

1.0 INTRODUCTION

The Halls of Montezuma is a two-player game based on the Mexican-American War—a war that began as a struggle for Texas but soon changed into two nations battling for empire. One player is the United States and the other is Mexico. The game attempts to recreate the War from the point of view of the policy makers of both nations in the conflict, without too much complexity. Thus, we have abstracted certain real world factors to make the game playable in about two to three hours, while retaining what we deemed to be essential features of the historical situation.

The game begins during the period of diplomatic crisis over the southern border of Texas. During this time, both players may move and engage in combat, but will have limited flexibility in what can be accomplished. At some point, the US will declare War, giving both players more cards to use and more options.

The rules are organized largely according to the Sequence of Play, found in section 4.0. Major game concepts are found in the rules section where they are most prominent. The victory conditions are presented first so players know their goals, although victory is checked at the end of the Turn. The rules are focused on what you, the players, may do. If what you want to do is not stated, then you may not do it. Concentrate on what the rules allow.

The Halls of Montezuma includes:

- one 22" x 34" map
- Two counter sheets
- Three player reference cards
- 80 Strategy and 30 Action cards
- 2 ten-sided dice
- This Rulebook

If there are any components damaged or missing, please contact us at: GMT Games
P.O. Box 1308 Hanford, CA 93232-1308

If you have any questions about the rules, we'll be glad to answer them if you send them to the address above with a self-addressed, stamped envelope. For faster response, contact the developer at stratdeveloper@gmail.com, or see us online at talk.consimworld.com. We're in the "Post-Napoleonic" folder of the "Individual Games" discussion forum.

2.0 COMPONENTS

2.1 The Map. The game map represents the theater of war; Units move from Space to Space (or Zone) as they campaign. Spaces are marked for terrain and for other game purposes, as noted below and on the map legend.

a. Map features. Features of note on the map are:

- Spaces cost 1 or more Movement Points (MP) to enter, taken from a moving Unit's/Force's Movement Allowance (MA), as the Unit/Force enters the Space (10.2). Each Space's terrain is as indicated on the Map legend.
- For rules purposes, "in Mexico" means anywhere on the map except for the Zones and Texas Spaces.
- Spaces marked with the Indian symbol are the points of origin for Raids.
- Spaces can be controlled; every Space is under control of one player or the other at all times during the game (6.7 and Set Up card).
- Transit Spaces count for all purposes as normal Spaces except when specifically noted in the Rules. Transit Spaces are never controlled for any purpose. **Transit Spaces may not serve as Supply Sources or as Reinforcement placement Spaces.**
- **A coastal Space is either a Port or any Space with printed coastline appearing under the Space.**
- Transit Spaces can cause attrition (10.2.d).

- If three or more Spaces and/or Transit Spaces are part of a triple connection, all are adjacent to each other. See [Linares-China-Matamoros near the Rio Grande for an example.](#)

b. Fortresses. The game's two fortresses, Mejico and Vera Cruz, are marked on the map; each has an inherent artillery Unit (13.3).

c. Connections. Connections allow movement from Space to Space at the MP cost listed on the Terrain Effects Chart. [To be adjacent, Spaces must have a connection between them.](#)

d. Zones and Movement Arrows. Zones represent larger areas of land than normal Spaces. They function identically to Spaces, except as noted. Entry into and exit from Zones are by Movement Arrows. Units are able to move in either direction across such Arrows. [A movement arrow should be printed next to La Grange, Texas, allowing movement between that Space and New Orleans, in either direction.](#)

e. Holding Boxes. Each leader has a command Box. Place all Units and Subordinate leaders under a leader in his Command Box. Place Guerillas not presently in play in the Guerillas Holding box.

f. Charts and Tables. Charts and tables necessary to play the game are printed around the edges of the Map and on the player aid cards.

g. Information Track. Mexican Political Will (PW) is the key to victory (5.1). The track of boxes numbered 0 to 35 is used to mark the current PW, as well as the US Blockade and Bellicosity levels. Use the Firepower (FP) markers on this track to calculate FP in Battle.

h. Battle Diagrams. Each player has a Battle diagram facing his side of the map. Use these to determine total Firepower in Battle (11.2.f). Place Units in the appropriate boxes per the Battle Sequence. [Place one unit in the 'lead' box, one in each commitment boxes \(if commitment happens\), and all the rest in the boxes on the third line.](#)

j. Mexican States. Mexico is made up of a number of States, separated by the darker boundaries. Each Space in a State contains the State's abbreviation, and is faintly color-coded. Each State also has a corresponding status box, which contains the State's name, the State control number (6.9), and boxes for the State control and Civic State markers. The States of Queretaro and Guanajuato share a status box owing to space limitations. Place the markers for both states in the box; both have a State control number of '2'. [Two States are adjacent only if at least once Space in each has a connection to a Space in the other.](#)

k. Political Will cities. Spaces with a bold red outline are Political Will (PW) cities. [If a PW city changes control, Mexican PW may be affected \(5.1.b\). Mexican controlled PW cities are Mexican Supply sources \(6.3\). Alta California is a Zone, State, and PW City.](#)

2.2 Units and markers. The game includes two 8 1/2" by 11" counter-sheets. These two sheets contain all the Units and other markers to be placed on the Map. The play aid card includes a visual representation and explanation of the Units.

a. Combat Units. Combat Units ("Units") are of three types, Infantry, Cavalry, and Artillery. All combat Units except Guerillas have two steps. To indicate that the Unit has lost a step, flip it to its one-step side, or eliminate a Unit already on its one-step side. The single-step side of the Unit has the white band under the unit's strength.

Play Note: *The Combat strength for many Units is the same on both their full and reduced strength sides. If a player has one of each type in a Battle, add 1 to the Force's FP.*

Design Note: The minimal difference in FP between Units at full and reduced strength reflects the use of Unit reserves, discipline, and cohesion. The step loss represents more a loss of cohesion rather than a loss of men. Being returned to Regroup does not mean all the soldiers have been killed, but that the Unit has lost its cohesion and needs to be reorganized.

1. **Infantry Units** are regiments of foot soldiers, between 300 and 1000 troops. Each strength point represents about 300 to 500 men. Infantry Units include:

- **Regulars:** Professional, trained infantry. **The Mejico (1) unit may not move from Mejico Fortress.**
- **Activa Militia (Mexico) and Volunteers (USA):** Regiments raised by Mexican and American States, less experienced and not well trained. Generally, may not be committed in Battle. **Unless otherwise qualified, the term “militia” refers to both classes of Unit.**
- **Zapadores (Mexican sappers):** These troops give an advantage in Battle involving fortifications (11.2.f and the Battle Results Table).
- **Guerrillas:** Irregular troops skilled in hit-and-run tactics.
- **Marines:** Marines generally function as normal Infantry Units. In addition, US Marines have special rules for Amphibious landings (14.2.c).

Play Note: US Units marked with a red band at the top of the Counter (US Regulars & State Militias) enter play only after the US has declared War on Mexico.

1. **Cavalry Units** represent regiments of 100 to 1000 mounted troops, 200 to 300 mounted men per strength point. Cavalry may withdraw before Battle per 11.2.b. Cavalry receives benefits per the play of Strategy cards. **Mexican Dragoons have a commitment symbol.**

2. **Artillery Units** represent 20 to 25 guns per strength point. The US 1st through 4th Artillery Units are considered both Artillery and Infantry.

b. Leaders. Leaders command Units. Leader counters carry stars and ratings. The stars are used for combat commitment, replacement attempts, and other functions. The reverse of most leader counters is marked “REPL”; this side is used in case a leader dies in Battle (11.3). Santa Anna’s replacement is Valencia, who has a separate counter. Each leader is rated for:

- **Strategy**—How easy it is to Activate a leader and get him moving (1 = easiest, 4=most difficult).
- **command**—The number of Units he can command for movement (3.5). This rating also denotes rank—subordinate leaders must have the same or lower command rating as the Force Commander.
- **tactics**—His ability in Battle and troop management.

Leaders may be left alone in a Space; leaders alone may NOT enter a Space with enemy Units. If an enemy Unit/Force enters a Space with a leader alone, and that Space does not contain a fortress (13.3), that leader must be placed with a friendly Unit/Force within 5 Spaces. If no such Unit/Force exists, the leader is eliminated and his replacement becomes available in the leader Pool (3.2).

Design Note: Valencia was the military and political rival to Santa Anna. In the Event of the latter’s demise, Valencia would have been the obvious new political choice of the Army and people of Mexico. In our view, Santa Anna was not spectacular in battle—hence his rating of ‘1’.

2.3 Markers. Markers are included for fortifications, control of Spaces, raided Spaces, game record tracks and the effects of various Events. Their use is explained in the applicable rules or on Event cards. The markers included are an absolute limit except for the Space control markers. Key markers are:

a. Fortifications. The game includes three types of fortifications, two of which are on markers—fieldworks and forts. Place field-works and forts with their “?” side up—although the owning player may look at the marker’s face at any time. Fortresses are printed on the map at Mejico and Vera Cruz.

b. State Control/Civic State. These markers determine whether a Mexican State is under US or Mexican control (6.9) and is “Calm” or in “Revolt” (18.4). **They are color-coded to coordinate with colors on the underlying map.**

c. Political Will (PW). At the start of the game, place one PW marker in each Mexican PW City (including Alta California, “PW” side up). Whenever a PW City changes hands, apply the modifier on the face of the marker to the City Conquest roll (___). Until the PW city changes hands, its marker may only be examined on play of an Action card during the Random Events Phase, and only the player who drew the card may examine the marker. Once the PW city changes hands, both players may examine the marker freely, until moved by an Action card. Thereafter, neither player may examine the PW Markers (in either city involved) until either an Action card allows it or the PW city changes hands.

d. Space control. These indicate which side controls a Space (6.7).

2.4 The die. A ten-sided die is used to resolve combat and a number of other game mechanics. Read the ‘0’ as zero, not ten.

2.5 Player Aid cards. The Player Aid Cards contain the charts and tables to play the game. The Turn Record track allows players to track the game Turn. This track also includes each Turn’s Mandatory Events (7.1.a), the War die roll modifier (18.3.a), the declaration of War Political Will cost (18.3.b), and the end game die roll (18.7) for each Turn. **The Standard Events noted on the card form a subset of the Mandatory Events.**

2.6 The cards. The 110 playing cards are divided into two smaller decks. The 30 Action cards cause random Events and determine movement/attrition of active Units /Forces. The Strategy deck has two sets of cards—Crisis and War, distinguished by the red “Crisis” band across the top of the cards for use during the Crisis Period. Add the War strategy cards to the deck after the US declaration of War (18.3). When in conflict, the card’s text prevails over the rules.

2.7 Counter errata.

- Canales is a 1-3g-0 per the counter, not a 1-3g-1 as shown in his Holding Box.
- Lane is a 3-4-1 per the counter, not a 3-5-1 as shown in his Holding Box.
- The backs of Santa Ann and Valencia should refer to 2.2.b

2.8 Player Aid Card errata.

- Quick Start Card description of play should read:
The players alternate drawing four action cards, two each, executing each Event immediately (7.1.b).
- Set Up Card: Add before last sentence in the main paragraph in Section 1:
Set up the Game's Markers as follows: "... others on the "Calm" side. Next, blindly and randomly place one PW Marker in each PW City and Alta California. Then place the following..."

3.0 GAME CONCEPTS

3.1 Key terms. The following terms are crucial to play of the game— the rules reference indicates the location of their main explanation. They are capitalized throughout.

- **Space**—one of the locations on the map into which Units can move (2.1).
- **Unit**—one of the playing pieces representing the troops which fought during the War (2.2.a).
- **Leader**—any of the generals available to move Units around (2.2.b).
- **Regroup**—where Units not in play are placed—a coffee mug would work perfectly (3.2).
- **Commander**—a leader in command of a Force (3.5) or Army (15.0).
- **Force**—one or more Units (and leaders) under a Commander; may be an Army (3.5).
- **Event**—the actions described on the face of a card (7.1b and 12.0); Event titles are printed *in Italics*.
- **Battle**—combat between Units and Forces, occurring during activation and movement (11.0).
- **Army**—a Force with an Army marker placed by card play (15.0).
- **War**—the game begins during the period of Crisis over the border of Texas; during the game the US declares War in one of a variety of ways (18.3).

3.2 Regroup/Leader Pool. Each side should have a container (a mug) as its Regroup box. Place Units available but not in play in Regroup; place Units eliminated during play back into Regroup. Place leaders available but not yet in play at any convenient location on the table. Do not place Scott or Santa Anna in these leader Pools. Draw Units from Regroup and leaders from the leader Pool randomly, unless specifically stated (e.g., the *Scott Invades* Event requires a Marine Unit).

3.3 Stacking. No more than 15 Units, plus any number of leaders and markers, may end an Action or Phase in one Space. If more are present, the owning player must eliminate Units in excess of 15. Players may always inspect the contents of enemy stacks. The Baggage Train does not count towards stacking. Zones have no stacking limit.

3.4 Reinforcements. Players receive reinforcements during the course of the game; most arrive by card play, but some arrive by mandated Event. Place reinforcement Units at full strength, drawing them **randomly** from Regroup. The player must take the number of Units indicated, unless Regroup is empty. In this case, the reinforcements are lost. Except for Scott and Santa Anna, randomly draw reinforcement leaders from the leader Pool. **Designate the placement Space before each Unit/Leader is drawn.** Unless stated on the card, place reinforcements as follows:

- **US reinforcements**—New Orleans or any friendly, in supply Texas Spaces.
- **Mexican reinforcements**—any friendly, in supply Political Will Cities **except for Alta California.**

3.5 The Force. A “Force” is any group of Units and leaders subordinate to a particular leader (the “Commander”). An “Army” is a Force with an Army marker. Unless otherwise specified, the term “Force” applies to Forces and Armies. The number of Units allowed in a Force is the “Force activation limit”. A Force need not include all the Units in a Space. **While Leaders may move alone, any Leader(s) in a Space when the last friendly Step in the Space is eliminated—for any reason—should be placed back in the Leader Pool.**

a. Designation. Designate a Force at the moment of activation, interception or avoiding battle. A Force contains a Commander, no more than one subordinate leader, and a number of Units up to the Commander’s command rating. An Army is a Force with an Army marker, and contains a Commander, any number of subordinate leaders, and Units up to the total of the combined command ratings of the Commander and one subordinate. The Baggage Train does not count towards stacking.

b. Timing. Forces need not be designated except as described in 3.5.a. At all other times, any number of leaders and Units can coexist in a Space (up to the stacking limit of 15 Units).

