

TEXAS GLORY

INTRODUCTION

Texas Glory simulates the dramatic 1835-36 campaigns for Texan independence from Mexico.

GAME TURNS

The game has three scenarios: the 1835 campaign, the 1836 campaign, and a game linking both. 1836 is recommended.

Each scenario has a series of Game Turns, played as follows:

[1] Card Phase (4.0)

Both players start play with three (3) cards which they may examine. They each play **one (1)** card of their choice *face down*. The cards are then revealed. The player with the higher card is **PLAYER 1** that Game Turn, except an **Event** card always outranks a non-event card. The **MEXICAN** player is Player 1 on ties.

[2] Movement Phase (5.0)

Card values (0 to 4) equal Command Points (CP). Each Command Point (CP) allows:

- 1 Move, or
- 1 Forge.

Player 1 Moves/Forages **first**, then Player 2 Moves/Forages.

[3] Combat Phase (6.0)

Battles occur when opposing blocks end their move in the same hex. They are fought one at a time in any sequence determined by Player 1.

[4] Supply Phase (8.0)

Resolve all supply effects, starting with Player 1.

1.0 MAPBOARD

1.1 TOWNS

- **Blue** towns are friendly to the **TEXAN** player, *unless* currently occupied by **MEXICAN** blocks.
- **Green** towns are friendly to the **MEXICAN** player, *unless* currently occupied by **TEXAN** blocks.
- **Brown** dots are camps, friendly to neither player (neutral), unless occupied by friendly forces.
- **Red** tepees are neutral indian villages. Players may move through hexes with indian villages, but cannot stop there or retreat/regroup there.

1.2 VICTORY TOWNS

18 towns are indicated with a star, 7 green stars (Mexican) and 11 blue stars (Texan). Red-bordered stars are Cities (*San Antonio, Nacogdoches, Laredo, Matamoros, Presidio Rio Grande*) which can be besieged like Mission Forts (7.0).

Control of Victory towns determines the game winner. See: 3.0.

1.3 MISSION FORTS

The *Alamo* and *Goliad* are Forts and Victory Towns.

Blocks defending Forts have the option to accept siege rather than fight a field battle. Sieges can also occur in Cities. See: 7.0.

Plans of the *Alamo* and *Goliad* are shown on the mapboard. They can be used to hold blocks when a siege is taking place.

1.4 PORTS

A town with an anchor symbol is a port. They enable Sea Movement (5.8).

1.5 FORDS/FERRIES

Fords are indicated by a light blue symbol and ferries by a dark blue symbol. Most ferries are named.

1.6 GALVESTON

Located on an island, all Galveston hexsides are impassable. Sea Movement (5.81) is required to move to/from the Galveston hex. A Sea Attack (5.82) is required if Galveston is enemy-controlled.

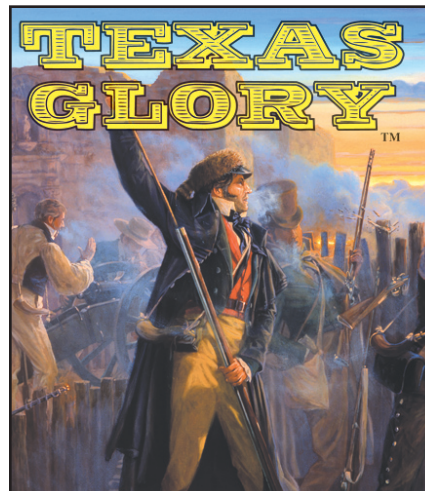
1.7 HOLDING BOXES (HB)

Holding boxes represent off-map areas.

Mexico: *Presidio Rio Grande, Laredo, and Matamoros*. Mexican reinforcements arrive in these HBs. Blocks may **leave** Mexican HBs only via roads/trails on the map for a **normal** move. However, it costs 3 movement points for a block to **enter** a HB via a road/trail (i.e. Infantry must be adjacent to move into a HB). All three HBs are cities which can be besieged. See also: Presidials (1835 Scenario).

United States: *Fort Jessup, New Orleans*. Mexican blocks can never occupy U.S. HBs. New Orleans is a port. See 8.32.

Comanche: Neither player can occupy this HB.



Rulebook Organization

This rulebook is formatted so that the sidebar (this column) contains designer and historical notes to help you enjoy this game.

Fog-of-War

Surprise is an exciting aspect of *Texas Glory*. Blocks generally stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Battle Sites

The main battles of the war are shown on the map for interest, red for Mexican victories and blue for Texan victories.

