

Mexican-American War Operations

This document is designed to be used by players in conjunction with the 3 "Campaign Maps" included in the main game directory. This will give you a listing of actions that took place near each numbered point on each map.

Taylor's Campaign – March 1846 – February 1847

1) Palo Alto

003.Palo Alto.scn - The Battle of Palo Alto – 72 turns

[Historical] Taylor's American army is returning from a resupply expedition to Point Isabel, heading back to Fort Texas on the Rio Grande. Arista's Mexican army has taken up a blocking position at Palo Alto. The first battle of the Mexican-American War is about to begin.

004. Cavalry Attack at Palo Alto.scn - Cavalry Attack at Palo Alto – 12 turns

[Historical] The Mexican cavalry floundered through the resaca and then thundered down on the American flank, aiming for the wagon train. That flank was held by the 5th and 3rd U S Infantries, plus a company of Texas Rangers and a company of the 2nd U S Dragoons.

005.Palo Alto-Resaca.scn - Meeting Engagement at Palo Alto – 310 turns

[Historical] The American Army is returning to Fort Texas, on the Rio Grande, from its supply expedition to Point Isabel. Having failed to intercept the Americans on the way to Point Isabel, the Mexican Army under General Arista is ready to resist their return to the border.

006.Ramireno_a.scn - Tanques de Ramireno – 36 turns

[Hypothetical] If Zachary Taylor's army had taken an alternate route when returning from Point Isabel, it could have approached the Tanques de Ramireno from the east, and the Mexican army would have been waiting for it here, instead of at Palo Alto.

007.Ramireno_b.scn - Tanques de Ramireno – 36 turns

[Hypothetical] The wide-ranging Mexican cavalry discovered that the American army was NOT marching by way of Palo Alto. General Arista had misjudged his opponent. The Mexican army pulled out of the positions it had just occupied at Palo Alto, and by hard marching barely arrived at Les Tanques de Ramireno before the slow-moving Americans. Several battalions are just arriving from Palo Alto, and General Ampudia is bringing up more men from the abortive siege of Fort Texas.

2) Resaca de la Palma

008.Resaca de la Palma_a.scn - Resaca de La Palma – 36 turns

[Historical] After the American victory at Palo Alto the preceding day, the Mexican Army withdrew to the Resaca de la Palma, an old riverbed of the Rio Grande. The Americans pursued, starting at dawn. The resaca was a strong defensive position, its 4-foot high banks making a natural trench. Chaparral blocked fields of fire, canceling out the firepower of the American artillery. Mexican General de la Vega said afterward, "...I would have bet...that no 10,000 men on earth could drive us from our position." Well, we'll see...

009.Resaca de la Palma_b.scn - Resaca de La Palma – 36 turns

[Hypothetical] Misjudging the American return route from Point Isabel, the Mexican army had taken a position at Les Tanques de Ramireno. Their wide-ranging cavalry detected the American approach by way of Palo Alto and, too late to offer battle at Palo Alto, General Arista force-marches his army to Resaca de La Palma, barely arriving before the cavalry encounters Americans skirmishers coming through the brush. The

resaca is an old riverbed of the Rio Grande. A strong defensive position, its 4-foot high banks making a natural trench, the resaca is fringed with thick chaparral, blocking fields of fire, canceling out the firepower of the American artillery. Mexican General de la Vega said afterward, "...I would have bet...that no 10,000 men on earth could drive us from our position." Well, we'll see...

3) Monterrey

013.Monterrey_a.scn - The Battle of Monterrey – 168 turns

[Historical] The sprawling Battle of Monterrey. Zachary Taylor's toughest fight. City fighting, scaling mountains, dodging the cannon of the Black Fort. Taylor's army of less than 6,000 men lacked the supplies and equipment for an extended siege of Monterrey. It had to capture the city as quickly as possible. The plan was for Worth's division to swing southwest and then east to capture two tall peaks which dominate Monterrey, at the same time blocking Mexican reinforcements expected to come in from the west. Taylor's other two divisions were to only stage a diversion from the east while Worth maneuvered, but vague orders and hot blooded commanders would turn the "diversion" into a bloody frontal assault against stone buildings held by determined Mexican infantry. Three days of bloody combat would test the resolve of the army--and its commander. Odds: 5,811 Americans; 5,372 Mexicans, including reinforcements.

014.Monterrey_b.scn - Battle for Monterrey – 90 turns

[Historical] The sprawling Battle of Monterrey. Zachary Taylor's toughest fight. City fighting, scaling mountains, dodging the cannon of the Black Fort. This scenario begins with most of Taylor's eastern wing still concentrated northeast of the city, while Worth's western wing has not yet reached the Saltillo Road..

015.Monterrey East.scn - Monterrey East – 36 turns

[Historical] Zack Taylor's worst day in a long career. Through orders either vague or absent, the American forces ended up attacking strong positions in the suburbs and streets of Monterrey, and suffered heavy casualties.