3.6 Santa Anna. At start, place the Santa Anna leader counter in the “In Exile” box. Santa Anna is governed by the following:

a. Initial Placement. Santa Anna comes out of Exile and enters play on the first of the following to occur:

- Action card Event: *Santa Anna Returns from Exile* is played during the Random Events Phase (7.0).
- Strategy card Event: *Santa Anna Elected President* is played during the Action Phase (9.0). **If Santa Anna is already in play when this card is played, then move Santa Anna immediately to Mejico Fortress, leaving any Army/Force/Units behind—check for Army removal per 15.1.b.**
- Declaration of War: Place Santa Anna with 4 Units in Mejico fortress at the beginning of the Turn following the US declaration of War—immediately if the US player declares War at the beginning of a Turn (18.3.b).

b. Return to play. After removal by *Santa Anna in Exile*, place him back in the "Exiled" box. Roll the die during the Random Events Phase. On a 5 or higher, place Santa Anna in Mejico fortress. If the roll was 4 or lower, roll again next turn. *Santa Anna Elected President* also returns him to play if in exile.

c. Other considerations. Valencia and Santa Anna may never be in play simultaneously. **If Santa Anna loses the Presidency by Card or Mandatory Event (on Turn 4), he remains in play in his current Space as an ordinary Leader, unless exiled. If Santa Anna is exiled when another is Presidente, the other remains as Presidente. Santa Anna may**

not be elected **Presidente** while in the **Serious Wound** box. Other than as provided in 3.6.a – c., **Santa Anna** is a normal **Leader**. Units arriving because of a **Santa Anna** card are drawn from **Regroup**.

3.7 Initiative. From the beginning of the game until the nations are at War, Mexico has the initiative. From the moment the US declares War until the end of the game, the US has the initiative.

3.8 Terms. Regard the following terms as interchangeable in meaning:

- “Pacific Squadron” and “West Coast”
- “Gulf Squadron” and “East Coast”
- “Logistics” and “Supply Phase”. Use the “Logistics” counter after the Supply Event happens.
- “Indian Raid Starting Point” and “Indian Space”.
- “Event Deck/Card” and “Strategy Deck/Card”
- “Mountains” and “Rough”

3.9 Presidente. When an Event changes the identity of the Mexican **Presidente**, the Presidency changes hands, regardless of who is **Presidente**.

4.0 SET-UP AND SEQUENCE OF PLAY

4.1 Game Set-up. Refer to the Set Up card to prepare for play. Make sure to place one **PW** marker in each Mexican **PW** city, including **Alta California**.

4.2 Turn Sequence of Play. Each game Turn consists of a series of Phases; complete all Phases and their Segments in the order stated.

A. Random Event Phase (7.0).

- Implement all Events noted on the Turn Record track, in the order stated. From Turn 4 on, reactivate an inactive squadron (14.3).
- The players alternate drawing four action cards, two each, executing each Event immediately (7.1.b).
- Roll for **Santa Anna**’s return (3.6.b).
- The US player may declare War, paying the Turn’s **PW** penalty (18.3.b).

B. Deal cards Phase (8.0).

- Deal each player the appropriate number of Strategy cards (8.1).
- After examining their hands, each player, beginning with the initiative player, may draw one extra card, moving the **PW** marker 1 in the other player’s favor.

C. Action Phase (9.0).

The players alternate playing Strategy cards; the initiative player determines who plays first. The Supply Event (9.2) takes place on play of *Logistics* or, possibly, a Strategy card with the Supply Wagon icon. The Supply Event automatically happens on play of the *Logistics* card. If another card with the Supply Wagon card is played, roll the die—if the roll is less than or equal to the OPS value of the card, the Supply Event takes place. Each Turn does not have to have a Supply Event; the Turn may have a maximum of one. Execute the Supply Event before continuing with ANY activity desired with the card. The Action Phase ends per 9.0. Each card play allows the player to engage in one action at the player’s discretion:

- *Activate* leaders, Units, and Forces to move (10.0), suppress revolts (10.3), establish control of a Zone (10.4), resolve a siege (10.5) and engage in Battle (11.0).
- *Execute* the Event on the card (12.0).
- *Place* control markers (13.1), fortifications (13.2), replacements (13.4), or the Baggage Train (13.5).
- *Make* a Naval Move (14.1), conduct an Amphibious landing (14.2), *Activate* a squadron (14.3), or *Seize* a Port (14.4).

- *Organize* an Army (15.0).
- *Raid* Spaces (16.1) or *Hide/Reveal* a Guerilla (Mexican player only—16.5).
- *Discard or Hold* a card (17.0).

D. Governmental Status/End Turn Phase (18.0).

- Spaces may change control because of the presence of enemy Units/Forces (18.1).
- Remove isolated control markers and determine which Mexican States are under US control (18.1.a–b).
- The Mexican player determines if the Mexican government collapses (18.2).
- If the US is NOT at War, the US player rolls on the Declaration of War Table (18.3.a).
- Both players determine if any active revolts spread (18.4.a).
- Change PW for raids, State control, and revolts; remove Raid markers (18.5).
- Check for victory (5.2).
- On turns so noted on the Turn Record track, roll to see if the game ends; if the game ends, check victory (18.7).
- Shuffle all Action cards and move the Turn marker to the next Turn.

5.0 POLITICAL WILL AND VICTORY

5.1 Mexican Political Will. The Mexican Political Will track is a quantitative measure of Mexico’s willingness to fight the US. Various Events throughout the game add and subtract points from Political Will. **The PW Chart lists all the incidents which affect PW; some are described here.** When a PW award benefits Mexico, move the marker up the track; when the award benefits the US, move the marker down. **Mexican PW may go below ‘0’ but never exceed ‘35’.**

a. Raids (16.0). Each raid is worth ½ PW (16.4.a).

b. Political Will Cities. Whenever a PW city changes control, PW will change. Roll the die; add the PW modifiers from the PW city’s marker and from the map, subtract one if Santa Anna is President, and refer to the City Conquest Table to determine the PW effect. **Leave the PW Marker in the Space; the modifier will apply to subsequent changes of control and Conquest rolls.**

c. Battle. Battle affects PW per the PW Chart; all effects are cumulative.

d. States in revolt or under US control. The Mexican player loses PW each Turn for each State in revolt and/or controlled by the US player (18.5.b).

5.2 Victory. Determine victory during the Government Status/End Turn Phase. Check to see if one of the two situations below applies:

a. Sudden Death. A player fulfills his nation’s Sudden Death Victory conditions by occupying Spaces. ‘Occupying’ a Space means that the Space is in supply, has at least one friendly Unit in the Space, and is under friendly control. If a Zone is involved, enemy Units may also be present.

- The US wins if the US simultaneously occupies Vera Cruz, **Mejico fortress**, Saltillo, Alta California, and Monterrey, and has more Units in the Disputed Zone.
- Mexico wins if Mexico occupies five or more Texas Spaces **and has a Force with at least two more Units than the US in the Disputed Zone; either side may have any number of Leaders.**

b. PW Victory. **PW Victory is checked at the end of a Turn, but only if the game is ending per 18.7, the Mexican player wins unless one of the following two conditions applies:**

- **Mexican Government collapse.** If the Mexican Political Will is 10 or less, the US wins (18.2).
- **No Government collapse.** If the Mexican Political Will is 1 or less, the US wins.

5.3 Tournament Bidding. In tournaments, or if both players want to play the same side, each player should write down a bid of at least 0 Political Will points. The higher bidder plays the favored side, unless the losing player wishes then to bid higher than the current high bid. Bidding may proceed with the players alternating, until one player concedes the bid. The winner plays the favored side; change the Political Will by an amount equal to the bid in favor of the bid's loser.

6.0 SUPPLY AND CONTROL

***Design Note:** We have modeled the logistics in the game with some randomness to capture varied factors in an abstract sense, such as weather, local road conditions, low level raiding, and, simply put, bad management of the supply lines and bases. Like any good strategist, you are always going to be concerned with your supply lines, but the “supply line test” in the game happens in an uncertain way to generate sufficient tension without making the game-play so calculating. You can push your Forces further from the base of operations, perhaps to exploit an enemy weakness, but in this game you can't rely on a specified timing of the Supply Event. Instead, a player could see a Force sitting beyond its limit or recently cut off and play a card to attempt to trigger the Supply Event—this makes the strategy card with a high OPS number a valuable card to play when the conditions are right. In this game, as Mexico retreats to interior lines and difficult terrain, the Americans could get tempted to do too much without safeguarding their supply line.*

Success in the game revolves around supply and control. Supply allows Units and Forces to function at full effect. Control of Spaces and States allows tracing supply, affects PW, and other aspects of the game. Because supply and control issues affect many activities in many phases, they are presented here. The Supply Event, when the supply status is checked for all Units and Forces, is executed per 9.2.

6.1 Supply Status. Supply requires tracing a supply line from a Space to a supply source. If a Space is in supply, all Units and Forces in the Space are in supply. Check supply during the Action Phase on execution of the Supply Event (9.2). A Space must also be in supply at other times noted in the rules, including, for example, building fortifications, taking replacements, establishing control over Spaces, and engaging in Battle.

6.2 Supply Lines. A supply line is an unbroken chain of up to five eligible Spaces from the Space being checked to a supply source. The Space being checked does not count towards the length of the supply line, but the supply source Space does. A Rough connection costs two towards the length of the supply line. Supply lines may be traced through Spaces and Transit Spaces. Each Space must be friendly; no Space may contain an enemy Unit. **Transit Spaces are considered friendly to both sides.** In addition, each Space must be

- Either clear terrain, or non-clear terrain which latter is a PW city or contains either a friendly fortification or Baggage Train,
- free of a Raid marker, unless a friendly Unit or Baggage Train is in the Space, and
- not in a State in revolt, unless the Baggage Train is in the Space.

6.3 Supply Sources. A given supply source may supply any number of Units. Trace supply to the following sources:

- **United States**—a friendly, non-enemy occupied Texas Space, a port (6.4.a), a Zone (6.4.b and 6.4.c), the beachhead or the U.S. Baggage Train marker (6.5).
- **Mexico**—a friendly PW City, a Zone (6.4.b & 6.4.c), Sonora State (6.4.d), or the Mexican Baggage Train (6.5).

6.4 Supply source details. Apply the following as appropriate:

***a. Ports.** If the Gulf Squadron is active, one Controlled port on the Gulf Coast is a Supply Source. The Port Space itself is in supply. In addition, a supply line may be traced to it from one other Space normally, provided that Space does not contain an Army. The Beachhead marker allows a port to serve as a supply source for any number of Spaces (including those containing Armies). A port functions as a supply source only if the Gulf Squadron is active.*

A squadron seizing a port per 14.4 is considered active for supply purposes. The US may not use port supply in the Pacific unless it controls Alta California; one port then may support one Force, and this Force would count as the one Force Alta California can supply (6.4.c). Mexico may never trace supply to a port.

Play Note: The US Player may have two Gulf coast ports as supply sources, one with the Beachhead, and one without. Armies may only trace to the Beachhead.

b. The Disputed Zone. Up to three Units of each side are automatically in supply in the Disputed Zone. A player with at least as many Units therein as the other player may trace a supply line through the Disputed Zone, which counts as three Spaces.

c. Alta and Baja California. Three units from each side are automatically in supply in Alta California; one unit from each side is automatically in supply in Baja California. A player controlling Alta California may use it as a supply source for one Force—either in Alta California or outside it. Control of Alta California allows the US to make one other port on the Pacific a supply source. Ignore the PW City in Alta California for Mexican Supply purposes. If Alta California is friendly, then the presence of enemy units does not prevent it from providing supply per this section. The Force supplied from Alta California may be a different Force for each instance when Supply is checked.

Example 1: The US controls Alta California. During a Supply Event early in the Action Phase, a Force in Mazatlan is supplied by sea from Alta California. During the next card play, another Force moves from Chihuahua—in supply from the Baggage Train in San Rosa, which traces back to Encinas—and engages in combat in Hermosillo with 7 MP, which can trace supply to Alta California. The Force suffers neither movement attrition nor the adverse Battle effect of being out-of-supply

d. Sonora. For Supply Event purposes only, three Mexican Units are automatically in supply in Sonora State. All other Units must be supplied normally in Sonora, regardless of when Supply is determined.

e. Raid markers. A raid marker in a supply source Space prevents use of the Space as a supply source, unless a friendly Unit or the Baggage Train is in the Space.

f. PW Cities. A Mexican PW City is ‘in Supply’ if its Space is Mexican-controlled and does NOT contain a US Unit/Force.

6.5 The Baggage train. Each player has one Baggage Train, which is used as follows:

a. Supply Source. The Baggage Train is a supply source in any type of Space or Transit Space. Trace a supply line into and out of the Baggage Train’s Space regardless of terrain. The friendly Baggage Train must itself trace a valid supply line to another friendly supply source (the US Baggage Train may trace to the Beachhead marker, and *vice versa*). The owner of the Baggage Train may eliminate the Baggage Train, even if it is out-of-supply, and provide Supply to as many units as can trace Supply to it; this circumstance is the only instance in which the owning player may eliminate the Baggage Train.

b. Movement and Capture. The Baggage Train moves only as part of a Force, using the Force’s MA. The Baggage Train does not count against the Force activation limit. A Baggage Train may be left alone in a Space; if one or more enemy Units enter that Space, the Baggage Train is immediately captured. Move the PW marker 1 Space in favor of the capturing player. The Baggage Train reenters on play of a Strategy card (13.5).

c. Beachhead. The US Beachhead functions as an immobile Baggage Train in the port Space.

6.6 Out-of-Supply Effects. During the Supply Event (9.2), the owning player eliminates one-half (rounded up) of all steps in each out-of-supply Space. If present, at least one Cavalry step must be eliminated. If any connection to

the Space is a River Connection, eliminate one less step. In addition, at the moment of certain game activities, check the supply status of the Unit/Force involved. An out-of-supply Unit/ Force

- May not build forts/fieldworks, take replacements, or establish control over Spaces.
- Takes movement attrition if it moves.
- Suffers a FP penalty in Battle.

6.7 Space control. All Spaces are controlled by one side or the other at all times during the game. "Friendly" refers to anything belonging to your side, "enemy" to anything belonging to the other player. Use the control markers primarily in the other player's country. Use them within your own country for clarity. Removal of an enemy control marker in your own country is the equivalent for all purposes to placing one of your own.

a. Spaces. Control of Spaces changes through (a) winning a Battle (11.2.j), (b) the Place control marker action (13.1), (c) **having an Army expend one MP per 15.2, or (d) occupying the Space at the end of the Turn (18.1). Any enemy fortification must be removed before establishing Control.**

b. Transit Spaces. Transit Spaces cannot be controlled; trace supply lines through them normally. Transit Spaces may be raided; Raid markers block supply lines for both sides. Moving into or from one or more transit Spaces results in a movement attrition check (10.2.d).

c. Isolated control markers. During the Governmental Status Phase, isolated control markers are removed (18.1.a).

Play Note: *A player need only place control markers in the player's own country for purposes of clarity. Friendly Spaces in a player's own country can never be isolated.*

6.8 Zone Control. At start, Mexico controls Baja and Alta California as well as Yucatan. The US controls New Orleans. The Disputed Zone is never controlled, but both sides may use it as if it were friendly. Change control of a Zone per 13.1.

6.9 State control. All Mexican States, including Yucatan, Baja California, and Alta California Zones, begin the game under Mexican control. Each State has a State control number in its State Status Box. If the US controls **a number of Spaces in the State greater than or equal to this number, the US controls the State. The US does not gain Control of the other non-US-Controlled Spaces in the State. Control of a Zone is established per 13.1.** State control affects PW and Mexican Government collapse.

