of the Forest terrain type which carries the same modifier, but the height is significantly lower.

12) Artillery now remains at 0 in a campaign if eliminated in a previous battle. In previous games this was an issue...where a huge battle would take place – an army would lose 30 guns, then in the next battle just a few days later all the guns would be right back, but the infantry units would not be at full strength. This modification, I believe, will cause players to be more careful with their ordinance...like their historical counterparts where.

13) Real emplaced artillery. In previous iterations of the engine we had essentially “ships on land” for emplaced guns...that’s the way the engine saw them. They did not use artillery ammunition, they did not cost victory points when lost, and they could rotate and fire all in the same turn. That is now changed, and should make an impact on how some battles play out. Primarily a fix to be retrofitted to the earlier titles.

The following items are all usability items requested by various players over the years.

14) Added K hotkey for command range.

15) Added numbers to the arrows in hex info area to show the remaining number of units that can’t be displayed on the screen.

16) Expanded Help menu to include User Manual.

17) Battalion Colors option.

18) Alternative map labels.

19) Added ability to place a termination bid against the AI during a campaign – for the gamers who play solely against the computer...you no longer have to play a battle completely to the end if you do not wish. Using this feature allows you to determine the victory condition of the battle and move on to the next match.

20) Fix for leader replacement issue in water hexes.

21) Reduced counter-battery fire to 1/3 effectiveness. We were seeing a high rate of effectiveness in counter battery fire – which was not terribly common in these time periods. This reduces that without impacting the effectiveness of artillery against other target types.

22) A/I adjusted to correct artillery handling issues. We made some tweaks so that artillery would not advance out in front of the remainder of the army, which it was often prone to do.

23) Gave a +2 morale modifier for units facing an embankment or stone wall hexside with a down-elevation step (i.e., units manning a defensive position). Shown on unit image as a + beside the quality rating. This and the next item were a response to the “Fort Defends Request” petition submitted by

members of the [CCC](#). This will help units in a defensive position inside a fort hold out longer, which was the whole reason behind using a fort in the first place.

24) Disallowed negative morale modifiers from enfilade fire passing over such a hexside except when coming from a higher elevation level.

## Weapons

A few comments on weapons would be appropriate, as they differ quite a bit from the previous games in this series.

A design decision was made early on to make the American artillery arm in this game “H” type, or horse artillery. This provides double the movement allowance of normal artillery units. This was in part due to the fact that artillery first became known as “flying” artillery in this war due to their rapid handling techniques. But above that, the American artillery was much more effective in every aspect to their Mexican counterparts, and this seemed a very good boost to give them. In many cases artillery made the difference between the American forces carrying a field or not.

In addition to the increased mobility we’ve also used the new weapon.dat file to differentiate between the nationalities and their weapons. The American artillery used a wider range of loads in their weapons, and tended to be more accurate at longer ranges. The Mexicans didn’t use canister and so on. Accordingly we have assigned different weapon types for an American 6 pound gun (S) and a Mexican gun of the same caliber (T). This allows the values to be modeled differently within the PDT file.

There was also a distinct difference in the small arms used by the armies. The Mexican Army was using outdated European weapons such as the Baker Rifle & carbine and the Brown Bess musket. The American forces on the other hand were using the newer Hall rifle & carbine, the Mississippi rifles, and the Harper’s musket. These factors are also modeled in the PDT and OOB files.

Here is a complete list of the weapons used in this game and their letter signifier for use in the OOB:

A	Hall Rifle	N	Baker Rifle
B	Miss. Rifle	O	Escopeta
C	Hall Carbine	P	Cañón de Cuatro
D	Pistols/ShotGuns	Q	Baker Carbine
E	US 18 Pdr Gun	R	Rifle w/o Bayo
F	US 4 Pdr Gun	S	US 6 Pdr Gun
G	Cañón de Ocho	T	Cañón de Seis
H	US 12 Pdr Howtz	U	US 10" Mortar
I	Brown Bess	V	US 12 Pdr Gun
J	Paixhan	W	Cañón de Doce
K	Musket w/o Bayo	X	16 Pdr Gun
L	Lance/Pistols	Y	24 Pdr Gun
M	Harper's Musket	Z	US 32 Pdr Naval

Another item worth mentioning, before I close, is the large number of wagons you’ll see in this game. We have three different types for each of the armies – Quartermaster, Artillery Caissons & normal

supply wagons. We've done this in an attempt to replicate the large amount of logistical support armies required, and the necessity to take care of that support or suffer severe consequences. Accordingly these wagons are worth points in the various scenarios to make sure players pay attention to them. The artillery caissons were added originally in the hopes of having discrete artillery ammo handling added in, but that was ruled out as some players didn't want to have that level of management within the game. Still, an artillery battery is a lot more than a couple of guns and a few men...so if a player chooses these counters can help replicate that to an extent.