How the War Started

After some years of turmoil caused primarily by the Mexican government trying to prevent illegal immigrants and goods from entering Texas, an attempt to enforce military authority sparked revolt. In September 1835, the Mexican commander at San Antonio de Béxar sent soldiers to seize a cannon lent to the Gonzales militia for protection against Indians. The militia resisted and flew a flag which proclaimed "Come and Take It". After skirmishes on September 30th and October 2 the Mexican patrol withdrew.

The Texas Revolution had begun. Stephen Austin initially commanded the Texan forces. After seizing Goliad, Refugio, and San Patricio, the Texans besieged Mexican forces at San Antonio throughout November. Most Texans wanted to attack or go home. Austin resigned turning military command over to Bureson. Faced with imminent disbanding of his army, Bureson agreed to an assault that took San Antonio in early December. General Cos then surrendered at the Alamo with parole to retire with his garrison to Laredo. Most Texans returned home for the winter, leaving a small garrison of 150 men to hold the Alamo, and 400 men to hold Goliad.

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2.0 ARMIES

The wooden blocks represent TEXAN (blue) and MEXICAN (green) forces. There is also one COMANCHE (black) block. A sheet of die-cut labels is included. One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

- Green labels on green blocks
- Tan and blue labels on blue blocks
- Black label on the black block.
- Orange blocks have no labels (see 5.71).

The blocks add surprise and secrecy to the game. When standing upright, block type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of diamonds on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks vary in maximum strength. Some blocks have four steps, some three steps, some two steps, and some only one step. For each hit taken in combat, a block's strength is reduced **one** step by rotating the block 90 degrees counter-clockwise. The sidebar shows the same block at strength 3, 2, and 1.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

Example: a block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.

2.13 Move Rating

Move rating indicates how many **hexsides** a block may cross when moving.

2.14 Name

Mexican forces have their battalion name. Texan forces mostly bear their commander name, but American volunteers are named for their state or city. Blocks with a red border are removed for 1836 scenario. They are used in 1835 and the campaign game.

2.2 BLOCK TYPES

2.21 Leaders



Leaders are represented by a flag symbol. Their combat rating includes attached artillery and escort. Leaders command movement, but also fight as normal blocks.

2.22 Infantry



Blocks with crossed muskets are infantry. Mexican regulars and militia are identified by their historical unit names. Texan regiments are identified by the name of their commander, and American volunteers by their city or state. U.S. infantry regulars are identified by their regiment number.

2.23 Cavalry



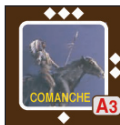
Blocks with a crossed saber symbol are cavalry. Texan cavalry are mostly rated "B" since they are mounted infantry. Mexican cavalry have historical names, although some blocks are a combination of several smaller squadrons. Both sides have Hispanic mounted volunteers identified as *Tejanos*.

2.24 Artillery



Light artillery is blended into the Leader blocks. The artillery blocks represent heavier fortress guns located in the Alamo and Goliad. Each fort has a Mexican and Texan version of the same block – only one of which can be in play at any time. Differences in firepower reflect the inferior Mexican gunpowder. Artillery blocks may be captured. See 6.7.

2.25 Comanche



The *Comanche* block is available to either player to raid an enemy group. See: COMANCHE event card.

Note: there is 1 Comanche card but a raid is likely in both years when playing the campaign game. If the Comanche block takes hits or is eliminated in 1835, it still returns at full strength in 1836.

Mexican Forces

Mexican soldiers whether permanente (regulars) or activo (militia) fought bravely when well led. They deserved better than Santa Anna's callous leadership. Had the army marching into Texas been led by a commander like Urrea, a Texan victory in this campaign would have been less likely.

Texan Forces

The Texan army was a strange mix of U.S. regulars, volunteers, and militia, supported by a small group of Hispanics who opposed Santa Anna's usurpation of the 1824 Mexican Constitution. Most troops in the 1835 campaign were recent settlers, but many returned to their farms after winning San Antonio, leaving mostly American volunteers at the Alamo and Goliad.

Small American volunteer units such as the Alabama Red Rovers, Kentucky Mustangs, Mobile Greys, and Westover's Texas are included in the Ward and Wallace battalions.

Houston's army included a battalion of Texas Regulars (Millard) which contained 200 US "deserters" from Gaines' army.