7.0 RANDOM EVENTS PHASE AND ACTION CARDS

7.1 The Random Events Phase. The Random Events Phase includes both mandated Events (printed on the Turn Record track) and Action card Events. Conduct the Phase as follows:

a. Mandatory Events. First, execute all Events on the Turn Record track in the order stated; some may not apply in particular situations.

b. Action cards. Next, the players alternate drawing two Action cards each, beginning with the initiative player. Execute each Event immediately, regardless of **card or** beneficiary.

- The player of the card receives friendly reinforcements when a card has reinforcements for both players.
- Each player receives reinforcements from a maximum of one card per Random Events Phase. on drawing a second, continue drawing until a non-reinforcement card is drawn. *Returns from Exile* counts as a Mexican reinforcement card.
- **The US deploys any Guerillas called for by a Guerillas card drawn by the US**
- **Notes on certain Action Cards:**

- i. *Heat* applies, regardless of season
 - ii. *Local affairs* allows switching of known and unknown PW Markers
 - iii. If *Return from Exile* is played when Santa Anna is in play, the Units may be placed in any eligible Mexican reinforcement space.
- The table on the Action Card *Revolts* should be changed to:

Die Roll	Effect
0-5	No effect
6-7	Flip the Civic State marker of any one Mexican State to the “Revolt”
8-9	Either flip the Civic State marker of one Mexican State to the “Revolt” side OR roll for revolt spread per 18.4.a into EACH State adjacent to any one state in revolt.

c. Santa Anna’s return. If Santa Anna was exiled during play, roll to see if he returns (3.6.b).

d. War. The US player may declare War (18.3.b).

7.2 Action cards. In addition to Random Events, Action cards also determine the Movement Allowances (MA) for moving Units and Forces. Reshuffle the Action deck at the beginning of each Turn. In addition, if the Action deck is exhausted during the Action Phase, the deck should be reshuffled. To reshuffle the Action deck, combine both undrawn cards and played cards and shuffle.

8.0 DEAL CARDS PHASE AND STRATEGY CARDS

The Strategy cards drive play of *The Halls of Montezuma*. The players move, fight, build forts, execute Events and do virtually everything else through the play of cards. The information included on the face of each Strategy card indicates the operations level of the card (OPS), an Event, the ability to naval move a Force, and the possibility of a Supply Event. The American player may play the Event on the card if the Event symbol is in Blue or in both colors; the Mexican player may play the Event if the symbol is in Green or both colors.

8.1 Deal cards. Each player receives a hand of cards in the Deal cards Phase. A held card (17.2) counts towards the hand. Determine hand size as follows:

- Crisis Period: The number indicated on the Turn Record Track, *Tejas!* forming part of Mexico's hand on Turn 1
- War before Mexican government collapse:
 - Both players: 9 cards
- War after collapse:
 - Mexican player: 7 cards
 - US player: 9 cards

8.2 Strategy card deck. At the beginning of the game separate the thirty Crisis Strategy cards from the fifty War cards (2.5). Set the War cards aside, and shuffle the Crisis cards to form the Draw pile. Use only the Crisis Strategy cards until the US declares War. When the US declares War, add the rest (18.3.e).

8.3 Strategy card play. Place each card played into a discard pile, unless the card is removed. Players may always check the number of cards left in the deck or in the other player's hand, and examine the discarded or removed cards. A card may be played for ONE Action per Action Phase.

a. Removal. Remove the cards marked "Remove" from play when played for their Event.

b. Reshuffle. To reshuffle, take the discard pile and combine it with any undealt cards, and shuffle. If the deck is reshuffled during the Deal cards Phase, resume dealing at the point at which the deck was exhausted. Use the Reshuffle marker as a reminder. The deck is reshuffled in three situations:

- Deck Exhaustion—the draw pile runs out of cards when more are needed for the deal.
- "Reshuffle" card—at the end of any Turn in which a card marked "Reshuffle" is played for an Event.
- Declaration of War—When the US declares War, reshuffle the new, combined deck.

c. Response cards. Some Events respond to the actions of the other player as described on the card. When a response card is played as an Event, do not check for the Supply Event. **Response cards played in Battle are resolved in the order in which they are played.**

d. Supply Event check. Check for the Supply Event each time a card with the Supply Wagon icon is played (9.2). The Supply Event does not occur when a card is played in response.

e. Card Clarifications and Corrections.

- All "Officer" strategy cards should refer to 12.1.e, not 7.4.g.
- *Anaya Presidency* should say "Move Presidente marker to the Anaya box".
- *Breach!* (74) is a Response Card, and may be played against ANY fortification.
- *Cavalry Charge* (77) should be a response card.
- *Armistice* has no effect on actions in Zones or Transit Spaces.
- On play of *Guerillas Go Home* (5), place the removed Guerillas in the Guerillas Holding Box
- Read *Tejas!* literally; the US may prevent this card only by play of *Stolen March* during the Random Events Phase; otherwise, its play is determined by the Mexican player.
- *Provincial Revolts Suppressed* allows a revolt to be suppressed even if no Units/Forces are present.
- The play of *Bad Weather* (20) on a Force which then uses its one Space movement to move into Battle results in a Column-of-Route type battle.
- *Dysentery* (23) and *Malaria* (26) allow the owning player to select losses from any unit(s) on the board, anywhere.
- The replacements allowed by *Fresh Troops* (60) may be taken by one or more in-supply Forces.

9.0 ACTION PHASE

During the Action Phase, players alternate playing Strategy cards. The player with the initiative determines the first player. Each card allows one action to take place. The Action Phase ends when one of the following occurs: (a) both players have played all their cards (including holding the last one) or (b) one player has held the last card, and the other has played them all.

9.1 Actions. Each card play allows the player to execute one of the following actions, as detailed in 9.3–9.9:

- Activate Leaders, Units, and Forces to move, engage in Battle, suppress revolts, or place a control marker in a Zone.
- Execute the Event on the card.

- Place/Remove control markers, fortifications, replacements, or the Baggage Train.
- Make a Naval Move with a Force, Activate a squadron, or Seize a Port.
- Organize an Army.
- Raid Spaces or Hide/Reveal a Guerilla (Mexican player only).
- Discard or Hold a card.

9.2 The Supply Event. Play of *Logistics* automatically dictates the execution of the Supply Event. On play of any other card bearing the Supply Wagon icon, roll a die. If the roll is less than or equal to the OPS value of the card, execute the Supply Event. Subtract 1 from the die in all Heat Turns. No more than one Supply Event takes place per Turn. **Execute the Supply Event before carrying out any other activity with the card.** During the Supply Event:

- Check supply for each Space containing a Unit or Force,
- Eliminate one-half (rounded up) of all steps in each out-of-supply Space, including at least one cavalry step if present.
- Reduce the total step loss by one if the Space has at least one Rio Grande connection to it (this does not prevent the cavalry step loss required), and
- Check for the effect of the Blockade--roll a die; if the roll is less than or equal to the Blockade level, draw one Mexican Unit from Regroup and remove it from the game.

Play Note: A one-step Out of Supply unit may be eliminated unless it is (a) NOT cavalry, and (b) in a Space with a Rio Grande connection.

9.3 Activation. Either player may use a card for OPS to activate Leaders alone, or a Unit/Force in a Space. Active Forces may move (10.0), suppress revolts (10.3), establish control over a Zone (10.4), resolve a siege (10.5), and engage in Battle (11.0). **Designate the moving Unit/Force, and then draw** an Action card to determine the movement allowance (MA) for individual Units or Forces (10.1). An out of supply Unit/Force may be activated.

- **Leaders alone.** Each Leader activated costs 1 OPS.
- **Individual Units.** Activate one combat Unit with the play of any OPS value card. The Unit activated may be anywhere on the Map.
- **Force.** Activate a Force using a Strategy card with an OPS value greater than or equal to the Force Commander's Strategy rating.

Play and Design Note: Lower rated (that is, better) Leaders tend to move greater distances than higher rated Leaders; all Leaders can fail to move, but higher rated ones are more likely to. The Action cards account for the probabilities associated with command, aggressiveness, and command failure. Note that an Army is always guaranteed to move at least one Space.

9.4 Events (12.0). A player plays a card for its Event when the Event symbol is in the player's color or in both colors. Events may be played freely within the conditions on the card.

9.5 Placement (13.0). The placement action allows players to establish control over Spaces, build fieldworks or forts, place replacements in a Force, or return the Baggage Train to play.

9.6 Naval Activation/Movement (14.0). Play of any OPS value card allows a Leader or Unit alone to move from friendly port to friendly port. Play of a 2, 3, or 4 OPS card allows the US player to activate a squadron. Play of a 4 OPS card allows either player to move a Force from port-to-port or the US player to conduct an Amphibious Landing.

9.7 Organize (15.0). Play of a 2, 3, or 4 OPS value card allows a player to organize an Army.

9.8 Raid (16.0). Play of any card allows a player to conduct Indian and Guerilla raids up to the card's OPS value (16.2). In addition, the Mexican player may hide or reveal a Guerilla Unit (16.5).

9.9 Discard/Hold (17.0). Discarding a card counts as the player's Strategy card play. A player may hold a card if only one card remains in hand. The card may be held for play later in the current Action Phase, or until the next Turn.

10.0 ACTIVATION ACTION, REACTION, AND MOVEMENT INTO BATTLE

Units/Forces move when activated per 9.3. Units move with the Movement Allowances (MA) determined by 10.1. A leader, Unit, or Force is active until it has spent all its MP or stops for some other reason. Determine the MA and engage in the activities outlined in 10.2–10.5. Reaction may occur per 10.6–10.8.

10.1 Movement Allowances. Leaders moving alone have an MA of 10 Movement Points (MP). For Units and Forces, draw an Action card to determine the MA. Refer to the Movement Chart, and find the Commander's Strategy Rating. The number below it is the MA. Units moving alone have a Strategy Rating of 4. An underlined MA causes attrition. An Army (15.0) always has a minimum of 1 MP, even if the Action card lists an MA of '0'. Subtract 1 from listed MA for all Armies, to the minimum of 1.

10.2 Movement. Leaders/Units/Forces move from Space to Space, spending MP per the Terrain Effects Chart to use connections and enter Spaces. The MA may never be exceeded in a given activation, and MP may not carry over from activation to activation. Reaction—interception (10.7) and avoiding Battle (10.8)—occurs during movement. Battle costs an activated Force MP to determine Battle Type (11.2.a).

a. Special cases. Apply the following as appropriate:

- Movement into a Zone costs all remaining MP.
- Movement out of a Zone costs 1 MP plus the cost to enter the Space.
- After play of *Topographic Engineers*, American Units and Forces may move through a Rough or Jungle Space but must then stop in the next Space entered; they always stop in Rough/Jungle.
- Units may be dropped off but not picked up during activation and movement.
- A moving Unit/Force may freely move into or through enemy-Controlled Spaces.
- An Army may spend an extra MP in an enemy Space to make it friendly.
- **A unit/Force entering a Zone may not initiate combat during that activation, even a Column-of-Route attack.**

b. Enemy occupied Spaces. Enemy-occupied Spaces contain either enemy Unit(s) or unoccupied fortifications. Apply the following as appropriate:

- Units and leaders moving alone may not enter enemy-occupied Spaces.
- Leaders alone in a Space (except for a fortress—see 13.3) do not hinder enemy movement; retreat or eliminate such leaders (2.2.b).
- The moving Force must attack any enemy Unit(s) in the Space (11.0).
- A Force enters a Space containing an enemy fort or fieldworks (but no Units) by paying the normal MP cost.
- A Force leaves a Space containing an enemy fort or fieldworks by paying 1 MP; see 13.3 for fortresses.
- Units /Forces enter Zones freely regardless of the presence of enemy Units.
- Mexican units may never enter New Orleans.

c. Movement Attrition. Movement attrition causes an active Unit/ Force to lose 1 step. Units suffer movement attrition in six ways. Attrition is cumulative, but never eliminates the last step in the moving Unit/Force. Units suffer movement attrition only if they expend 1 or more MP. **Revolt suppression and Zone control placement both expend MP for this rule.** Determine attrition in the last Space of movement, before paying MP for Battle (if enemy-occupied). A moving Unit/Force must take attrition

- On spending MP, placing Control markers, or attempting revolt suppression during a Heat Turn.
- After drawing an Action card with an underlined MA (10.1), either for movement or revolt suppression.
- After play of some Strategy cards.
- On spending MP when out-of-supply at the start of movement, even if it moves back in supply (6.6).
- When it moves in a State in revolt or attempts to suppress a revolt (18.4).
- At the end of movement when it moves in one or more Transit Spaces and fails the Transit Space roll (10.2.d).

d. Transit Space attrition. Transit Spaces may cause attrition. Roll a die at the end of movement. If the roll is less than or equal to the number of transit Spaces moved from, through, or into, the activated Unit/Force takes movement attrition.

e. Movement into Battle. Battle occurs when an active Force enters a Space containing one or more enemy Unit(s). The enemy unit(s) may already be in the Space, or they may intercept into it.

f. Movement into and out of Zones. Battle is never required in a Zone; both players may have Units/Forces in the same Zone. Activate a Unit/Force normally in a Zone.

g. Guerilla Units. Guerrillas alone move as Units alone, except they may enter Spaces containing enemy Units. only Canales may lead Guerillas as a Force (and never as an Army). Canales may be subordinate to another leader. on entry, place Guerilla Units in Rough Spaces. Guerrillas may be in a Force with other Units.

***Design Note:** Guerilla Units are a potential Mexican asset; there is, however, no framework of central control over their operations. The Guerillas are always there, so to speak, but only have an impact when the Mexican player expends resources in a manner that exerts control. In effect, any card becomes a “Guerillas Attack” response card.*

10.3 Revolt Suppression. Either player may suppress revolts during the Action Phase. Activate a Force normally. The Force may move before suppressing the revolt, but suffers movement attrition. Once the Force has stopped in a Space in the State in revolt, determine its remaining MA (which can be ‘0’). Then, roll a die. Subtract the Force Commander’s Tactics rating. If the net die roll is equal to or less than the remaining MA, the suppression attempt succeeds. If the unmodified roll is ‘9’, then the Force loses a step. A Force receiving ‘0’ MP as a result of the Action card may attempt to suppress with an MA of 0. An underlined MA causes movement attrition.

10.4 Control of Zones. A Force in an enemy-controlled Zone may place a friendly control marker in the Zone if no enemy Units are present. Activate the Force normally. A ‘2’, ‘3’, or ‘4’ card must be played. While the Force does not move, draw an Action card. If the MA corresponding to the Commander’s rating is underlined, the Force suffers attrition. The Force is also subject to Heat attrition.

10.5 Siege. Siege occurs when a US Force is activated in a fortress Space containing no other Mexican Units (13.3). Activate the Force and draw the Action card. As long as the MA is not ‘0’, the Force may attack the fortress; take attrition normally. This activation may be intercepted. Resolve Battle against the fortress normally. The fortress is destroyed if the US wins the Battle and inflicts at least two step losses on the fortress. If the Space is in supply, the US player places a US fieldworks marker and control marker in the Space.