4) Buena Vista

017.Agua Nueva.scn - Battle of Agua Nueva – 50 turns

[Hypothetical] Instead of forming up at his historical defensive position this variant supposes Zachary Taylor chose Agua Nueva as his defensive position.

018.Buena Vista_a.scn - Battle of Buena Vista – 225 turns

[Historical] Having failed to surprise the American Army at Agua Nueva, Santa Anna presses on in hot pursuit, convinced that Zachary Taylor's army is on the run. Instead of retreating to Saltillo, the Americans have turned at bay, in the narrow pass at Buena Vista. Santa Anna must attack. With odds of about four-to-one, how could he lose?

019. Buena Vista_b.scn - The Battle of Buena Vista--The Second Day – 125 turns

[Historical] The Second Day. On February 22nd, the American Army held its position in the narrow pass, La Angostura, south of Hacienda San Juan de la Buena Vista, as the ponderous Mexican Army under Santa Anna approached from the south and deployed in battle array. With the dawn comes the Mexican assault--14,000 infantry and cavalry supported by 39 pieces of artillery. Zachary Taylor's army of less than 5,000 is ready to fight for life, if not for victory. [See scen 020, where this scenario can also be played on a sub-map of only the battlefield proper.]

020.Buena Vista_c.scn - 2nd Day at Buena Vista – 120 turns

[Historical] The Second Day. On February 22nd, the American Army had held its position in the narrow pass, La Angostura, south of Hacienda San Juan de la Buena Vista, as the ponderous Mexican Army under Santa

Anna approached from the south and deployed in battle array. With the dawn comes the Mexican assault-- 14,000 infantry and cavalry supported by 39 pieces of artillery. Zachary Taylor's army of less than 5,000 is ready to fight for life, if not for victory.

021.Buena Vista_d.scn - Battle of Buena Vista – 225 turns

[Hypothetical] This scenario supposes that Santa Anna rests his army after failing to surprise the Americans at Agua Nueva. The battle begins on the 24th instead of the 22nd. The Americans are entrenched, and the 1st Ohio and a battery of 18 Pdrs have joined the force. On the Mexican side, the units have recovered from fatigue, and several additional battalions have reinforced the army.

022.Raid on Saltillo.scn - Raid on Saltillo – 28 turns

[Historical] While the Battle of Buena Vista rages to the south, Minon's Brigade has skirted the American patrols and stands poised at Palomas Pass. At noon, he advances, his mission to intercept the American Army as it retreats from Buena Vista. At Saltillo and Arispe's Mill are supplies and ammunition which Taylor cannot afford to lose. Minon can either (1) capture the supplies, (2) or move south against the Americans, or (3) stand fast and intercept the American retreat. Historically, he chose option 3.

023.Saltillo.scn - Battle of Saltillo – 60 turns

[Hypothetical] Defeated in battles south of Saltillo, the American Army has withdrawn to Saltillo for a last stand before retreating back to Monterrey. It will all end here, one way or another.

5) Other actions

001.Point Isabel.scn - Cavalry Raid at Point Isabel – 24 turns

[Hypothetical] For a time, as Taylor's Army of Observation hunkered down on the Rio Grande, that army's supply base at Port Isabel was very vulnerable to attack by the free-ranging Mexican cavalry. Finally, Taylor marched to Port Isabel, fortified it and left a garrison which would be able to hold the place. This scenario allows the Mexicans to raid that base prior to reinforcement.

002.American Blood.scn - American Blood--The War Begins – 80 turns

[Hypothetical] In seeking a declaration of war against Mexico, President Polk declared that "American blood has been shed on American soil." This battle, historically, was practically bloodless. Taylor's army is about to move out for Point Isabel, to obtain supplies and to ensure that the supply base is secure against attack. The Mexican Army, under Arista, planned to cut off the Americans by taking a position astride the road to Point Isabel. Due to a lack of boats, Arista was delayed in crossing the Rio Grande downriver from Matamoros; and in a major blunder his cavalry moved away and left the road open. This scenario assumes that those two mistakes did not happen. The American column will find itself under attack from east and west. The mission is to get to the north edge of the map without being defeated by the hard-charging Mexican Army, and at the same time the 7th Infantry under Major Brown must hold Fort Texas against great odds. There is no telling how many battles and skirmishes will occur as the Americans push north and the Mexican pincers close in.

010.Point Isabel.scn - Last Ditch: The Battle of Point Isabel – 24 turns

[Hypothetical] The American army, for all its superior firepower and tactics, has been no match for the superior numbers of the Mexican Army. Defeat on the Rio Grande has left no option for Zach Taylor except to retreat to his base and fight for life, leaving the gallant 7th Infantry under its commander, Major Brown, isolated at Fort Texas, with no hope or relief in sight. A message to remember: if you are going to fight a war, make sure you have the means to win it.

011.Matamoros_a.scn - Battle of Matamoros – 48 turns

[Hypothetical] The Mexican Army has withdrawn from Texas and is prepared to defend Matamoros. General Arista thinks that perhaps the Rio Bravo is not such a bad border after all. The Bravo is wide, and the Americans will be slaughtered as they attempt to cross it. The Americans ponder a difficult challenge.