**By Rich Hamilton**  
**January, 2008**

### **Texas War of Independence – Designer Notes By Al Amos**

On October 2<sup>nd</sup>, 1835 one hundred and fifty, or so, Texians found themselves amidst cornstalks and watermelons as the fog lifted during their attack upon 125 Mexican soldados under the command of Lt. Castaneda on the farmstead of Ezekial Williams. Around 3:00 am that morning the Texians had set out to chase off the Mexicans from the town of Gonzales.

As the fog lifted the lone cannon was fired at the Mexican troops, and a half-hearted cavalry charged offered by the Texians. Lt. Castaneda ordered his forces to retire, and return to San Antonio de Bexar. His mission, to collect the cannon from the citizens of Gonzales had failed, ending with the "***Texas shot heard round the world.***"

During the fall of 1835, and through out most of winter and spring of 1836 citizens of Texas, and volunteers from the United States of American fought the Ejército Mexicano (Army of Mexico) under the command of General el Presidente (President and General) Santa Ana. They finally won the campaign at the short fight at San Jacinto on April 21<sup>st</sup>, 1836.

Between the opening shot, and capture of El Presidente, two days after the Battle of San Jacinto, many skirmishes, a few small battles, and one memorable siege had been fought. With the end of the Texas War of Independence the transfer of control from Mexico to the United States of much of the US Southwest began. The transition would be completed 12 years later with the treaty of Guadalupe ending the Mexican-American War.

In this 4<sup>th</sup> title, *the Mexican-American War*, of John Tiller's successful **Early American War** series I asked to include the Texas War of Independence. Rich Hamilton graciously agreed, and now some twenty scenarios and one campaign are included.

I wanted to show that neither side had the exclusive rights to military genius or to super troops. Both sides blundered about attempting to achieve their campaign objectives. The Texians eventually achieved theirs through perseverance, and better logistics. The Mexican efforts were handicapped by poor logistics, which were compounded by beginning the campaign in the dead of winter.

The individual soldiers and citizens on both sides displayed courage in the face of severe hardships. In the game I have assigned them with quality ratings much lower than troops in the other games of the series to illustrate the effect of little or no training, and poor or non-existent logistics. Had the same raw material, the individual Texian and Mexican men, been brought into an efficient army,

given proper training and properly supplied, they would have been the equal of any other soldier of the world, at the time.

I have made every effort to label the Mexican army with the proper Spanish terminology. I offer my apologies for any errors that I made in this attempt. I was limited to 21 characters, which forced me to truncate some of the proper terms. For those of you who don't "hablar español" the terms shouldn't be too difficult to figure out. The units are small enough that many of the historical company commanders' names were used. There is a great deal of information on the Texian side, and most of these commanders' names were recorded, and known to us. On the Mexican side, known names were not as available. I have opted to just use the appropriate rank for unknown Mexican leaders. I welcome anyone who can supply me with correct names for the missing leaders, and I will gladly redo the OOB files for release in a later patch to include the appropriate names of the historical Mexican leaders.

I have included the Battle of Gonzales or the "*Lexington of Texas*", the Battle of Concepcion, the "Grass Fight", the Storming of Bexar, the Battle of Coleto Creek and the Battle of San Jacinto. Of course the centerpiece is the Battle of the Alamo. Players can play this as a set battle, or with in a 'campaign' dialog giving each player a choice or two to allow different situations to confront the players.

I did not include any of the skirmishes occurring from the aborted Invasion of Mexico, as these were primarily police actions of some 2-300+ Mexicans vs. 20 or fewer Texians.

Some scenarios are not competitively balanced, such as the historical Battle of San Jacinto. It is four turns long and the Mexicans arrive on the map routed and fixed within their camp and deployment area, as the Texians are rushing in upon them. It's not balanced, but it is fun, and the historical battle lasted only 18 minutes. I included other variants of the battle that should lend them to more evenly contested playing.

I did include a Master.oob file to assist scenario designers to make their own scenarios. US Army troops that were near Nacogdoches have been included if players would like an intervention what-if.

I hope you enjoy these games, and I hope that I have been able to present some of the events of this war in an even, favorable light to those who lived through it. Thank you for purchasing this title, and enjoy this war's campaign:

### **The Birth of a Nation: The Lone Star State – Texas**

May I now say words you won't hear from an Okie (citizen of Oklahoma, the state just north of Texas, across the Red River) too, often. **TEXAS FOREVER!**

Al Amos  
Cinco de Mayo, 2005  
(May 5<sup>th</sup>, 2005)

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