STEP REDUCTION



Strength 3

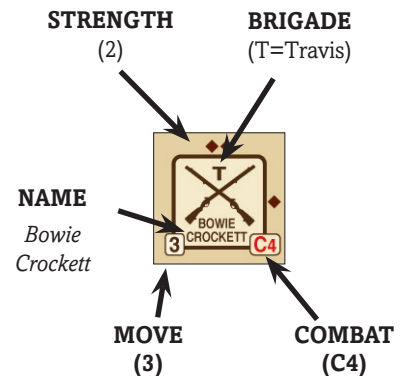


Strength 2



Strength 1

BLOCK DATA



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3.0 SCENARIOS

Players have a choice of three scenarios, 1836, 1835, or a Campaign Game that links both. Blocks are deployed at **full strength** in the locations specified.

1836: Remember the Alamo

Duration: 12 Game Turns, starting Feb 21, and ending after the May 14 turn.

Cards: Remove 1 unseen card from the game, then deal 3 cards to each player. The remaining 18 cards form the playable deck.

Victory: The *Mexican* player wins *immediately* if the Texan controls less than 4 Victory towns at the end of any Game Turn. The *Texan* player wins *immediately* if the SANTA ANNA block is eliminated, or if the Mexican player fails to win by the end of May 14.

1836 MEXICAN

Matamoros: *Urrea*, Yucatan, Cuautla, Tejano.

Presidio Rio Grande (PRG): *Santa Anna*, *Sesma*, Dolores, Matamoros, Jimenez, San Luis Potosi.

Feb 28, PRG: *Gaona*, Aldama, Queretaro, Guanajuato, Zapadores, Toluca.

Mar 7, PRG: *Tolsa*, Guerrero, Morelos, 1st Mexico, Tres Villas, Guadalajara, Tampico.

OPTION: A brigade can enter play at **Laredo** or **Matamoros** if its entry is delayed one turn. For example, *Gaona's* brigade may enter at Laredo on Mar 7.

1836 TEXAN

Alamo: *Travis*, Alamo Artillery, Bowie.

Gonzales: Kimball.

Goliad: *Fannin*, Goliad Artillery, Wallace.

San Patricio: Grant.

Refugio: Ward.

Victoria: Horton.

Washington: *Houston*, Burlleson.

Velasco: New Orleans.

Reinforcements: Place all remaining blocks (except Austin and Milam) face-down off-board. One block is drawn at the end of each Texas turn. Deploy reinforcements at full strength in friendly **Victory** towns. USA blocks enter at Fort Jessup. See: 8.32.

Exceptions: *New Orleans*, *New York*, *Nashville*, and *Georgia* arrive in friendly ports (not necessarily Victory towns).

1835: Texas Revolt

Duration: 10 Game Turns, starting on Oct 7 and ending after Dec 14 turn.

Cards: Remove 5 unseen random cards from the game. Deal 3 cards to each player. The remaining 14 cards form the playable deck.

Victory: The *Mexican* player wins by holding 4 of the 7 Green Victory towns (*Alamo*, *Goliad*, *Laredo*, *Matamoros*, *Presidio de Rio Grande*, *San Antonio*, and *San Patricio*) at the end of Game Turn 10. Otherwise, the *Texan* player wins.

Note: *Besieged* forces surrender at the end of Game Turn 10 (Dec 14), before the Victory check.

1835 MEXICAN

Alamo: *Cos*, Alamo Artillery, Alamo Cavalry.

San Antonio: Morelos, San Antonio.

San Patricio: Lipantitlan.

Goliad: Goliad Artillery.

Carlos: Tejano.

Presidials: in 1835 only, the Presidial block represents Mexican militia. It is deployed immediately if the Texan player attacks any of the Mexican HB. The presidial can fight normally or accept siege. Use a spare 3 step, C1 infantry if the other HBs are attacked. Presidials remain in play until the end of the Dec 14 Game Turn, unless eliminated.

Vanguard: If Texas captures Matamoros, Laredo, or Presidio Rio Grande, 1836 Mexican forces begin arriving sooner. Mexico begins drawing 2 blocks per turn randomly from their 1836 forces. Deploy these blocks in the supply phase in a Friendly **Victory** town(s).

Note: during 1835, **Cos** commands any Mexican block in the same or adjacent hexes (CinC).

1835 TEXAN

Gonzales: *Austin*, Militia Infantry, Kimball.

Victoria: Milam.

Reinforcements: Bowie, Burlleson, *Fannin*, Grant, Horton, *Houston*, New Orleans, Tejano, Travis, Wallace, Ward.

Place reinforcements *face-down* off-board. Draw one block per turn starting OCT 7. Deploy reinforcements as per 8.31.