10.6 Reaction Movement. During an activation, the opposing player may engage in reaction movement—Interception or avoid Battle. Reaction in Zones is covered in 10.9. Each Space a moving Unit/Force enters allows interception and avoidance, which may be made in either order. Reaction takes place after the MP is spent to enter the Space but before determining attrition and Battle Type. To intercept or avoid, roll a die and add the reacting Force Commander’s Tactics rating. On a roll of 5 or higher, the reaction move is successful.

10.7 Interception. Interception occurs when the active enemy Unit/Force enters a Space adjacent to a friendly Force. Designate the intercepting Force and roll the die. If the roll is successful, place the intercepting Force in the

Space the enemy enters; the subsequent Battle is a Hasty Attack (11.2.a). If the attempt fails, the Force remains in its Space; it may attempt to intercept again during the same activation.

a. Eligibility. Make no more than one interception attempt into each Space a moving Unit/Force enters. An intercepting Force need not include all Units in a Space, but it may not exceed the Force activation limits. Otherwise, a given Unit or Leader may be part of any number of interception attempts during an activation or Action Phase.

b. Interception Details. The following provisions apply to all interceptions:

- An intercepting Force receives the benefit of any friendly fortification in the Space.
- Interception adds 1 to the defender's Efficiency die roll (11.2.g).
- A Force may intercept into a friendly-occupied Space, but may not intercept into a Space which is already enemy-occupied.
- An intercepted Guerilla Unit attacks the intercepting Force, but must retreat after the Battle (if it survives)—the intercepting Force in this case never retreats.
- Leaders moving alone may not be intercepted.

c. Interception and fortifications. Fortifications provide FP benefits to the defender, in general. When an interception into a Space with an empty fortification occurs, apply the following as appropriate:

- Friendly Unit/Force moves into a Space with an empty enemy fortification and enemy force intercepts: the enemy Force receives the benefit of the fortification.
- Enemy force moves into a Space with an empty enemy fortification and a friendly force intercepts: NEITHER player receives the fortification FP benefit.

10.8 Battle avoidance. When an active Force moves into Battle, one Unit alone or one Force in the Space may attempt to avoid Battle. An avoiding Force need not include all Units, but Units remaining behind may not avoid Battle themselves. If the roll is successful, place the avoiding Unit/Force in any adjacent Space which neither contains enemy Units nor was the Space the active Force moved from.

a. Failure Penalty. A Unit/Force which fails its avoid Battle roll may not commit Units per 11.2.e in the subsequent Battle. In addition, lower its Battle Efficiency roll by 1, even if a friendly Force intercepts into the Space to join the Battle.

b. Mexican avoidance in Rough and Jungle. A Mexican Unit or Force in a Rough, Jungle, or Rough/Jungle Space automatically avoids Battle prior to the play of *Topographic Engineers*.

c. Avoidance from a Fort/Fortress. A Unit/Force may avoid out of a fort/fortress normally. If the avoid roll fails, however, it is attacked in the Space without benefit of the fortification. Ignore Unit(s) left behind during this Battle. If the Unit/Force which failed to avoid also loses the Battle, it retreats back "into" the fort/fortress. The attacking Force may then attack the fort/fortress in a Pitched Battle. If it does not so attack, place the attacking Force in the Space it entered from. This rule allows two Battles in the same Space.

d. Destination of avoiding Units. Place the Unit/Force successfully avoiding Battle in an adjacent Space which (a) does not contain enemy Units, and (b) was not the Space from which the active Force entered the Space. An avoiding Unit/Force may always avoid into an adjacent Zone.

e. Continued Movement. If the avoid attempt empties the Space, the active Unit/Force may continue moving. If the active Force/Unit again enters any enemy-occupied Space, another avoid Battle attempt may be made. A

Unit/Force may avoid Battle any number of times during an activation, unless in a Zone. In a Zone, if the active Force contains more cavalry, the defending Unit/Force may avoid Battle only twice (10.9).

f. Avoidance Limitations. An intercepted Force may not avoid Battle. A Force which fails an interception attempt may not avoid Battle if the active Force moves into its Space.

10.9 Reaction and Zones. Units may intercept out of a Zone. Units may avoid combat into a Zone. A Force in a Zone may attempt to intercept Forces moving into the Zone. When a Force moves out of a Zone, it may be intercepted in the Space it enters either by a Force in the Zone or in an adjacent Space. To attack an enemy Unit/Force in the Zone, the activated Force designates the target, spends 1 MP and rolls to intercept. If successful, the enemy may attempt to avoid Battle, either remaining in the Zone or moving into an adjacent Space. The active Force may be intercepted by another enemy Force in the Zone. If the enemy avoids Battle, the active player may repeat the attempt, up to its MA. Battle occurs when the enemy fails to avoid Battle. If the active Force has more Cavalry steps than the avoiding Unit/Force, the avoiding Force may avoid Battle only twice, at which point it must leave the Zone into any adjacent Space. The active Force may move into that Space if it has MP remaining. The Unit may avoid normally once outside the Zone.

11.0 BATTLE

Design Note: *The Battle rules attempt to reflect several factors prominent in the Mexican War. First of all, many of the Battles during the War were not decisive tactically and resulted in low levels of casualties. The Americans had clear advantages, reflected in certain Battle card events. The Mexican artillery was less than effective because of bad powder and out-dated doctrine. Leadership was a major factor favoring the United States, with the Americans getting the tactical ratings advantage and the special Officer cards. The firepower is roughly the Force size, except that players can augment firepower with the commitment rules, and the Mexican player will not get as much as he wants from the Activa Militia. Players will discover that their Forces display resiliency in Battle at first, but once the step losses mount, a Force will collapse quickly.*

11.1 Initiation of Battle. Battle occurs when an active Force (“the attacker”) moves into a Space containing enemy Units (“the defender”), and the defender does not avoid Battle. Battle is mandatory and all Units in the Space must participate, **except per 10.8.c.** Cavalry and Guerillas may be able to withdraw from combat (11.2.b). Battle may occur twice in a Space in the Event of a failed avoidance attempt out of a Space with a fort or fortress (10.8.c).

11.2 Battle Sequence. Place the “Battle Space” marker on the map. Move all Leaders and Units to the Battle Diagram area on your side of the map, and use it and the FP markers to resolve the Battle; the FP markers will help distinguish between FP based on Units and total FP. Each Battle follows the sequence in 11.2. Sections 11.3 – 11.9 cover specific situations as appropriate.

a. Determine Battle type. The attacker determines the Battle Type. **If an Amphibious Invasion caused the battle, the Battle Type is Column of Route. If an interception caused the Battle, the type is Hasty Attack. Otherwise, the attacker spends movement points after entering the Battle Space.** The Battle Types, movement costs, and Firepower (FP) effects on the attacking Force are:

Battle Type	MP Cost	PF Cost	Other effects
Column of Route	0	-5	Attacker may not commit any units; required in Amphibious Invasion
Hasty Attack	1	-3	Required if intercepted
Normal Attack	2	-2	--
Pitched Battle	3	0	Add 1 to Post-Battle results roll regardless of winner

Design Note: the time scale for an OPS card is somewhat abstracted but covers roughly 10 to 14 days of historical time. The expenditure of movement points for the Battle Type represents scouting activities, maneuvers to take advantage of good ground, and other factors.

After the Battle Type is determined, compare the best tactics rating on each side. Change the Battle Type one in favor of the Force with the higher Tactics Rating, or, if the Battle Type is already the best for that Force, add half a die roll (rounded up) to the Force's Firepower. A subordinate's Tactics Rating may be used. **Make this adjustment even if an Amphibious Invasion or Interception caused the Battle..**

Example: The Defender has the higher Tactics rating in a Hasty Attack. The Attack is resolved as a Column of Route.

b. Withdrawal. Cavalry and/or Guerillas alone in a Space may be able to withdraw from Battle. The activated Force may continue moving after a Withdrawal. Withdrawal takes place after spending MP for Battle Type. Withdrawing Units are placed in any adjacent Space not containing enemy Unit(s). Withdrawal may be repeated if the active Force moves into a new Space.

- Cavalry may not withdraw in a Zone.
- Guerilla Units may only withdraw from a Rough Space.
- Units may not withdraw into the Space from which the active Force entered.

c. Guerilla arrival. The Mexican player may discard a Strategy card and add a hidden Guerilla Unit to the Space (16.5). **This discard may be made when attacking or defending; the Space may have a fortification. The Guerilla unit both participates in the battle and puts the US Unit/Force out-of-supply for the duration of the Battle..** Guerillas brought in this way do not count against stacking for the duration of the Battle.

d. Battle Events. Both players may play one or more Response Event cards. The attacker plays all desired cards first. After the defender plays cards, the attacker may only play cards directly responding to a defender's card.

Example: After the attacker plays cards, the defender plays Bombardment. The attacker is holding Artillery Duel, but may not play it for this Battle, because the attacker always plays his cards first, and Artillery Duel is not a response to Bombardment.

e. Lead and Committed Units. Each side must designate a lead Unit—only Guerillas are ineligible to be leading Units. Each may then commit one or two Units. Only Units bearing the commitment symbol may be committed. A one-star Force Commander may commit one unit; a two-star Force Commander may commit two. **In an Amphibious Invasion, at least one Marine Unit MUST be committed.** Each committed Unit loses one step after calculating FP; this loss does not count towards determining victory in Battle. The attacker commits Units first.

Design Note: Units which cannot be committed are less experienced (e.g., in the case of the Mexican Activa Militia infantry Units) or are limited due to combat doctrine and resources (e.g., artillery Units).

f. Firepower total. Each player totals friendly firepower (FP) per the Firepower section of the Battle Results Table. For purposes of determining an attacking Force's supply status, trace **supply from the Space from which the Unit/Force moved into the Battle Space**, not from the Battle Space itself. The defending Unit/Force traces from the Battle Space. **Enemy fortifications provide no benefit to friendly forces. An out-of-Supply Army does not provide the +3 FP bonus.** In general, calculate FP in the following order:

- Unit based FP, then
- Apply effects of any cards which affect Unit-based FP, such as *Baptism of Fire* (18), then
- Apply other additions/subtractions to FP listed on the Player Aid Card, then
- Apply other Strategy Card-based PF adjustments.

g. Efficiency and Leader/Artillery Loss. Each player rolls one die, applies all applicable modifiers, and compares the modified roll to the Efficiency Roll column of the Battle Results table. Next to the result is a description of the troops' performance. If a player's Efficiency die roll was a natural '2' or '7', a Friendly leader loss is possible per 11.3. If the Mexican player's Efficiency Die roll was a natural '9', Mexico loses one additional artillery step (if present); this step does not count towards determining victory. **The Strategy Card *Good Ground* (30) increases the efficiency level by one.**

h. Casualties. Each player then cross-references the Efficiency result with friendly FP. The result is number of step losses inflicted on the enemy.

i. Victory, Post-Battle Losses, and Retreat. The winner is the side which inflicted the higher total of losses on the Battle Results Table. If the total is tied, the defender wins. If the winning Force was eliminated by the Battle result, restore one step of the winner's choice to the Space. Conduct Post Battle losses, and then the loser retreats (11.5).

j. Aftermath. Adjust Political Will (5.1). Guerillas must return to the nearest Rough Space (if such Spaces are equidistant, the Mexican player decides where to place the Units). If Canales is in the Space, Canales may move with the Guerillas. The winner places a friendly control marker in the Space.

11.3 Leader Loss. If a player's Efficiency roll was a natural '2' or '7', roll the die for each Friendly leader, adding his Tactics Rating. An Army Commander may reroll this roll once; **if the reroll is made, its results apply.** If the modified roll is 5 or higher, roll again and consult the leader loss Table. Santa Anna and Scott are treated normally for leader loss purposes. **"Eliminated", on the Leader Loss Table, means "killed" or "wounded". Once the Leader loss procedure begins, do not draw replacement leaders until all leaders have been checked. It is possible for an Army to lose all its Leaders.**

11.4 Step Losses. The owner chooses which specific Units take losses.

- A player may not eliminate any reduced Units before reducing all full-strength Units in the battle.
- Each committed Unit takes one step loss before assigning casualties.
- Return eliminated Units to Regroup.
- If all Units on a side are eliminated in a Battle, place surviving Leaders in the Leader Pool. **If all Units in an Army are eliminated, remove the Army, roll for Leader loss (again), and place surviving Leaders in the Leader Pool. If the winning Force was eliminated by the Battle result, restore one step of the winner's choice to the Space.**

11.5 Post Battle Losses and retreat. If the difference in step losses between the winner and loser is five or more, check for post-Battle losses. Count all steps lost in the Battle for any reason.

a. Post Battle Losses. The losing player rolls one. Subtract the losing Commander's Tactics rating and add one if this was a Pitched Battle. Refer to the Post Battle Results table. The losing Force takes the noted additional losses. If the roll is a natural '9', the losing Force routs as follows:

- Eliminate a Unit/Force with 5 or fewer steps,
- Eliminate one-half the steps in Forces with 6 or more steps (rounding up), losing one step from each type if present,
- Check for leader loss again, and
- Place all surviving leaders and Units in a friendly, supplied Space within 5 Spaces of the Battle Space (if no such Space exists, all survivors are eliminated, leaders going to the leader Pool).

b. Retreat. The surviving losing Unit/Force retreats one Space. Retreating Units need not remain together. Units unable to retreat are eliminated.

c. Retreat priorities. The attacker must retreat to the Space from which it moved into Battle. A retreating defender may retreat to an adjacent Space, Transit Space, or Zone, but not into a Space containing one or more enemy Units. Retreat to a friendly Space over an enemy Space. Choose one closer in MP to a friendly supply source if several eligible Spaces are available. The defender may retreat into the Space from which the attacking Force entered only to avoid elimination.

d. Specific situations. The following apply to retreats as noted:

- Guerillas must retreat to the nearest Rough Space. Canales may retreat with regular Units or with the Guerillas.
- A Force defending in (a) a fort or fortress, or (b) rough, jungle, or rough/jungle terrain may take one additional step loss to cancel a retreat. The attacker wins the battle, receives any PW benefit, and returns to the Space from which it entered Battle. **This step does not count as a Battle loss.**

11.6 Overrun Battle. An attacking Force may continue movement after Battle if (a) it suffered no losses on the BRT, (b) all enemy Units were eliminated, and (c) no enemy fortification is in the Space. **In this case, the Force might make two transit Space attrition rolls (10.2.c), one before the Battle and one after, the latter counting only the Transit Spaces entered after the Battle.**

11.7 Fortifications. Enemy fortifications are never eliminated in Battle. See 10.2.b for moving out of a Space containing a fort or fieldworks, and 13.3 for fortresses.