012.Matamoros_b.scn - Battle of Matamoros – 48 turns

[Hypothetical] The Mexican Army has withdrawn from Texas and is prepared to defend Matamoros. General Arista thinks that perhaps the Rio Bravo is not such a bad border after all. The Bravo is wide, and the Americans will be slaughtered as they attempt to cross it. The Americans ponder a difficult challenge.

Scott's Campaign – March – September 1847

1) Cerro Gordo

025.Cerro Gordo_a.scn - The Battle of Cerro Gordo – 48 turns

[Historical] The battle covering the main assault on April 18th. The troops are in place from the previous day's advances and the orders have been issued to press hard. The Americans are coming in on the Mexican left flank and rear to bypass the strong positions guarding the National Highway. Many units are fixed in this scenario on both sides to replicate their involvement in the action - ranging from late in the fighting to not at all.

026.Cerro Gordo_b.scn - The Battle of Cerro Gordo – 48 turns

[Hypothetical] A battle covering the main assault on April 18th. The troops are in place from the previous day's advances and the orders have been issued to press hard. The Americans are coming in on the Mexican left flank and rear to bypass the strong positions guarding the National Highway. In this version all units from both armies start released.

027.Cerro Gordo_c.scn - The Battle of Cerro Gordo – 180 turns

[Hypothetical] The battle covering the 17th & 18th. In this variant some initial troop placements have been made where the armies started to gather, but the remainder of the forces are either in camps behind the lines or marching up to their positions. This arrangement allows the players to make their own deployments and gives enough time for pretty much any plan to be executed.

2) Contreras

031.Contreras_a.scn - The Battle of Contreras – 14 turns

[Historical] The Battle of Contreras - "It has taken just seventeen minutes" - Gen. P.F. Smith. After a cold wet night the Mexican forces of General Valencia arise to find not only that their Presidente has withdrawn from his supporting position, but that they have been surrounded by American forces and are under attack! This proved to be too much for the Army of the North which disintegrated shortly after the Americans opened fire. The Mexicans begin the scenario fixed, with a release at dawn on turn 3 to simulate their unpreparedness. Portions of the American Army are initially fixed due to their not taking part in the historical battle.

032.Contreras_b.scn - The Battle of Contreras – 26 turns

[Hypothetical] The Battle of Contreras - "It has taken just seventeen minutes" - Gen. P.F. Smith. After a cold wet night the Mexican forces of General Valencia arise to find not only that their Presidente has withdrawn from his supporting position, but that they have been surrounded by American forces and are under attack! This proved to be too much for the Army of the North which disintegrated shortly after the Americans opened fire. - In this version of the battle all units start released and Santa Anna will also be making an appearance. So the question is, will the American Army get stopped cold or will they be able to continue their march on the capital?

037.San_Angel_a.scn - San Angel – 24 turns

[Hypothetical] The battle of San Angel designed for the campaign game. An action that might have occurred had General Valencia not over extended his forces and taken up the positions Santa Anna commanded him to.

035.Cont_Chur_a.scn - Contreras & Churubusco – 110 turns

[Hypothetical] The Battles of Contreras & Churubusco - this scenario begins with the action at Contreras getting ready to take place. All other American forces are fixed and will remain so until they "receive orders" to move out towards Churubusco. The Mexican forces not involved with the initial action will release sooner, but still too late to prevent the initial assault from taking place. Objective hexes are placed to try and focus players' attention on the points of the battlefield that actually saw fighting. Players will notice significant placement differences in the Mexican forces between this scenario and the historical Churubusco one. This is because many of the troops that took part in the Battle of Churubusco also took part in, or were stationed nearer to Contreras, and just redeployed for the latter action.

036.Cont_Chur_b.scn - Contreras & Churubusco – 110 turns

[Hypothetical] Battles of Contreras & Churubusco - Features no fixed units and some additional reinforcements for the Mexicans. This scenario begins with the action at Contreras getting ready to take place. Objective hexes are placed to try and focus players' attention on the points of the battlefield that actually saw fighting. Players will notice significant placement differences in the Mexican forces between this scenario and the historical Churubusco one. This is because many of the troops that took part in the Battle of Churubusco also took part in, or were stationed nearer to Contreras, and just redeployed for the latter action.

3) Churubusco

033.Churubusco_a.scn – Churubusco – 36 turns

[Historical] The Battle of Churubusco - After the defeat at Contreras the Mexican forces, under order of Santa Anna, rapidly started to pull back to the river line & bridge at Churubusco. During this retreat many supplies and equipments were left along the sides of the roads as units ran to get across the river and towards the capital. Two primary points were garrisoned with the intent of holding - the convent of San Pablo & the Tête du Pont bridgehead, a collection of earthworks just before the bridge. Gen. Worth's 1st Division would be tasked with taking the Tête du Pont position while Twiggs' 2nd Division, having marched up from the engagement at Contreras earlier that morning, would be focusing on the convent. As the actions developed they would come to be the hardest fought actions that Scott's troops had seen to date in the campaign. A new objective also developed which troops from the 3rd & 4th Divisions were assigned to, and that was a flanking maneuver towards the hacienda at Portales on the far side of the river, in an attempt to cut off the defenders. All in all the Americans would have their job cut out for them as the Mexican army fought to the death before their capital.