Note: during 1835, **Austin** commands any Texan block in the same or adjacent hexes (CinC).

Texan Independence

Texas declared independence on March 2, 1836 and the provisional government confirmed *Houston* as commander-in-chief on March 4th, two days before the Alamo fell. Both *Travis* and *Fannin* were unwilling to move from their posts until they got direct orders from *Houston*.

A Hurried Campaign

Santa Anna could not fight a long 1836 campaign, partly because of supply, partly because his absence tempted a revolt in *Mexico City*, and partly because the threat of U.S intervention to protect its citizens in *Texas* required a quick and decisive campaign.

1835-36 TEXAS CAMPAIGN

Players may combine the two scenarios to replay the entire war.

1. Play the 1835 scenario normally. Blocks eliminated in 1835 are not available in 1836.
2. If Texas wins the scenario, Mexican blocks that are **not** in green towns are removed (surrendered and paroled). Besieged blocks also surrender. Blocks used in the 1836 scenario can return at full strength (breaking their parole). Replace the Mexican versions of the Goliad/Alamo artillery with the Texan versions.
3. If Texas does not win the scenario after 10 turns, halt play for winter. Most blocks on the map remain at their current locations and strengths (see #4, below). *Cos* has no brigade in 1836 and commands only blocks in his own hex.
4. Whether Texas wins or loses the 1835 scenario, remove the Presidials and *Austin*. Put all Texan militia blocks and the Texan Tejano (*Seguin*) in the **draw pool**. The Mexican Tejano (*Garza*) disbands (to return in 1836 with *Urrea*). Texas draws any remaining **1835** reinforcements and deploys them as per 8.31.
5. 1836 Mexican forces arrive as specified in the 1836 scenario. A brigade committed to enter at Laredo or Matamoros in **advance**, arrives without the one turn delay. (e.g. *Gaona's* brigade may arrive at Laredo on Feb 28).
6. Reshuffle the cards and deal as normal for 1836.
7. Restart play on Feb 21 and determine victory as per 1836 scenario.

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4.0 THE CARDS

The 25 cards are valued at 0, 1, 2, 3, or 4 Command Points (CPs). Some cards have a burn symbol (see 5.71). Both players play a card *face down* and they are then revealed. The player with the higher card is PLAYER 1 that Game Turn, except an **Event** card always outranks a non-event card. Burn cards are not Event cards. The MEXICAN player is Player 1 on ties.

Some cards **also** have an **Event**. Most events are resolved immediately, though some take effect in the *Combat Phase*.

5.0 MOVEMENT

Players are never compelled to Move. They must play a card, but can do nothing if desired. Moves cannot be saved.

Blocks may pass freely through friendly blocks, but must **stop** and fight a battle when they enter any hex containing enemy block(s).

Exception: blocks may move through a town besieged by friendly blocks.

Blocks only move once per Game Turn, except to RETREAT or REGROUP.

Partial hexes are playable (except see 1.7). Blocks cannot leave the mapboard.

5.1 LEADERS

5.11 Leader Command

1CP allows one leader to activate (turn face-up) and then command all blocks in the same hex or in adjacent hexes (Santa Anna has a longer command range of 2 hexes). Command cannot be traced *through* an impassable hexside, nor can a besieged leader command into an adjacent hex.

Blocks under leader command move normally as desired. The leader block may then stand upright and move normally, even into battle.

5.12 Brigade Integrity

Brigade leaders may only command blocks from their own brigade. For example, Tolsa only commands the 2nd brigade, and Fannin only commands Texan blocks marked with an F.

Exception: any leader may command any block located in the **same** hex.

Santa Anna and Houston are Commanders-in-Chief (CinC) and may command any block in their armies.

5.13 Independent Command

1CP can also be used to move any block located beyond leader command.

5.2 MOVE LIMITS

Blocks expend their Movement Points when they cross **hexsides**. See the Terrain Effects table (sidebar).

Example: a block with 4MP could traverse:

- 4 road hexsides, or
- 1 road and 1 forest hexside

5.3 HEXSIDE LIMITS

Hexside Limits are ignored unless attacking. Blocks entering a hex containing enemy blocks are restricted by **hexside** terrain, as noted in the ATTACK column of the *Terrain Effects* table.

Two Roads: if two roads or trails traverse the same hexside, *Hexside Limit is the sum of both routes minus one. That is, two roads = 7; two trails = 3.*

5.4 HEX CONTROL

Hexes can either be *Neutral*, *Friendly*, or *Enemy*. *Friendly* hexes contain a friendly Town or are occupied by friendly blocks. *Enemy* hexes are those friendly to the enemy player.