12.0 EVENTS

12.1 Events. Each Strategy card contains an Event. Follow the card's text to execute the Event. The circle around the card's OPS number is color-coded to indicate which player may play the card for the Event: blue for the US, green for Mexico, and both for either player. Play each Event according to the text of the card. An Event allowing the player a number of OPS after the Event permits use of those OPS for any purpose allowed by the rules. Apply the following as appropriate:

a. Reinforcements and replacements. Place Event reinforcements per 3.4. Some Events give the player replacement points, steps or Units. All replacements must be placed in supply. Play of a card granting replacements does not affect the ability to play a card for replacements (13.4), and *vice versa*.

b. Mandatory Events. Play of either *Logistics* and/or *Santa Anna Elected President* for the Event is mandatory. The player holding the card may determine the timing of such play(s). These cards may not be held until the next Turn.

c. Remove and Reshuffle. Remove cards marked "remove" from play when played for the Event. When played as Events, cards carrying the notation "Reshuffle" cause the Strategy deck to be reshuffled at the end of the Action Phase.

Play Note: *If a reshuffle card is played during the Turn in which the At War cards are added to the deck, the Reshuffle in effect has no effect—but make sure you add the Reshuffle card to the deck (unless removed from play).*

d. Response Events. Some cards have a blue "Response" bar at the top. Play the Event as indicated by the card. Response Events do not replace a normal card play in the Action Phase. When played in response, these cards do not trigger the Supply Event.

e. Officers. The US player has four "officer" cards. Play during the Battle sequence (11.2.d). Play no more than one "officer" Event per Turn. When played, place the corresponding officer's counter in the Force Commander's Holding Box; the officer remains with that Force Commander until removed. Mexican play of *No Future Glory* **cancels either the play of one officer card or removes one officer present in a given battle; remove the Officer counter from play.** During each Battle, including the current one, use the officer for either Chief of Staff or Field Command. Use no more than one officer in each capacity during a given Battle. Remove all officers in a Force if

the Force loses a Battle, even if their effects were not declared for that particular combat. **If a Battle eliminates all Leaders in a Force, place any officer(s) in the Space with surviving Units; they may move with any individual Unit until a Force is reestablished.** The officer effects are:

- Chief of Staff—Add 1 to the Efficiency Die roll.
- Field Command—Add the results of 1 die roll to the Force's FP for the current Battle.

f. Execution. Complete all items under a given event before the next card is played. Thus, if a card requires the discard of a random card, even a Mandatory card may be discarded.

13.0 PLACEMENT ACTIONS, FORTIFICATIONS, AND FORTRESSES

A card of any OPS value may be played to place control markers, build fieldworks, take replacements, or return the Baggage Train to play.

13.1 Place control markers. Play any card to establish control over enemy Spaces or Zones. Each OPS point on the card played allows placement of one control marker in one Space; spending all OPS allows placement of control in a Zone (10.4). Control of a Space may be changed if either:

- a friendly Force is in the Space/Zone, or
- the Space is adjacent to a friendly Force and no enemy Force is presently able to intercept into the Space in question (Control of Zones may not be changed from adjacent Spaces, but Control of Spaces may be changed from Zones).

Play Note: Place control markers in Spaces in your own country for clarity only; unless an enemy marker is in the Space, you control it.

13.2 Build a fortification. Fortifications are fieldworks, forts, and fortresses (2.3.a). No Space may contain more than one fortification, except for forts under-construction (13.2.b) and destroyed fortresses (10.5). Do not place fortifications in Transit Spaces. Build fortifications in friendly supplied and occupied Spaces only.

a. Fieldworks and Forts. To build a fortification, randomly draw a fortification of the appropriate type, examine it, and place it face down in the Space. If any leader in the Space has a Tactics rating of either '1' or '2', then draw two, examine them, place one, and return the other to the fortification pool. Flip the fortification face up when a Battle occurs in the Space.

- Build a fieldworks in a Space without another fortification.
- Build a fort in a Space containing a friendly fieldworks. Place an "Under Construction" marker on the Fort. On a subsequent card play, remove the marker and the fieldworks; the fieldworks retains full capability until removal. It thus takes two card plays to complete a fort. **On completion, place the fieldworks back in the pool for future draws.**

b. Destruction. An active Force may remove enemy unoccupied fieldworks and forts by spending 1 MP in the Space. A player may demolish any friendly fort or fieldworks on the map whenever it is his opportunity to play a Strategy card (except in reaction); **return the counter to the pool; it may be drawn again.**

13.3 Fortresses. The fortresses are Mejico and Vera Cruz. Fortresses are printed on the map, and are destroyed only by siege (10.5). A US Force moving into a fortress must stop. If Mexican Units are present, Battle follows normally, adding the FP of the inherent Units (13.3.a). Once no other Mexican Units are in the Space, the US Force, in a subsequent activation, may resolve the siege per 10.5. When other Mexican Units defend in a fortress, the fortress' inherent steps may not be taken as Battle or Post Battle losses. A successful siege destroys a fortress; after destruction, fieldworks and forts may be built in the Space normally.

a. Inherent Units. Each fortress has an inherent two step artillery Unit. Fortresses' inherent Units may neither intercept nor avoid Battle. The inherent FP is added at full-strength to any Mexican defense in the Space. Neither Unit may be committed. Once the US controls a fortress, its inherent Unit is considered eliminated from the game.

Historical Note: The fortress at Vera Cruz had about 135 guns installed. Mexico City had inherent artillery defenses (not as many as Vera Cruz) but suffered from a shortage of well-trained artilleryists.

b. US control. The US maintains control of a fortress Space provided a supplied Unit in a fieldworks or fort remains in the Space. At the end of a successful siege, the US automatically places a fieldworks in the fortress space (10.5).

13.4 Replacements. Any card may be played for replacements using the card's OPS value. No more than one replacement Action may be undertaken by each player during a given Turn; use the friendly "No Repl./Repl. Taken" marker as a reminder. Designate **any** one in supply leader to receive the replacements. The US player may NOT take replacements until War has been declared.

a. Procedure. Designate the leader to receive replacements. Roll the die once for a one-star leader, and twice for a two-star, **and use the higher one.** Add the OPS value of the card **to the roll.** The sum represents the replacement points, which can be spent as follows:

- 1 point for 1 infantry step.
- 2 points for 1 cavalry or US mixed infantry/artillery step.
- 3 points for 1 artillery step.
- Points equal to command value for 1 available replacement leader. Only one REPL leader may be taken in a given replacement action.

b. Placement. First, the active player may flip any reduced Units in the Space to full strength, paying the replacement point cost. Then, draw Units out of Regroup one at a time, and pay replacement points to place it in the Space at either reduced or full strength. Placement of a drawn Unit with at least one step is mandatory, unless insufficient replacement points are available, in which case another Unit may be drawn. Newly added Units may bring the size of the Force above the leader's force activation limit. Units drawn but not taken are returned to Regroup.

Example: The American player plays a 3 OPS card for replacements, and designates Scott to receive replacements. The U.S. player rolls two dice and gets results of 3 and 7. He takes the 7 roll, adds 3 for a total of 10, and flips two cavalry Units to full strength (cost of 4) and draws an artillery combat Unit (placed on its reduced side at a cost of 3) as well as two Infantry Units (one placed at full strength, one at reduced, at a cost of 3 more replacement points).

Design Note: Replacement Units are randomly drawn because the Commander on the ground would have little control over which Units higher authorities would send to his support.

13.5 Baggage train. When the friendly Baggage Train has been removed from the map, a player may return it to play via a Strategy card (9.5). Place it in any friendly, in supply Space containing a friendly Force.

14.0 NAVAL MOVEMENT, SQUADRONS, PORT SEIZURE, AND BLOCKADE

14.1 Naval Movement. The game has two coasts, East and West. The corresponding squadron must be active for all US naval movement. Naval Movement between the coasts is never permitted. To make a Naval Move, play a Strategy card and move the leader/Unit/Force from one friendly, supplied port to another, unless an Amphibious landing is taking place (14.2). A leader/Unit/Force that makes a naval move may not perform any other movement during the same activation. Any Battle is considered a Column of Route attack.

a. Unit/Leader. on play of any OPS value card, one Unit or leader may move from port-to-port.

b. Force. On play of a '4' OPS card, a Force (but not an Army) may make a naval move.

c. Army. An Army may make a naval move only on play of *Scott Invades*.

d. Mexican Naval capability. The Mexican player may make a naval move only when the US squadron for the corresponding coast is inactive (14.3) or seizing a port; from Turn 4 to the end of the game, both squadrons are active except by card play. **The Mexican player may make a naval move into a Port Zone containing US Unit(s). The Mexican player may not make a naval move into a currently seized port.**

14.2 Amphibious Landings. Amphibious landing is available to US Forces only. Play a 4 OPS card and move a Force from a friendly to a Mexican port **on either coast**. At least one Marine Unit must be included (14.2.c). Conduct reaction and Battle normally during a landing. **The Battle type is Column of Route, unless changed by some other factor.** If the US wins the Battle or the port Space is empty, the US player places a control and the Beachhead marker, **even if invasion happens at Vera Cruz before the Fortress is reduced**. The Beachhead is an immobile Baggage Train.

a. Landing Failure. A Force failing to win a Battle in the Amphibious landing returns to its port of origin.

b. Scott Invades. This card allows a special Amphibious landing per the card's text. The Units in the landing Force or Army can be drawn from Regroup, New Orleans, or any in-Supply Space(s). Units up to Scott's command Rating may be included in the invading Force. If Scott is in command of a previously-built Army, the Army participates in the landing, **but any (or all) Units already in the Army may be left behind**. Marines must be included. **If Scott is dead or on the Turn track pursuant to a serious wound, Scott Invades may not be played as an Event. Declare the destination before drawing Units.**

c. Marines. The following provisions apply to all US Amphibious landings.

- one or more US Marine Units must be in the landing Force,
- At least one US Marine must be committed in any Battle in the landing Space, and
- The Marine Unit included in a landing made per *Scott Invades* may be drawn per 14.2.b.

Play Note: *You may search Regroup for a Marine Unit for Scott Invades, even if one is already on the map, thereby bringing two for this Event.*

14.3 Activate Squadrons. Each coast has a corresponding US squadron; both begin the game inactive. A squadron becomes active on play of a 2, 3, or 4 OPS card. Both squadrons automatically activate at the beginning of every turn from turn 4 onward. On each squadron's first activation during the game, increase the Blockade level by one. If a coast's squadron is either inactive or seizing a port (14.4), the Mexican player may make naval moves along that coast. **Once War is declared, the only way a squadron can become inactive is through play of *Rough Seas*.**

14.4 Seizing a Port. An active squadron may seize a Mexican-controlled port on play of a '2', '3', or '4' OPS Strategy card (9.6). Such a Port may be seized if the Space contains no more than two Mexican steps and neither is Artillery; **one step of Artillery prevents seizure**. The squadron is still active even after seizing a port, but the Mexican player may make naval moves on that coast. A squadron engaged in seizing a port is active, **and transport, supply, and Amphibious Invasions are allowed on that coast while the squadron is seizing the port**. Ports in Zones may not be seized. A given port may be seized any number of times, and each seizure increases the Blockade level by 1. Vera Cruz may not be subject to a port seizure until the fortress is destroyed. **If the port has a fieldworks or fort marker, the marker remains, but the port is also controlled.**

a. Effects. Apply the following effects when a port is seized:

- Place the squadron on the Port and raise the blockade level by 1.

- Place a US control marker in the Space, **allowing the port to be used for Naval Movement.**
- Any Mexican steps remain in the space.
- **If the Port is a PW Space, a Conquest roll is allowed.**

b. End seizure. When a port seizure ends, place the squadron marker back in the squadron box. The squadron remains active unless deactivated by Event. **The port then reverts to Mexican control unless the US has moved Units into the Space.** The blockade level increase remains even after the seizure ends. The port seizure ends when any one of the following occurs:

- A Mexican **Force or** Artillery Unit moves into **or through** the Space,
- The US player **moves the Squadron to the Squadron box by play of a '2', '3', or '4' OPS card,** or
- An Event deactivates the squadron.

14.5 The Blockade. Track the blockade of Mexico on the Information track. The blockade level modifies the die roll on the Mexican Government Collapse Table (18.2). In addition, during each Supply Event (9.2), roll a die against the blockade level to determine if a Mexican Unit is removed from the game. The blockade starts at '0', **and has no limit. Increase the blockade by one when each of the following occurs:**

- Each squadron activates for the first time during the game.
- A port is seized by a squadron.
- **An Event increases the Blockade.**

15.0 ARMIES

***Design Note:** The Army markers represent an extra level of organization, command staff, and artillery park, with attending increases in political prominence of a Force and reductions in maneuverability. The design does not force players to build armies. However, the Political Will benefit and extra firepower make them attractive even if they are a double-edged sword offering a lower movement rate and the possibility of PW loss if you lose in battle.*

15.1 Army organization and retention. Place and keep Army markers on the map as follows:

- a. Organization.** Play of a 2, 3 or 4 OPS card allows the organization of an Army in a friendly, in-Supply Space provided at least one leader and one Unit is in the Space.
- a. Retention.** Each Army needs at least one leader and one Unit. At all times, if the last leader in an Army is eliminated, then the Army marker is removed. When an Army is reduced to one leader as a result of leader loss in Battle, you may draw one leader from the leader Pool and place him in the Army. Santa Anna and Scott may not be so drawn unless in the pool because of leader loss. If all Units in an Army are eliminated, remove the Army, roll for leader loss (again), and place surviving leaders in the leader Pool. An Army marker removed for any reason may subsequently be rebuilt. **Armies may not voluntarily be disbanded.**

15.2 Army Movement. When activated, subtract 1 from the MA printed on the Action card for all Armies. An Army always has a minimum of 1 MP, even if the Action card lists an MA of '0'. Armies activated for movement may place control markers at a cost of 1 MP each.

15.3 Armies in Battle. An in-supply Army adds 3 to friendly FP in Battle. If an Army wins a Battle, move the PW marker 1 in its side's favor. If an Army loses a battle, move the PW marker 1 against its side.

15.4 Multiple armies per Space. **Armies may not simultaneously be in the same Space. If two armies ever end up in the same Space for any reason, remove one Army. It may subsequently be rebuilt. Units in excess of the 15 Unit limit are returned to Regroup.**

16.0 RAIDS AND GUERRILLAS

Design Note: The rules on raiding bring out the effects of varied Indian and Guerilla activities that were mostly a “side-show” during the course of the war. The action cards “deliver” Indian Units and Guerilla Units to the players randomly, since the U.S. and Mexico did not have direct control over such Units or attempt to organize them. The raid mechanics here are adapted from **Wilderness War**, altered for the Mexican War.