034.Churubusco_b.scn – Churubusco – 36 turns

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their capital. - In this variant we look at the possibility of the Mexican forces reacting more quickly (not being fixed) and also some more reinforcements arriving from the capital's defenses.

038.Assault on the capital_a.scn - Assault on the Capital – 360 turns

[Hypothetical] Historically Scott advanced on the capital from the South and fought the battles of Contreras & Churubusco on the 20th of August. While he won both actions he did not press on to Mexico City and bring the war to a close on that day. It is speculated why, but its reasonable to assume that it was partially due to his men being exhausted from the days fighting & marching - but also that he wanted to give the Mexican Government the opportunity to surrender and bring the war to a close without their being totally crushed and their capital occupied. As history shows this delay did not accomplish the latter and further fighting was required to end things. In this scenario the players are given the opportunity to fight for the city on the fields of their choosing. The entire OOB is used for both Armies and no preset battles exist.

039.Assault on the capital_b.scn - Assault on the Capital – 360 turns

[Hypothetical] Historically Scott advanced on the capital from the South and fought the battles of Contreras & Churubusco on the 20th of August. While he won both actions he did not press on to Mexico City and bring the war to a close on that day. It is speculated why, but its reasonable to assume that it was partially due to his men being exhausted from the days fighting & marching - but also that he wanted to give the Mexican Government the opportunity to surrender and bring the war to a close without their being totally crushed and their capital occupied. As history shows this delay did not accomplish the latter and further fighting was required to end things. In this scenario the players are given the opportunity to fight for the city on the fields of their choosing. The entire OOB is used for both Armies and no preset battles exist. - This scenario varies from the A version only in the arrival hexes of the US force, which are split between two points instead of being concentrated.

4) Molino del Rey

040.Molino del Rey_a.scn - Molino del Rey – 24 turns

[Historical] The Battle of Molino del Rey - in the early morning hours of September 8th Worth's Division headed out to take the fortified positions of Molino del Rey & the Casa Mata. After a short initial bombardment it was thought that the Mexican forces had withdrawn and this would be an easy conquest...however the Mexican's had another plan in store. As the advanced parties moved out they met a withering fire which decimated the lead American ranks. Reeling back they regrouped and made further attacks. The battle raged for two hours before all the positions were taken, but only after many casualties had been suffered on both sides. In addition to the forces manning these strong points several thousand Mexican cavalry were hovering off to the west threatening to charge the American flank. Their arrival is uncertain...they may, or may not make that fateful charge... (Note) The mixed American units that start the scenario released represent the 'forlorn hope' that lead off the attack. The remainder of the American Army will release on turn 3.

041.Molino del Rey_a.scn - Molino del Rey – 36 turns

[Hypothetical] The Battle of Molino del Rey - in the early morning hours of September 8th Worth's Division headed out to take the fortified positions of Molino del Rey & the Casa Mata. After a short initial bombardment it was thought that the Mexican forces had withdrawn and this would be an easy conquest...however the Mexican's had another plan in store. As the advanced parties moved out they met a withering fire which decimated the lead American ranks. Reeling back they regrouped and made further attacks. The battle raged for two hours before all the positions were taken, but only after many casualties had been suffered on both sides. In addition to the forces manning these strong points several thousand Mexican cavalry were hovering off to the west threatening to charge the American flank. In this variant the Mexican cavalry will definitely make an appearance, as will two battalions of "regulars" that were held in reserve but never joined the battle historically. Additionally, the Americans start 100% released and will also receive

reinforcements...Pierce's brigade that was on the march to support them historically but arrived after the fighting had ended will now arrive just an hour into the action...time to make a difference.

5) Chupultepec

042.Chapultepec_a.scn - The Battle of Chapultepec – 24 turns

[Historical] The Battle of Chapultepec - while not the final battle of the war, it was the final "major" engagement, and the end of the day would see the American forces at the gates of the city. The 14th would see the capitulation of the city and the cessation of hostilities in the capital area. For their part the defenders of the Chapultepec castle put up a strong resistance and the Americans had their work cut out for them. But numbers were against the Mexicans and after two hours the fortress would be in the hands of the invaders. This scenario only covers the conflict around the fortress, as the two city gate assaults took another 9 hours to complete and were relatively minor actions not deemed worth covering in this treatment.

043.Fortresses_a.scn - The battle for the fortresses – 24 turns

[Hypothetical] Battle for Molino Del Ray & Chupultepec, designed for the campaign game. The forces have fought all the way to the gates of the city, but the fortresses must be taken before the Americans can approach the main gates. This scenario sets up the forces to assault both positions simultaneously, where historically they were tackled on two separate days.

044.Fortresses_b.scn - The battle for the fortresses – 24 turns

[Hypothetical] Battle for Molino Del Ray & Chupultepec, designed for the campaign game. The forces have fought all the way to the gates of the city, but the fortresses must be taken before the Americans can approach the main gates. This scenario sets up the forces to assault both positions simultaneously, where historically they were tackled on two separate days. This variant has far fewer Mexican defenders, assuming the bulk of the forces have withdrawn inside the city walls.

045.Mexico City_a.scn - The battle for Mexico City – 48 turns

[Hypothetical] Battle for Mexico City, designed for the campaign game. The forces have fought all the way to the gates of the city and a large number of the remaining Mexican forces are inside the gates and ready to defend to the last. Part of the force has been allocated to the defense of the outlying fortresses however, so not all troops are present. The Americans have ignored these positions though and are focusing on the city.

046.Mexico City_b.scn - The battle for Mexico City – 48 turns

[Hypothetical] Battle for Mexico City, designed for the campaign game. The forces have fought all the way to the gates of the city and the entire remaining Mexican Army is present at the gates and ready to defend to the last.

6) Other actions

028.Orizaba_a.scn - The Battle of Orizaba – 36 turns

[Hypothetical] The battle of Orizaba. Designed for the campaign game. Fictitious engagement that might have occurred if the American's chose the southern route for their advance.

029.Puebla_a.scn - The Battle of Puebla – 36 turns

[Hypothetical] The battle of Puebla, designed for the campaign game. An engagement that might have occurred had the battle of Cerro Gordo gone differently or never occurred - had the Americans advanced up the southern route instead. This is a large battle assuming the entire Mexican Army is present to fight the invaders.

030.Puebla_b.scn - The Battle of Puebla – 36 turns

[Hypothetical] The battle of Puebla, designed for the campaign game. An engagement that might have occurred had the battle of Cerro Gordo gone differently or never occurred - had the Americans advanced up the southern route instead. This is a smaller action than the A variant, assuming only a delaying action instead of a concerted defense.

Doniphan battles (not tied to a campaign map)

016.Brazito.scn - An Invincible Hand – 6 turns

[Historical] 3:00 pm - Friday, 25 December 1846 - Teniente Coronel Poncé de Leon's appearance with his Mexican army interrupted a card game of three-trick-loo amongst the senior officer's of Colonel Alexander Doniphan's command. Throwing his cards down he exclaimed, "Boys, I held an invincible hand..." The Mexicans have marched from El Paso to attack Doniphan's newly acquired encampment along the Rio Grande, at a place called the "Little Arm", El Brazito. Historians agree Colonel Doniphan had only some 500 of his men with him, but they cannot agree as to how many men Teniente Coronel de Leon may have had with him. Estimates range from 500 to 1,200 men. This scenario will use the higher end of the range. VPs: 10 points per 25 Inf; 20 points per 25 Cav; 20 points for each artillery piece; and 1 point per supply point. The Mexicans will win by severely crippling or destroying the Missouriians. Doniphan's camp is the rectangle marked off with four US Supply Source hexes.

024.Sacramento.scn - The Battle of Sacramento – 42 turns

[Historical] 3:00 pm, Sunday, February 28th, 1847 Upon Colonel Doniphan's approach to Chihuahua he found General Heredia's men blocking the road. After a careful reconnaissance Doniphan swung his column off the road one-and-a-half miles from the Mexican entrenchments and proceeded to deploy for battle facing the left of the Mexican position, effectively turning Heredia's flank. Heredia repositioned his forces as best he could and the battle commenced. VPs: 10 points per 25 Inf; 20 points per 25 Cav; 20 points for each artillery piece; and 1 point per supply point. Heredia's camps are the rectangles marked off with five Mexican Supply Source hexes, and 10 point Objective hexes, each. The US will win by destroying the Mexican army, capturing their camps or exiting large forces off the map toward Chihuahua. The Mexicans will win by preventing all of the above.

Texas War of Independence – October 1835 – April 1836

1) Gonzales

TWI019_Gonzales_01h.scn - The "Lexington-Concord" of Texas: the Battle of Gonzales – 12 turns

[Historical] 6:00 am - Friday, October 2nd, 1835 Teniente Castañeda in charge of approximately 125 Presidial cavalry found his command under attack by 160 or so Texians under the command of Colonel Moore. The Mexicans had been charged to collect the six pound cannon previously loaned to the the town of Gonzales to help ward off Indian attacks. The good citizens of Gonzales refused to surrender the cannon, and quickly raised a force to drive off the Mexians. This scenario covers the Texian attack upon the Mexican camp as the fog lifts at "The "Lexington-Concord" of Texas.' NOTES--- This scenario lasts for 1 hour. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

2) The Alamo

TWI001_Alamo_fixed.scn - The Alamo – 9 turns

[Historical] 5:00 am - Sunday, March 6th, 1836 Santa Anna's El ejército de Operaciones en Tejas (Army of Operations in Texas) assaults the Alamo (Mission San Antonio de Valero.) Within 20 minutes the Mexican soldados (soldiers) had entered the compound, and by 6:30 am Jim Bowie, Davey Crockett, William Travis

and some 180 other defenders lay dead. Their thirteen day ordeal was over, but their heroic defense of the Alamo became the rallying cry of the Texas Revolution, and its memory still lives today. NOTES--- This scenario lasts for forty-five minutes. The Mexicans move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per 1: Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for theTexians.