16.1 Raids. The game includes five Raid markers plus one for *Local Militia Raid*. Raid opportunities occur either by play of an Action or Strategy card (16.2). once placed, Raid markers are only removed during the Victory Check Phase.

a. Where to Raid. Both players may place raid markers in enemy-Controlled or occupied Spaces, as well as Baja California, Alta California, and Yucatan Zones. The Mexican player may also raid the Disputed Zone. The target Space/Zone must be

- Within 10 MP of the Indian Space used for the raid, or
- Within 6 MP of the Guerilla Unit’s Space—the Unit moves to the raided Space.

b. Other Raid Specifics. Spaces containing either fortifications or friendly Units may not be raided. **Indian raids may be traced through any enemy-occupied Spaces; guerillas may not.** At a given raid opportunity, trace each Indian Raid from a different Indian Space and use each Guerilla once. Raids may take place during the Armistice (after play of that Strategy card). No more than five Guerilla/ Indian raids occur in any one Turn; *Local Militia Raid* is a sixth possible raid. Canales may join a Guerrilla raid **if he is stacked with the Guerilla Unit on play of the card.**

16.2 Raid Particulars.

a. Action card. A player drawing an *Indian Raid* card during the Random Events Phase places up to the indicated number of raid markers; **the Raids must use different Indian Spaces for each raid.**

b. Raiding via Strategy card. The play of a Strategy card for Raiding allows **one Guerilla raid or Indian raid** attempts up to the OPS value of the card. **Execute raids one at a time.** Each raid attempt may involve either an on-map Guerilla or an Indian Space; **a different Indian Space must be used for each raid.** After designating a target Space, follow the Raiding procedure in 16.3.

c. Event. The *Local Militia Raids* Event allows the automatic placement of a Raid marker by the Mexican player.

16.3 Raiding Procedure. For each Strategy card raid, roll a die, and modify as noted below; all applicable modifiers are cumulative. If the net roll is ‘5’ or more, place the Raid marker. If an enemy Unit is in the Space, eliminate a Guerilla Raider on an unmodified roll of ‘0’ or ‘1’. Raiding Guerrillas move to the nearest Rough Space or the Hidden box per 16.5.

- +1 For a Guerilla Raid, if Canales is in the Space.
- –1 If an enemy Unit is in the Space.
- –1 If the Space contains an Enemy leader.
- +? The OPS value of the card played to make the Raid.

16.4 Raid Effects.

a. PW effect. Each successful Raid awards the Raiding player ½ PW point at the end of the turn, **regardless of the presence of enemy Unit(s).** Add up each side’s raid total, subtract the smaller from the larger, round fractions up, and move PW in favor of the side with the larger total. Remove the raid markers during the Government Status/End Turn Phase.

b. Other effects. A Raid marker converts the Space into a Transit Space until removed. A Raid marker blocks a supply line for either player unless a friendly Unit or Baggage Train is in the Space. Spaces with Raid markers may not be raided again until next Turn.

16.5 Guerillas. Guerillas move normally. Canales is the only leader who may command Guerillas in a Force. One Guerilla Unit may be hidden either by play of a Strategy card during the Action Phase or after a raid—place it in the box on the Turn Record Track. No more than one Guerilla may be hidden at a time. The Unit may be returned to the map either by a Strategy card play during the Action Phase or during Battle (11.2.c). Bringing a Guerilla out of hiding during Battle places the US Unit/Force out of supply. Guerillas may only enter Spaces in Mexico. **Eliminated guerillas go to the Holding Box. The US may place Guerillas in any Space in Mexico during the Random Events Phase when it draws the *Guerillas* card.**

Design Note: The raiding rules simulate the fact that the politically prominent raids were not very frequent, and that there were limited resources and windows of opportunity for raiding especially given the abstracted time scale for the play of an OPS card. Limiting the raids allowed to 6 total between the two players alters the attractiveness of raid attempts as a Turn proceeds (simulating weather problems, local command paralysis, shifting sentiments of raiders, etc.). This also limits Raid Political Will Points to a maximum of 3 Political Will Points if only one side raids successfully.

17.0 DISCARDING AND HOLDING CARDS

17.1 Discards. Place a card in the discard pile and take no action. Do not discard cards marked “Mandatory”. Discard of “Remove” cards does not cause removal. No Supply Event may be triggered.

17.2 Held cards. A player with one card remaining may hold it. This card may be played anytime later in the Action Phase, or held until the next Turn. Once each player has one card remaining, each either plays it normally or holds it until next Turn. A card held for the next Turn counts against hand size.

18.0 GOVERNMENTAL STATUS / END TURN PHASE, WAR DECLARATION, AND REVOLTS

Design Note: There are two major political features of the War built into this design. The Mexican government was a fragile entity. The game models this in two ways—the Mexican player has an array of presidential personalities to handle, reflected through Events, and faces the possibility of collapse of central authority; Mexican states can also descend into revolt. Some of the fighting pre-dated “official” declaration of War due to antiquated communications and bureaucratic and political turmoil in the United States. Thus, we model the level of U.S. bellicosity to account for the effect of certain military and political events, starting the game with the period of crisis and increasing hostility which will result in a US declaration of War.

During the Governmental Status/End Turn Phase, execute the procedures in 18.1–18.5 in the order stated.

18.1 Determine Control. Each player gains control of all enemy Spaces (**but not Zones—Control of Zones never changes under this section**) now containing a friendly Unit/Force, regardless of supply. Then, simultaneously remove all isolated friendly control markers. Third, check each Mexican State for US control.

a. Isolated control markers. An isolated control marker is one which is (a) in the other player’s country, (b) not in supply, and (c) in a Space not currently occupied by a friendly Unit. Removal is deemed simultaneous.

b. State control. If the number of US controlled Spaces in a State is equal to or greater than the State control number, flip the State control marker to the US side. If the number of Spaces controlled by the US is less than the number, Mexico retains or regains control of the State.

18.2 Mexican Government collapse. If Santa Anna is President, skip this step. If Santa Anna is not President, the Mexican player rolls one die and modifies the result per the Collapse Table. Once Collapse occurs, skip this step. The Table gives three possible results:

Stable—If on the “Unstable” side, flip the marker to “Stable”.

Unstable—Flip the PW marker to “Unstable” and add 1 to the Collapse roll on the next turn; **if the marker is already on Unstable, there is no further effect.**

Collapse—Reduce PW by 5; 7 cards during each subsequent Draw Cards Phase.

If the Mexican Government collapses during a Turn, the Mexican player does NOT lose any Strategy cards that Turn.

Design Note: When Santa Anna was in power, the strategic will of Mexico was, in essence, his own will, which could not collapse.

18.3 United States Declaration of War. During the Government Status Phase, the US rolls for War on the War declaration Table. The ways by which the US declares War are all in this section:

a. War Declaration Table. The US player rolls one die. Modify the roll as indicated and apply the result. US Bellicosity changes as follows, to a minimum of 0 and maximum of 5:

- The first time when more Mexican than American Units are in the Disputed Zone; reduce bellicosity by 1. **If Tejas! is played as the first card of the game, then this restriction applies only after the US has placed or moved a Unit into the Disputed Zone.**
- Play of *Santa Anna Returns from Exile* and *Santa Anna Becomes President* each increases bellicosity by 1.
- Play of Strategy cards for the Event during the action phase, per the card’s text.

b. Beginning of Turn. The US player declares War for the PW penalty noted on the Turn Record track during the Random Events Phase. War is declared automatically at the beginning of Turn 7. **To declare War at the beginning of the Turn, the US player must be able to pay the PW cost. For example, if PW is at 35, the US player may not declare war.**

c. Automatic Declaration of War. The US declares War immediately if Santa Anna commands a Force and enters any Texas Space.

d. Strategy card. Some Events allow the US player to roll on the War declaration Table.

e. Consequences of Declaration of War. Add the War cards to the Strategy deck, reshuffle the deck, and add the At War Units to US Regroup at the beginning of the next Turn, **unless war is declared per 18.3.b, in which case add the cards, reshuffle the deck, and put the At War Units in Regroup immediately.** After War is declared, both players receive 9 cards in the Deal cards Phase, but do not add cards in the middle of the Turn. If War is declared during the Action Phase, the US player may play a card for replacements later in that Action Phase. If he has not yet entered play, place Santa Anna and four Units in Mejico fortress at the start of the following Turn.

18.4 Revolts. Finally, check for the spread of revolts, **but only those which exist at the beginning of this Phase.** Revolts are suppressed during the Action Phase (10.3).

a. Spread. Alternating between the Mexican player and the US player, designate a State in revolt and roll one die. The revolt spreads on a roll of 8–9 (or 7–9 if the Mexican Government has collapsed). The rolling player flips the Civic State marker in any one “Calm” State adjacent to the State being checked. If no adjacent State is “Calm”, then the revolt cannot spread. Alta California, Baja California, and Yucatan are all States. **Each revolt is checked for spread once and only once in a given Turn.**

Play Note: You may select a state with no adjacent “Calm” states.

b. Effects. When a Mexican State goes into revolt, flip the Civic State marker from its ‘Calm’ side to its ‘In revolt’ Side. A State may go into revolt any number of times during the game. Revolts affect the actions of both players in each Space/Transit Space in a State in revolt as follows:

- No supply line may be traced into or through the Space unless the Baggage Train is present.
- It is treated as enemy-controlled for retreat purposes.
- No Unit may take replacements in the State.
- A Unit/Force expending one or more MP in the State suffers movement attrition (10.2.c).

18.5 PW changes. Change PW for raids, revolts, and States under US control.

a. Raids. Award raid PW per 16.4.a and remove the raid markers.

b. State Control, Revolts and PW. Total the number of States in revolt and/or under US control, and halve the result. If a State is both in revolt and under US control, count it once. Round the halving down if the Mexican Government has NOT Collapsed, round up if it has. Reduce PW by the result.

18.6 Victory check. Determine if Victory per 5.2 has been achieved.

18.7 End of Game Segment. At the end of Turns 6 through 9, roll one die. The game ends if the roll is greater than or equal to the number on the Turn Record track. The game ends regardless at the end of Turn 10. If the game continues, shuffle the Action deck, and go on to the next Turn.

Play Note: Given the sequence during this last phase, if the game ends per 18.7, the Mexican player will win.

19.0 COMPREHENSIVE EXAMPLE OF PLAY

It is the beginning of Turn 2. The US has yet to declare war. During Turn 1, Kearney moved into the Disputed Zone after the play of *Tejas!* and defeated the Mexican unit placed there. Thereafter, *Settlers* allowed two US Units to be placed in that Zone. Meanwhile, the Mexican player took replacements at Monterey—sending them to Arista. Kearney then moved out of the Disputed Zone to San Antonio. Ampudia built a fieldworks. Finally, Taylor attempted to attack across the Rio Grande, but was stopped when the action card gave him ‘0’ MP.

At start of turn 2:

Mexico

Arista, 1st light, 7th Dragoons, (1st Mtd, 1st PC, 6th Artillery) and the Baggage Train in Presidio del Rio Grande. Ampudia, 2nd, 4th, 6th, 10th Infantry, 9th Dragoons, Zapadores, Army of Tejas, and +2 fieldworks in Matamoros.

US

Kearney, 1st Infantry, 1st Dragoons, Bragg and Taylor Artillery.

Taylor, 1st – 4th US Artillery, 5th and 7th Infantry, 2nd Dragoons, Army of observation, the Baggage Train, and a +2 fieldworks in Fort Brown.

Random Events Phase

1. The US takes standard reinforcements and places Worth and the 3rd Infantry in San Antonio. Mexico receives the Guard, the 2nd Marines, and the 3rd Artillery, as well as leaders Lombardini and Leon. Leon and the 2nd Marines are placed in Vera Cruz to be able to move to Yucatan to suppress the revolt. Lombardini and the other Units are placed in Monterey. **There are no other Mandatory Events, and, as the US Is not at war, the squadrons do not become active.**
2. The Mexican player draws an Action card. It is *Riots* (card 1), and the die roll is a ‘5’—no effect. The US player then draws *Reinforcements* (17), and receives one leader and two Units, placing them in Encinas.

Mexico then draws *Reinforcements* (14), and draws and places Canales and the 5th and 8th Dragoons in Saltillo. Finally, the US draws *Riots* (29), rolls a 6, and places Cohahuila State in Revolt.

Deal Cards Phase

3. Each player receives five cards. Mexico's hand includes *Nicholas Trist*, *Operational Exhaustion*, *Bad Weather*, *Whigs Oppose War*, and *Forced March*. The US hand includes *Guerillas Go Home*, *Malaria*, *Negotiations Break Down*, *Dysentery*, and *No Quarter*.

Action Phase

4. The Mexican player has the initiative, and decides to go first. His first concern is the revolt in Cohahuila, which cuts the supply line for Arista's Force, and may make it difficult to follow through on his planned invasion of Texas. Therefore, he plays *Bad Weather* for 2 OPS to activate Arista, to suppress the revolt. He draws *Political Insight* (21) to determine the MA. Cross-referencing Arista's Strategy rating of 2 with the MA row, he sees this Force has 5 MP. He chooses not to move the Force, thus avoiding movement attrition. The suppression die roll is '7'—the revolt is not suppressed.
5. The US, wanting to lessen the threat of the advanced Mexican Forces, plays *Dysentery* as an Event. It carries a Supply Wagon (the "Chuck Wagon") icon, this requiring a Supply Event check. The die roll is '7', greater than the card's OPS of '2'—no Supply Event occurs. The die roll for the Event is a '9'—Mexico must take a step loss in two units. He flips the 2nd Infantry in Vera Cruz, and the Mejico Unit in Mejico fortress.
6. Mexico will again attempt to suppress the revolt. After play of *Whigs Oppose War*, the Action card *Reinforcements* (13) gives Arista 7 MP. **He does not move, and a** die roll of '1' suppresses the revolt.
7. The US plays *Guerillas Go Home*, rolls a '5' for the Supply Event check—the Event doesn't happen—and activates Kearney and four Units, leaving Worth and the Taylor Artillery behind in San Antonio. The Action card *Indian Raids* (30) gives Kearney an MA of '7', but he must take a step loss to movement attrition for the underlined MA. The US player moves Kearney's Force south across the Rio Grande to Palo Blanco for 5 MP. Lombardini does not intercept and Kearney moves into Monterey for 1 more MP. Canales attempts an interception, but a die roll of '0' does not allow him to do so. The Mexican player decides to stand at Monterey, leading to a Battle. The US player eliminates one step from the 1st Infantry for the movement attrition. The US player then rolls a '5' for Transit Space attrition; since Kearney moved in only 2 Transit Spaces, there is no attrition.

The Battle of Monterey

8. The US player spends 1 MP to declare a Hasty Attack. Because Kearney's tactics rating is better than Lombardini's, the Battle Type is increased one level in the US player's favor, to a Normal Attack.
9. The Mexican force may not withdraw, and no Guerillas may be added because none are yet in play.
10. Neither player has Battle Events to play.
11. The Battle itself:
 - a. The US designates the 1st Dragoons as its lead Unit (3 FP), and the 3rd Infantry as its committed Unit (4 FP). The other two Units count 1 each for FP for 2 more FP based on Units. The US FP is increased

by 1 for combined arms, and reduced by 2 for the Normal Attack. The US Force is in supply through the three Transit Spaces to San Patricio, tracing from Palo Blanco. Total US firepower is 8.