TWI002_Alamo_unfixed.scn – The Alamo – 9 turns

[Historical] 5:00 am - Sunday, March 6th, 1836 Santa Anna's Ejército de Operaciones en Tejas (Army of Operations in Texas) assaults the Alamo (Mission San Antonio de Valero.) Within 20 minutes the Mexican soldados (soldiers) had entered the compound, and by 6:30 am Jim Bowie, Davey Crockett, William Travis and some 180 other defenders lay dead. Their thirteen day ordeal was over, but their heroic defense of the Alamo became the rallying cry of the Texas Revolution, and its memory still lives today. NOTES--- This scenario lasts for forty-five minutes. The Mexicans move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per 1: Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for theTexians.

TWI003_Alamo_01h.scn - The Alamo - "¡Deguello!" – 18 turns

[Historical] 5:00 am - Sunday, March 6th, 1836 Santa Anna's Ejército de Operaciones en Tejas (Army of Operations in Texas) assaults the Alamo (Mission San Antonio de Valero.) Within 20 minutes the Mexican soldados (soldiers) had entered the compound, and by 6:30 am Jim Bowie, Davey Crockett, William Travis and some 180 other defenders lay dead. Their thirteen day ordeal was over, but their heroic defense of the Alamo became the rallying cry of the Texas Revolution, and its memory still lives today. NOTES--- This scenario lasts for one and one-half hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for theTexians, and they have Exit Hexes through which they may gain Victory Points by removing any of their units from the map while the unit is occupying the Exit Hex. These hexes are located along the edge of the map.

TWI004_Alamo_02a.scn - The Alamo - "¡Deguello!" – 18 turns

[Hypothetical] 4:00 am - Sunday, March 6th, 1836 Santa Anna's Ejército de Operaciones en Tejas (Army of Operations in Texas) assaulted the Alamo (Mission San Antonio de Valero.) This scenario depicts what may have happened if the battle would have started at the time Santa Anna wanted it to. NOTES--- This scenario lasts for one and one-half hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for the Texians, and they have Exit Hexes through which they may gain Victory Points by removing any of their units from the map while the unit is occupying the Exit Hex. These hexes are located along the edge of the map.

TWI005_Alamo_03a.scn - The Alamo - "¡Deguello!" – 18 turns

[Hypothetical] 4:00 am - Sunday, March 6th, 1836 After receiving solid reports of Santa Anna's crossing of the Rio Grande at Presido del Rio Grande around February 12th, Travis sent appeals to Texian forces at Gonzales and Goliad on February 16th. Historically only the force at Gonzales responded favorably and sent 32 men. This scenario supposes that Col Fannin at Goliad swiftly decided to bring the bulk of his command to Travis' aid. Fannin's 300+ men and an additional 100+ men from Gonzales and San Felipe swell the defenders ranks to nearly 600 men. These men awake on March 6th to find the Mexican Army of Operations in Texas rushing toward the walls of the old mission. Would a garrison some 3 times larger than the historical one be able to hold the Alamo? NOTES--- This scenario lasts for one and one-half hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for the Texians, and they have Exit Hexes through which they may gain Victory Points by removing any of their units from the map while the unit is occupying the Exit Hex. These hexes are located along the edge of the map.

TWI006_LaVallita_01h.scn - Skirmish at Pueblo de Valero - "The Dance Begins" – 24 turns
[Historical] 10:00 am - Thursday, Feb 25th, 1836 Santa Anna begins his encirclement of the Alamo defenders by attempting to seize Pueblo de Valero located a scant 300 yards south of the mission. A sortie by the garrison blocks the attempt. NOTES--- This scenario lasts for one and one-half hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for the Texians.

TWI007_LaVallita_02w.scn - The Alamo – 48 turns
[Hypothetical] 5:00 am - Sunday, Feb 28th Colonel Fannin, at Goliad, heeds Travis' earliest requests for help and marches to the Alamo. Attempting to avoid a general action with Mexican cavalry Fannin makes his last day's march at night. With only a mile to go the false light of dawn begins to wash over the land. Can Fannin slip through Santa Anna's siege lines before day light? NOTES--- This scenario lasts for one and one-half hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for the Texians.

TWI008_Bexar_01w.scn - The Battle of the San Antonio River – 36 turns
[Hypothetical] 8:00 am - Wednesday, March 2nd, 1836 Upon learning that Santa Anna has only his advance guard and some remnants of General Cós' command with him at Bexar, Colonels Fannin, Bowie and Travis agree to take the battle to the Mexicans by attacking across the San Antonio River. They hope to give El Presidente enough of a scare that he retires to Presidio del Rio Grande, giving the new Republic of Texas more time to prepare to defend itself. NOTES--- This scenario lasts for three hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for both armies.

TWI009_Bexar_02w.scn - El Presidente Arrives – 36 turns
[Hypothetical] 2:00 pm - Tuesday, February 23rd, 1836 Historically, the Texians hurriedly scampered into the Alamo upon the arrival of Santa Anna and his Ejército de Operaciones en Tejas (Army of Operations in Texas.) This scenario explores what would have happened had Colonel Fannin returned to San Antonio Bexar with the bulk of his command prior to the Mexicans' arrival. Emboldened by being reinforced with his 300+ men, the Texians decide to hold Bexar, and (hopefully) force Santa Anna to wear out his army trying to take it. NOTES--- This scenario lasts for three hours. The Texians move First. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1. Objective Hexes are present for the Texians.

TWI010_Bexar_03h.scn - The "Grass Fight" – 12 turns
[Historical] 10:00 am - Thursday, 26 November, 1836. Rumors about a gold shipment arriving at San Antonio de Bexar raced through the Texian camp, and soon many a wild-eyed, wide-eyed cowboy was heading to plunder the Mexican convoy. What they found was that Coronel de Ugartechea's men were returning from a successful foraging mission, and were escorting several wagons of grass back. The ensuing fight became known as the "Grass Fight", and the Texians didn't get any gold nor did they stop the grass shipment from being delivered. NOTES--- This scenario lasts for 1 hour. The Texian move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI011_Bexar_04h.scn - Texians take Bexar – 36 turns
[Historical] 7:00 am - Saturday, 5 December, 1835. Just as the Texian army prepares to break camp and raise the siege of San Antonio de Bexar, Colonel Milam rallies 300 men to attack General Cós. The attack started on the 5th then stalled when Milam was killed. It was renewed on the 7th forcing the Mexicans to withdraw into the Alamo. On December 11th, General Cós capitulated and withdrew back to Mexico. NOTES--- This scenario lasts for 3 hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI012_Bexar_05w.scn - April's Fools – 48 turns

[Hypothetical] 9:00 am - Friday, April 1st, 1836 Using a loophole in the existing Mexican-American treaty, Major General Gaines advances to San Antonio de Bexar after its fall in December, 1835 to Texian Revolutionaries. General Santa Anna is enraged, and wishes to strike immediately, but is convinced to take the extra time needed to properly prepare to throw the invaders out of Mexico and squash the rebellion.

NOTES--- This scenario lasts for 4 hours. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI024_Concepcion_01h.scn - The Battle of Concepcion – 6 turns

[Historical] 8:00 am - Wednesday, October 28th, 1835 Colonel Bowie led a scouting party to investigate the status of the other missions around San Antonio de Bexar. After checking out the Mission de Concepcion his force came under attack from Colonel de Ugartechea. Bowie directed his troops to fall back to the river and defend themselves from a position within the wood line bank. The Mexicans, mostly cavalry, were easily beaten off.

NOTES--- This scenario lasts for 30 minutes. The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI025_Concepcion_02a.scn - The Battle of Concepcion – 12 turns

[Historical] 8:00 am - Wednesday, October 28th, 1835 Colonel Bowie led a scouting party to investigate the status of the other missions around San Antonio de Bexar. After checking out the Mission de Concepcion his force came under attack from Colonel de Ugartechea. Bowie directed his troops to fall back to the river and defend themselves from a position within the wood line bank. The Mexicans, mostly cavalry, were easily beaten off in 30 minutes.

This scenario lasts 1 hour. NOTES--- The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

3) Goliad

TWI023_Goliad_01w.scn - La Bahia – 36 turns

[Hypothetical] 2:00 pm - Thursday, March 17th, 1836 Historically, on the 17th Colonel Fannin's command slipped away from the Presido of La Bahia at Goliad during a morning rainstorm. Two days later the survivors were prisoners of war. In this scenario, Colonel Fannin decides to defend La Bahia. General de Brigada Urrea leads his men to Goliad around noon, and by 2:00 pm they are ready to attack. NOTES--- This scenario lasts for 3 hours. The Texian move first. They can earn victory points by exiting through the exit hex along the top of the map, or by holding on to La Bahia. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI020_Coleto_01h.scn - La Batalla del Encinal del Perdido - Fannin's Fight – 36 turns

[Historical] 3:00 pm - Friday, March 18th, 1836 La Batalla del Encinal del Perdido (Battle of the Lost Woods) an appropriate name for a senseless battle that led to the massacre of the defeated. After wasting many opportunities to withdraw from Goliad, as ordered several days ago, Colonel Fannin leads his men in an attempt to escape from General de Brigada Urrea's pursuing Mexicans. Mid-afternoon finds Fannin's command formed up in square behind hastily constructed barricades and trapped by Urrea's cavalry, waiting for the upcoming battle. NOTES--- This scenario lasts for 3 hours. The Texians move first. They can earn victory points by exiting through the exit hex along the right-hand side of the map. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI021_Coleto_02a.scn - Battle of the Prairie: Fannin's Flight – 36 turns