- b. Mexico designates the 3rd Artillery as its lead Unit (1 FP) and the Guard as the committed Unit (8 FP). Mexico therefore has 9 FP.
 - c. Both players flip their committed Units for the required step loss—this can be done later, but doing it now makes sure they remember to do so.
 - d. The US efficiency roll is 5, while the Mexican roll is 4. The US roll is increased by 1 for Kearney's tactical rating. Neither roll results in leader/Artillery loss. Both players' Forces efficiency is rated 'Poor'. The 8 FP of the US force inflicts 1 step loss on the Mexican Force, while the 9 FP of the Mexican force inflicts 2 step losses on the US. Mexico flips the 3rd Artillery, while the US flips Bragg artillery and the 1st Dragoons. The US player then plays No Quarter as a Response event, and eliminates the 1st Infantry—PW goes down to 29, while Bellicosity increases to 1. The card is removed from the game. Since the difference in step losses is less than 5, no Post Battle Results roll is made. Kearney retreats to Palo Blanco. The Battle itself has no PW effect because neither side is an Army nor has 5 or more Units.
12. Despite the temptation, the Mexican player decides to get some replacements to Arista, and plays *Operational Exhaustion*. The Supply Event roll is a '9'. The replacement die roll is a '6', giving Arista 8 replacement points. The Mexican player flips the two cavalry units for 4 points, and then draws Units, pulling the 3rd light and placing it at full strength for 2 points and then the 4th artillery. Because he does not have at least 3 replacement points remaining (allowing the placement of one artillery step), he may draw another unit, and pulls the 4th light. He is able to place it at full strength, spending the full 8 replacement points.
 13. The US player breathes a sigh of relief and plays *Malaria* to activate Kearney. *California War* (5) gives Kearney 3 MP. He moves back across the Rio Grande to the Transit Space, rolling a '3' for Transit Space attrition.
 14. Mexico then plays *Forced March* to build an Army, after making a Supply Event check. The roll of '2' triggers the Supply Event—but at this point everyone's back in supply, so no steps are lost. The Army of Mejico is built with Arista.
 15. The US plays *Negotiations Break Down*. Since the DZ contains no Mexican Units, PW is reduced by 1 to 28.
 16. To end the Action Phase, Mexico plays *Nicolas Trist* to activate Canales. The chuck wagon is ignored, because the Supply Event has occurred this Turn. He draws *Rough Seas*, giving him 6 MP—Canales moves north to join Arista on the Rio Grande.

Governmental Status/End Turn Phase

17. No Spaces change control this Turn; no control markers are isolated. The Mexican player rolls a 9 on the Collapse table. The only applicable modifier is the +1 for the revolt in Yucatán—which brings the roll to 10, resulting in a "Unstable" result—this roll will gain an additional +1 modifier next turn. The US then rolls 3 on the War Declaration Table. This roll is modified by +1 for bellicosity, +1 for the elimination of a US Unit in Battle, and +1 for Turn to a net roll of '6'. The US does not declare war.
18. Yucatan is the only State in revolt. The Mexican player designates that State and rolls a 1—the revolt does not spread. If any raids had taken place, markers would be removed and PW awarded right now. Because only 1 State is either in revolt or under US control, and the Mexican government has not collapsed, no PW is lost this turn. Since neither side has achieved any victory conditions, play goes on to the next Turn.

Card History Errata

Card # 3: *Fremont Declares Bear Flag Republic.* This event took place in June, 1846, not 1845.

Credits

Designer: Michael Welker and David Fox

Developer: William Cooper

Art Director: Rodger B. MacGowan

Map Art and Card Logo: Tim Schleif

Final Counter Art: Rodger B. MacGowan

Rules Layout: Neil Randall

Card and Charts Layout: Mark Simonitch

Box Cover Artist: Rodger B. MacGowan

Playtesters: Richard Simon, Chris Atkins, Greg Mourad, Rob Bottos, John Haas, David Imparato, Chris Janiec, Jim Lawler, Ken Schultz, Thomas Cadenhead, Joshua Meah, Pete Skaar, John Foley, Jeff Schulte, Alan Sundberg, Steve Valone, John Christopher, David Mattson, Harvey Mossman, Peter Stein, Ben Hull.

Proofreaders Extraordinaire: Kevin Duke, Robin Griller, Aaron

Silverman, Brad Stock, Michael Debije

Production Coordination: Tony Curtis Special thanks go to Anton Adams for his help with many aspects of the game. Thanks also go to Michael Fitzgerald, Ph.D. who helped out with many broad historical issues.

Source map: *Mapa de los Estados Unidos de Méjico : segun lo organizado y definido por las varias actas del congreso de dicha república y construido por las mejores autoridades. 1847*—Disturnell, John, 1801-1877.

<http://hdl.loc.gov/loc.gmd/g4410.ct000127>

20.0 DESIGNER'S NOTES

A lot of wargamers like design notes—and many are scattered here and there in this rules booklet. Others want to see some design notes in one place. We've attempted to cater to both preferences, so here are some design thoughts with a 'big picture' perspective (let's call this the Macro notes and the various in-rule comments the Micro notes).

The Halls of Montezuma has a long, involved history. The idea to do a strategic-level game for the Mexican-American War came up sometime in 2002. Initially, some buzz arose about a strategy game for *Gringos*—something that would be similar to the interesting and innovative mixture of battles and campaign-level game included in *Risorgimento*. But David and I were pretty adamant about doing the game as a card-driven game in the tradition of *We The People*, *For The People*, and so on. Our first game with GMT (*Thirty Years War: Europe in Agony*) was a great experience, as something just came together when I morphed from developer to codesigner. To be clear, there were some downsides to being in that sort of a mode, as I couldn't juggle both angles of approach to that game. Well, in any case, some six years later *Thirty Years War* is out of print, so it's about the right time for a new game, right?

The GMT principals then gave us a green light to do the game as a standalone. In mid-2002 I had the basic ideas in place: a game nearer the *We The People* level of complexity, Mexico had to be able to win (since it wouldn't be a solitaire game), events (at least some) not dependent on card draws, an operational tempo and battle system that revealed the difficulty of waging war in the region, amphibious operations (but not overly-focused), and all the political, economic, logistics, social, and technological factors in the events, mechanics, and atmosphere. In particular, I wanted the players to feel like high-level strategists with little control over local events and actions. In addition, the design had to instill frustration—enabling the players to feel like commanders of the era, in which plans were always imperfect, disease was around every bivouac, and the guerillas could show up at any moment.

Wargame design is complicated. But I got great advice: design it, play it, design it more, play it more. And remember—a game design is never finished, only published. So, as I reflect on the overall ideas on my agenda, there are a few issues to review (but not all of them—hey I need some leftovers for an article somewhere!):

1. The interesting leaders from the Civil War era cut their teeth here—so they can appear at particular moments and then fade away from sight.
2. I also wanted a tactical system that rewarded planning but was based on command efficiency as the major determiner of battle victory: getting more lethal firepower at the right place and time. Many of the war's battles were small, indecisive, low-casualty affairs. A few, however, were larger, more deadly, and decisive. The system had to allow for both ends of this spectrum. At first I tried an algorithm much like the army-size methodology found in *For The People*. However, my initial testing indicated that the forces were too robust in large battles, and the ratings system did not adequately yield the feeling of lack of control and the wider variations I needed to make every engagement feel very risky. After about seven iterations of the combat system, I decided to combine control and uncertainty in a simple yet effective combination. FP is dependent on planning and concentration of Force (and can fade away with the wrong cards), while the uncertainty emerges in the efficiency die (and Bill thought of some 'period language' to add some color to the efficiency result). The end result betrays the influence of many approaches to combat systems. you've got a firepower calculation that is a distant cousin to the method in *Thirty Years War*. The movement to pitched battle is a mix of the ideas found in Joe

Balkoski's *Great Campaigns* games as well as Kevin Zucker's really amazing designs. Finally, as I scan my shelf of card-driven games, I am reminded of the master—Mark Herman—you will find that the efficiency roll is clearly related to the combat mechanic found in his game *Empire of the Sun*.

1. Action cards for the independent events (as well as several ways to capture the chaos of Mexican politics) and the uncertainty of local operations—these cards combined the two notions very easily and remained in the design from early stages.
2. The crisis and the war declaration—I wanted to make sure the early battles could happen along with a potential invasion of Tejas, all before the U.S. showed its teeth—sharp teeth indeed once Winfield Scott figured out the land war was likely to be a close call.
3. Mexican political will—I needed a victory system that included sudden death and an end-game uncertainty to keep the U.S. player on his toes—many gamers with historical hindsight would likely wade into the game with a lot of confidence. I needed to make things risky as well as frustrating—all in the context of a ticking clock, since my reading is that domestic issues were likely to make Americans tired of the war rather quickly. originally a sliding scale similar to *Wilderness War*, we realized at origins 2004, thanks to Ken Schultz and Thomas Cadenhead, that tracking Mexican PW only, and giving the US the incentive to reduce it, was key to the game's tempo of play.
4. Unpredictable supply—Supply is randomized and can catch you sleeping—we wanted that unpredictability from the beginning. The system is easy enough to track (especially if the non-active player is watching the card to remind both players to check supply) and makes the strategy cards slightly different than other games of the genre.
5. What else can I mention to fit this to seven points?? Santa Anna (or Ana)? Revolving-door politics? Dysentery? Well, I hinted here at a few things, but I'll leave the controversies to the internet... see you at Consimworld.

Now that I have mentioned Mark Herman (up there in point 2), I should ensure the following is in print: Mark, your game designs entertain me (us!) and challenge us—they range from the fascinating to the complex, and the latter is a sign that you believe in our intelligence. you have trusted us to enjoy your games and see history as you do. your work is my major inspiration—I hope that *Halls of Montezuma* might cross your game table one day, downstairs in your war room on that well-lit table. This game is my own atypical way of saying, "Thank you!" (And to be more specific, thank you for the advice I mentioned above).

Before I depart so you can play the game with a buddy, I should mention something regarding the six year design and development process. There were some hurdles. I have had two more kids since starting the work (that makes 7 kids and 2 game designs... my plan is to make it all even-Steven within 5 years). Also, in 2003 my van was stolen in the wee hours of New year's, and (don't ask me why) the only prototype game was in a briefcase in the back. I had to begin from scratch; then, I was expatriated to Austria to teach there and provide 'touring' services for American students visiting Austria, Italy, and other wonderful locales. The upside: I witnessed the 200th anniversary of the battle of Austerlitz. The downside: I was too busy to work on the game from early 2005 to the end of 2006.

Thankfully, play testing was underway. We made it to P500, and then Bill Cooper (who developed *Europe Engulfed...* so I knew we were in great hands!) fine-tuned, supervised play tests, and even used the game in his classes. And, thank you for being patient. I hope you enjoy the game. MW

21.0 CARD HISTORIES

1 Polk Addresses Congress: After learning of the Thornton Affair, in May, 1846 President Polk called for a joint session of Congress and requested a declaration of war against Mexico, saying, *“The cup of forbearance had been exhausted even before the recent information from the frontier of the Del Norte [Rio Grande]. But now, after reiterated menaces, Mexico has passed the boundary of the United States, has invaded our territory and shed American blood upon the American soil. She has proclaimed that hostilities have commenced, and that the two nations are now at war.”*

2 No Quarter!: The brutal nature of the Mexican-American War was made clear by the tendency of both sides to use lethal force, particularly in the killing of prisoners of war. Santa Anna’s bloody attack on The Alamo, giving no quarter to the surrendering Americans, gave rise to a wave of pro-nationalism and anti-Mexican sentiment, particularly in Texas; giving no quarter in the Mexican War was expected to be a furthering of Santa Anna’s policy from the earlier battle.

3 Fremont declares Bear Flag republic: lieutenant Colonel John Charles Fremont led an American force of 300 men into Alta California in June, 1846, capturing Santa Barbara and declaring the short-lived Bear Flag Republic, with Fremont as military governor. The Bear Flag Republic would eventually become the American state of California.

4 Settlers: Despite the ongoing hostilities, American settlers moved into the former Mexican territories of Nuevo Mexico and Alta California at a steady rate.

5 Guerillas Go Home: Mexican guerilla bands frequently disbanded as individuals went home to tend to their crops or defend their farms from hostile Indians.

6 Nicholas Trist, State Emissary: Nicholas Trist was named emissary to Mexico by President Polk to negotiate the end of the war. Both Polk and General Winfield Scott soured of Trist’s performance and he was called home in 1848. Trist ignored the President’s instructions and negotiated and signed the Treaty of Guadalupe Hidalgo in January, 1848, which would eventually be approved by both nations.

7 Minor Revolt in Baja/17 Baja revolts Suppressed/19 Provincial Revolt Suppressed/28 Provincial Revolt/42 Major Revolt in Baja!

The government of Mexico was far from stable during its war with the United States. Control over the provinces from Mexico City was almost non-existent; the province of Yucatan had revolted in 1841 and declared itself neutral at the outbreak of hostilities. Several other provinces, such as Baja California and Alta Mexico, revolted against the central government, often with covert American encouragement.

8 Manifest Destiny: A term first used in 1845 by journalist John L. O’Sullivan while urging American annexation of Texas, *“And that claim is by the right of our manifest destiny to overspread and to possess the whole of the continent which Providence has given us for the development of the great experiment of liberty and federated self-government entrusted to us.”*

9 Thornton Affair: In April, 1846, American Captain Seth Thornton led a company of dragoons on a scouting mission near future Brownsville, Texas. Thornton encountered a brigade of Mexicans under Colonel Anastasio Torrejon and was captured along with several of his officers and men. After news of this reached Washington, President Polk called a joint session of Congress and asked for a declaration of war with Mexico.

10 Remember the Alamo!: The Alamo was a fortified chapel in San Antonio, Texas, defended by Texans during their revolution against the Mexican government in 1836. The Alamo was captured and the entire Texan garrison wiped out by a Mexican army commanded by Antonio Lopez de Santa Anna. “Remember the Alamo!” became a rallying cry for American troops and Texas volunteers during the Mexican-American War.

11 Tejas!: The Department of Tejas, formerly the Mexican State of Coahuila y Tejas, seceded from Mexico in 1835 and soon afterward became the independent Republic of Texas. Mexican President Jose de Herrera sent troops into the Disputed Zone in 1845 to oppose the Republic of Texas’ claims on Mexican land south of the Rio Grande river.

12 Santa Anna Elected President: The mercurial Antonio Lopez de Santa Anna was President of Mexico eleven times in 22 years between 1833 and 1855. Santa Anna declared himself President in 1847, simultaneously running the Mexican government and Mexican army.

13 Whigs Oppose War: American political opposition to President Polk's drive towards war was strong, particularly among the opposition party Whigs, whose numbers included Illinois Representative Abraham Lincoln. Massachusetts Senator Daniel Webster was the leader of the Whig anti-war movement.

14 Operational Exhaustion: As American armies advanced further into northern Mexico, their increasingly tenuous supply lines meant long delays in pushing forward badly needed supplies and reinforcements.

15/27. Local Militia: local Mexican militia units were frequently called up to fill in the regulars' ranks before a battle.

16 Indian Uprising: While the Mexican and American militaries clashed on the battlefield, Indian tribes located in the Disputed Zone raided American forts, waystations, and Baggage Trains.

18 Baptism of Fire: At the start of hostilities, both the United States and Mexico had very small national armies and rapidly built up their forces with influxes of raw volunteers. These green troops, led by inexperienced officers, would take heavy losses as they learned the harsh lessons of war.

20 Bad Weather: Although he endeavored to maintain a calm façade, the General seethed inwardly as the rain continued to pour down, turning the road into a bog and slowing his army's march to a crawl. And so was lost a great opportunity, perhaps never to be regained.

21 Low Ammo: "We are out of ammunition, General!" the Colonel cried. The General nodded grimly and pointed his sword at the enemy. "Very well then, we will give them the bayonet."

22 Light Casualties: Sensing a disadvantage, the General broke off the battle before his force became heavily engaged, saving his army to fight another day.

23 Dysentery/26 Malaria/78 Yellow Fever: Disease took a heavy toll of armies in this era, and a combination of the hot Mexican climate, inferior hygiene, and poor camp discipline by such large numbers of volunteers and militia troops only made the danger worse. Over 80% of American military deaths during the war came from disease or other non-combat causes.

24, 68 Forced March: Under the General's stern eye the soldiers trudged onward, canteens empty and banners hanging limp in the blazing heat, their route of march marked by discarded gear, fallen exhausted men, and dead mules.

25 Leading from the Front: "Steady, boys, steady!" the General cried, the morning sun flashing on his sword. "Three cheers for the old flag and follow me, one more charge and we'll take those guns!"

29 Negotiations Break Down: Prior to the outbreak of war, President Polk sent John Slidell to Mexico in 1845 to negotiate American purchase of Nuevo Mexico and Alta California. The Mexican government quickly dismissed Slidell's offer, and attempts to resolve American demands on Mexican territory short of war ended. During the American Civil War, Slidell was one of the Confederate ambassadors to Europe imprisoned by the United States in the Trent Affair that nearly led to war with Great Britain.

30 Good Ground: In a flurry of dust the scout reined his mount to a halt. "That's danged good ground ahead, General!" he barked, eyes flashing. "Best ground I've seen all day. Get a battery of guns up on that ridge and I reckon you can stop anyone from crossing the river."

31 Political Capital: Admittedly an anachronistic term, political capital is based on a public figure's favorable image among the populace and among other important personalities in or out of the government. Political capital must be spent to be useful, and will generally expire by the end of a politician's term in office. In addition, it can be wasted, typically by failed attempts to promote unpopular policies which are not central to a politician's agenda. In the context of the Mexican War, political capital in both nations was highly variable, and thus unpredictable.

32 Commodore Perry: Matthew C. Perry, Commodore of the American navy's Home squadron. Perry relieved David Connor as commander of the Home squadron after the capture of Veracruz in 1847, afterward taking the Mexican ports of Tuxpan and Tabasco. Perry would later gain fame as the leader of the American squadron that sailed to Japan in 1853 and opened up that country to outside contact.

33 Topographic Engineers: Topographical engineers were first appointed during the War of 1812. lack of appropriations caused the corps to fall out of service during the Mexican War. The event card presents a 'what if' possibility, wherein the corps becomes active and produces accurate maps for frontier campaigning in the largely unknown terrain of Mexico.

- 34 Robert E. Lee:** Lee needs no introduction. He began the Mexican war as a First lieutenant on Winfield Scott's staff, fought in all of Scott's major battles, and received brevet promotions for bravery to the brevet rank of Colonel.
- 35 Naval Bombardment:** The American Home squadron, initially under the command of David Connor but soon replaced by Matthew Perry, was a significant weapon for the Americans in their campaign to capture Mexico's Gulf ports.
- 36 Blockade Declared:** After the declaration of war the American Navy's Home squadron under Commodore David Connor quickly established a blockade of the Mexican Gulf coast. Facing overwhelming American naval superiority, the Mexican Navy sold its largest two warships to British commercial lines and offered no significant opposition.
- 37 War Appropriations:** The U.S. Congress passed legislation authorizing the calling up of volunteers to support the war effort. Financially, the war cost the US \$147 million, including \$73 million for direct costs, \$64 million for veterans' benefits, and \$10 million in interest charges on war loans. A total of 101,000 American soldiers were mobilized, including 27,000 regulars and 74,000 volunteers; the typical volunteer served for 10 months. Deaths in battle totaled 1549; another 11,000 died from disease and accident.
- 38 Texas Rangers:** The official police force and militia of the Republic of Texas, the Texas Rangers were mustered into federal service in 1846. They were invaluable as scouts and fighters against Mexican guerrillas and hostile Indians, to whom they showed little mercy.
- 39 Marines:** "From the Halls of Montezuma/To the shores of Tripoli /We fight our country's battles /In the air, on land, and sea." Scott's army included elements of the United States Marines, who participated in the capture of Veracruz and later the storming of Chapultepec Castle during the siege of Mexico City.
- 40 Flying Artillery:** Thanks to the innovations of Major Samuel Ringgold, the "Father of Modern Artillery," American artillery batteries were highly mobile and easily moved across the battlefield. They were dubbed "Flying Artillery" for their speed of action.
- 41 Santa Anna Exiled:** After the American capture of Mexico City in August, 1847, Mexican President Santa Anna resigned his office and was shortly afterward removed from command of the remnant of the Mexican army by acting President Manuel Pena y Pena. As the treaty ending the Mexican War entered its final negotiations, Santa Anna was exiled to Jamaica in May, 1848. He was destined to return and become president of Mexico one final time in 1853.
- 43 U.S. Grant:** Hiram Ulysses Grant—known to history as Ulysses Simpson Grant due to a clerical error while he was a cadet at the United States Military Academy—future commander of all Union armies during the American Civil War and President of the United States. He served on both Zachary Taylor's and Winfield Scott's staffs during the Mexican War, receiving brevets for bravery at the battles of Molino del Rey and Chapultepec. Be sure to read Grant's memoirs for a revealing look at the life of a staff officer during the Mexican-American War.
- 44 Thomas J. Jackson:** The future "Stonewall" Jackson of American Civil War fame. Thomas Jackson was a Second lieutenant in the 1st United States Artillery Regiment in 1846, with whom he fought in all of the major battles of Winfield Scott's campaign. He earned two brevet promotions for bravery and finished the war as a brevet Major.
- 45 Commodore Connor:** David Connor, Commodore of the American Home or Atlantic squadron from 1846 to 1847. He led American naval forces during the siege of Veracruz.
- 46 Oregon Treaty:** Disputes between the United States and Great Britain over the location of the northern border of American-controlled Oregon Territory were long-standing and by 1846 some American politicians were openly calling for war with Britain over the issue. Hence the slogan, "Fifty-four Forty or Fight!" In 1846, President Polk agreed to set the boundary at the 49th Parallel and signed the Oregon Treaty, freeing up American troops who had been guarding the border to transfer south for service against Mexico.
- 47 Pierce Reinforces:** General Franklin Pierce, another future American President, landed a brigade of fresh American troops at Veracruz in June, 1847 and marched overland to reinforce Winfield Scott's army.
- 48 Pacific Squadron:** The American navy's Pacific squadron, commanded by Commodores John D. Sloat and Robert F. Stockton during the Mexican War. Sloat and Stockton were instrumental in leading the American capture of Alta California.

- 49 P. G. T. Beauregard:** Pierre Gustave Toutant Beauregard, future Confederate general from Fort Sumter onwards, was an engineer lieutenant on Winfield Scott's staff at the start of the Mexican War. He fought in all of Scott's battles, was wounded at Chapultepec, and received brevet promotions to Major for bravery.
- 50 Close Action:** A naval term indicating the signal for engagement of enemy ships with the purpose of their capture or destruction.
- 51 Scott Invades:** Winfield Scott led American troops in every war from the War of 1812 to the American Civil War, serving on active duty at the rank of General longer than any other in American history. With Zachary Taylor's campaign in northeastern Mexico running out of steam, in October, 1846 Winfield Scott presented a plan calling for the capture of the Mexican port of Veracruz to use as a base for a small army of regulars to advance on Mexico City along the same route used by Hernando Cortes centuries earlier. Looking for a way to force a decision on the Mexican government, President Polk allowed Scott's plan to move forward.
- 52 Tejas Volunteers:** After war was declared against Mexico, there was some confusion in Washington about how to prosecute it. General Taylor began having significant successes against the northern Mexican troops just across the Texas border, but there was doubt that he could proceed all the way to Mexico City, a thousand miles away. It was therefore decided that several strategies should be attempted. General Zachary Taylor was to continue building the strength of his army (mainly from Texas volunteers) and to continue marching from the north as circumstances permitted.
- 53 Sale of Church Property:** Mexico's financial difficulties lead to attempts to levy and seize Church properties despite the strong opposition of Santa Anna. Under Acting President Gomez, the Mexican Congress voted passage of a law authorizing seizure of Church property. The act led to outright rebellion (known as the Polka Rebellion). Once Santa Anna resumed power, the Church paid over 2 million pesos to facilitate repeal of the act.
- 54 No Future Glory:** Many American military careers were born in the Mexican War; who knows what the future might have held had Robert E. Lee been struck down by dysentery or Ulysses Grant killed by a stray cannonball?
- 55 San Patricios:** The Saint Patrick or San Patricio battalion, a Mexican army unit made out of Catholics who had deserted the American army. The San Patricios fought at the battles of Buena Vista, Cerro Gordo, and Churubusco. Many of the San Patricio survivors were captured by the American army and executed for treason.
- 56 Reinforcements:** The new regiment marched up to the battle line, their clean uniforms in sharp contrast to the sweaty, dirty, ragged men who had been fighting all morning. "I'm heartily glad to see you, Colonel," the General said, holding out his hand. "Now let's see about whipping those fellows."
- 57 Gomez Presidency:** Valentin Gomez Farias, acting President of Mexico from December, 1846 to March, 1847.
- 58 Foreign Aid:** Seeking to head off the growth of a potentially powerful North American power, several European governments, including Britain and Spain, sent aid to Mexico.
- 59 Anaya Presidency:** Mexican General Pedro Maria Anaya was elected President of Mexico in November, 1847, to replace acting President Pena. Anaya began negotiations to end the Mexican-American War but was unable to complete them before his term expired in January, 1848.
- 60 Fresh Troops:** Frequently, conscription would bolster a force; or, rest and recuperation via rotation of troops allowed for enhancement of effectiveness.
- 61 Spies!:** During the Mexican War, "no move was made to establish a permanent intelligence capability,... either in the fighting or in the peace that followed. [General Zachary] Taylor ignored intelligence almost to the point of dereliction in his invasion of northern Mexico. General Winfield Scott, who landed at Vera Cruz and occupied central Mexico, displayed better intelligence sense. He organized a crude but effective secret service known as the Mexican Spy Company under Colonel Ethan Allen Hitchcock." Ameringer, *U.S. Foreign Intelligence*, p. 48.
- 62 Recruits:** As Winfield Scott's army closed on Mexico City, the Mexicans desperately recruited new units to defend the city, including the Military Academy cadets who defended Chapultepec Castle.
- 63 March Attrition:** American troops were not used to the hot, humid Mexican climate, and suffered greatly during long marches.
- 64 Local Militia Raid:** Mexican regional militia units attack the long, vulnerable American supply line.
- 65 Yucatan Revolt Suppressed:** Yucatan revolted against the Mexican government and declared its independence in 1841. At the outbreak of the Mexican-American war, Yucatan remained neutral but the state's Mayan population rebelled against the Hispanic-led state leadership during the Caste War in 1847. The Hispanic government asked for Mexican help against the Mayans in exchange for rejoining Mexico; the Mayan rebellion was defeated and Yucatan was re-admitted to the Mexican nation in 1848.

66 Artillery Duel: The cannonball thumped off the ground and bounded past the General's horse. "Mighty good practice," he said, watching the enemy gunners scurry around their pieces. With a rumble of hooves and a clatter of harness a battery came into position next to him. As the crew rushed to unlimber their guns the General cried, "Get some fire going, boys. Make it bloody hot for 'em!"

67 Scott Removed: Following the capture of Mexico City in September, 1847, infighting quickly developed between the prickly Winfield Scott and several of his general officers. Some of these, particularly Gideon Pillow, were quick to use political influence. President Polk, fearing the rise of yet another Mexican War general as political rival, removed Scott from command in January, 1848.

69 Morale Loss: A blazing sun; tired, thirsty men who hadn't eaten in days; rumors of a great defeat suffered on the coast; the General knew it would be a hard battle today.

70 Logistics: Maintaining large armies in a pre-industrial age across the long open spaces of Mexico and Texas with the added difficulty of desert climate was very difficult for both nations.

71 Armistice: After capturing Mexico City in September, 1847, General Winfield Scott agreed to an armistice with Santa Anna's Mexican government to begin peace negotiations. However, Scott did not understand Santa Anna's weakness, nor did he anticipate that Santa Anna would be removed from office and exiled. Negotiations would drag on until February, 1848.

72 Dug In: Stripped to the waist, sweat pouring off them, the soldiers dug. one private leaned on his spade and looked up. "Dangit, General, are we fighters or are we moles?" "No soldier ever died from hard work," the General replied. "you'll thank those dirt walls tomorrow when the balls are flying."

73 Taylor Runs for President: After the capture of Monterrey in September, 1846, American General Zachary Taylor's campaign in northeastern Mexico petered out as President Polk, suspicious of Taylor's political ambitions, withdrew veteran troops to add them to Winfield Scott's army. Democratic President Polk's distrust of Taylor was largely driven by Taylor's Whig sympathies and his fear that Taylor had his eyes on the presidency. Taylor received the Whig party's nomination for President in 1848 and defeated Democrat Lewis Cass to win the White House.

74 Cavalry Charge: Bugles blared, sabers flashed in the sun, and with a sudden thunder of pounding hooves the cavalry leapt into motion. Standing in his stirrups, the General cheered his voice hoarse as they swept towards the enemy line.

75 Deserters: Both nations had small regular armies and relied on volunteers and local militias to fill in the ranks. Non-professional troops such as these were unreliable and deserted in large numbers.

76 Weak Volunteers: The General rode along the line, peering intently into the faces of his men. A few hard, battle-tested regulars, true, but far too many young farm boys or homeless adventurers looked back at him with frightened eyes.

77 Breach!: one moment the fire-ringed walls were standing stout as ever, then with a sudden clap like thunder they were down in a cloud of dirt and debris. A great cheer went up and the troops sprang forward, racing for the gap. "The walls are down, boys, charge! Charge!" the General cried.

79 Cavalry Pursuit: The enemy line broke. Banners, packs, muskets were tossed aside as men sought only safety, but it wasn't to be. The cavalry were among them now, riding them down with sabers flashing, chasing the survivors towards the horizon.

80 Artillery Barrage: Behind him the line of guns bucked and roared. The General raised his telescope again to watch the bursts of dirt and debris among the enemy's lines and grunted in satisfaction. "We are kicking the tarnation out of them," he bellowed to an aide. "We'll soon see how long they can stand it!"