[Hypothetical] 3:00 pm - Friday, March 18th, 1836 After wasting many opportunities to withdraw from Goliad, as ordered several days ago, Colonel Fannin leads his men in an attempt to escape from General de Brigada's Urrea pursuing Mexicans. Historically, mid-afternoon found Fannin's command formed up in square behind hastily constructed barricades and trapped by Urrea's cavalry, waiting for the upcoming battle. In this scenario they are still on the march. NOTES--- This scenario lasts for 3 hours. The Texians move first. They

can earn victory points by exiting through the exit hex along the right-hand side of the map. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI022_Coleto_03a.scn - Battle of the Prairie: Fannin's Flight – 36 turns

[Hypothetical] 3:00 pm - Friday, March 18th, 1836 After wasting many opportunities to withdraw from Goliad, as ordered several days ago, Colonel Fannin leads his men in an attempt to escape from General de Brigada's Urrea pursuing Mexicans. Historically, mid-afternoon found Fannin's command formed up in square behind hastily constructed barricades and trapped by Urrea's cavalry, waiting for the upcoming battle. In this scenario Colonel Fannin has more men since he did not waste the Georgia Battalion away in hopeless rescue missions. They are still on the march. NOTES--- This scenario lasts for 3 hours. The Texians move first. They can earn victory points by exiting through the exit hex along the right-hand side of the map. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

4) San Jacinto

TWI013_Jacinto_01h.scn - The Battle of San Jacinto – 4 turns

[Historical] 3:30 pm - Thursday April 21st, 1836 General Sam Houston orders his Texian army to attack. 18 minutes later the battle is over. The Mexicans are defeated and fleeing in all directions. The next day El Presidente Santa Ana is captured, and Texas wins its independence. NOTES--- This scenario lasts for 20 minutes. The Texians move first. Historically, the Mexican army was caught completely off guard, taking a siesta. Santa Ana himself was enjoying a bit of afternoon delight in his personal tent. To reflect this, the Mexican Army will appear in their assembly areas routed and fixed through out the scenario, and the Texians are placed near the end of their charge. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI014_Jacinto_02a.scn - The Battle of San Jacinto – 12 turns

[Hypothetical] 3:30 pm - Thursday April 21st, 1836 General Sam Houston orders his Texian army to attack. 18 minutes later the battle is over. The Mexicans are defeated and fleeing in all directions. The next day El Presidente Santa Anna is captured, and Texas wins its independence. NOTES--- This scenario lasts for 1 hour. The Texians move first. Historically, the Mexican army was caught completely off guard, taking a siesta. Santa Anna himself was enjoying a bit of afternoon delight in his personal tent. To reflect this, the Mexican Army will appear in their assembly areas routed and fixed through out the scenario, and the Texians are placed near the end of their charge. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI015_Jacinto_03a.scn - The Battle of San Jacinto – 24 turns

[Hypothetical] 3:30 pm - Thursday April 21st, 1836 General Sam Houston orders his Texian army to attack. 18 minutes later the battle is over. The Mexicans are defeated and fleeing in all directions. The next day El Presidente Santa Anna is captured, and Texas wins its independence. NOTES--- This scenario lasts for 2 hours. The Texians move first. Historically, the Mexican army was caught completely off guard, taking a siesta. Santa Anna himself was enjoying a bit of afternoon delight in his personal tent. To reflect this, the Mexican Army will appear in their assembly areas routed and fixed through out the scenario, and the Texians are placed near the end of their charge. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI016_Jacinto_04w.scn - The Battle of San Jacinto – 24 turns

[Hypothetical] 3:30 pm - Thursday April 21st, 1836 General Sam Houston orders his Texian army to attack. 18 minutes later the battle is over. The Mexicans are defeated and fleeing in all directions. The next day El Presidente Santa Anna is captured, and Texas wins its independence. Well in this scenario the Mexicans are not sleeping, but are deployed and ready for the Texians' assault. NOTES--- This scenario lasts for 2 hours.

The Texians move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI017_Jacinto_05w.scn - The Battle of San Jacinto – 24 turns

[Hypothetical] 3:30 pm - Thursday April 21st, 1836 General Sam Houston orders his Texian army to attack. 18 minutes later the battle is over. The Mexicans are defeated and fleeing in all directions. The next day Presidente Santa Ana is captured, and Texas wins its independence. Well in this scenario the not all the Mexicans are sleeping. A picket is deployed to keep an eye on the Texians. NOTES--- This scenario lasts for 2 hours. The Texian move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.

TWI018_Jacinto_06w.scn - The Battle of San Jacinto – 12 turns

[Hypothetical] 3:30 pm - Thursday April 21st, 1836 General Sam Houston orders his Texian army to attack. 18 minutes later the battle is over. The Mexicans are defeated and fleeing in all directions. The next day Presidente Santa Ana is captured, and Texas wins its independence. Well in this scenario the not all the Mexicans are sleeping. A picket is deployed to keep an eye on the Texians. NOTES--- This scenario lasts for 1 hour. The Texian move first. Victory Points per 25 men: Infantry = 10; Cavalry = 20. Victory Points per Artillery Piece = 20; Supply Point = 1.