All vacant hexes are *neutral*, except the Mexican player controls vacant hexes with a green town, and the Texan player controls vacant hexes with a blue town. Brown towns (camps) are always neutral unless occupied.

Control of an enemy town requires occupation. If vacated, control reverts back to the enemy player (unless burned).

Important: Changes to hex control are effective **immediately**. *Moving through a hex does not change control.*

5.5 PINNING

Attacking blocks prevent an equal number of defending blocks from moving. This is called *Pinning*. The defending player chooses which blocks are pinned. The "unpinned" blocks may (if desired) move normally, **except** they cannot move across any hexside used by the pinning block(s). Pinned blocks cannot move even if other friendly blocks join the battle.

5.6 FORCED MARCHES

Blocks can increase their move rating +1 by force-marching. Place a die on each block force-marching. After all **friendly** movement, roll one die per force-marching block to determine effect.

- 1-3: lose one step
- 4-6: no effect

Unless eliminated, the force-marching block always completes the extra move.

TERRAIN EFFECTS

TERRAIN	SUPPLY ¹	MOVE	ATTACK
City	+4	•	•
Town	+3	•	•
Fort	+2	•	•
Camp	+1	•	•
Clear	2	2 MP	2
Forest ²	2	3 MP	1
Road ³	•	1 MP	4
Trail ³	•	1 MP	2
Ford	•	1 MP	2
Ferry	•	2 MP	1
River	Cross at Ford/Ferry		

1. Limits are cumulative if there are multiple supply sources in the same hex.
2. There are no rules applicable to forest hexes, only to forest hexsides.
3. Roads and Trails nullify other terrain types, except Fords/Ferries. If two roads or trails traverse a hexside, Hexside Limit is the sum of both minus one. See: 5.3.

MOVEMENT EXAMPLE

Both players play one card face down. Texas player reveals the SURPRISE event card which also is CP1. Mexican card is CP4. Normally the CP4 card would be Player 1, but in this case because the Texan played an Event card (red number), Texas is Player 1.

The Mexican player has two blocks in Goliad, and one in Refugio. Texan reveals a leader (Houston) located in Victoria. All Texan blocks in the same hex, or in adjacent hexes can move. Assuming one infantry in Victoria, one cavalry in the forest hex to the north, and one militia in Carlos, the Texan can move the infantry to attack Goliad via the Coletto Creek hex, and the cavalry to attack Goliad via the La Bahia Road. The Carlos militia cannot be moved because an impassable river hexside separates it from command. After commanding movement, the Houston block can itself move up to three hexes, and joins the battle at Goliad.

Brigades

Mexican: V (Vanguard), 1, 2, and U (Urrea Command). General Andrade's cavalry is attached to Tolsa's 2nd brigade.

Texan: [T] blocks are commanded by Travis, [F] blocks by Fannin. All Texan blocks are under Houston's command.

US: One brigade commanded by Gaines. Houston has no command of these forces.

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5.7 FORAGING

Players may spend CPs to Forage. 1CP adds 1 step to a block. Maximum increase is 1 step per block per Game Turn. Foraging blocks (those receiving a step) cannot move this turn but defend normally if attacked.

Steps can never be added to an active leader, besieged blocks, blocks in a pending battle, or to blocks in a hex where the supply limit is exceeded.

Example: a CP2 card, allows a player to Move 2, or Forage 2, or Move 1/Forage 1.

5.71 Burning Towns

Burning is a form of foraging: it costs 1 CP and requires a card with a burn symbol (top right). A burn card gives a player the **option** to burn **one friendly occupied Victory Town and** gain 1 step as in 5.7. Alternatively players may forego the step gain and move. **All** supply sources in the hex are burned, reducing the supply limit to 2 blocks and the hex becomes Neutral. Players may **not** deploy reinforcements in a burned town, nor count it as a Victory Town. A burned town cannot be used as a port. Place an orange block on the burned town (use additional markers if needed).

5.8 SEA MOVEMENT

5.81 Sea Move

Either player may *Sea Move* blocks between two **friendly** ports. Each Sea Move costs ONE (1) CP per block – Leader Command has no effect. The block must begin in a friendly port and end its move in the destination port.

Example: Texan player moves two blocks from New Orleans, one to Matagorda and one to Galveston. Cost 2 CPs (one per block).

A Sea Move may **never** be made to an unresolved battle, but may be combined with other Sea or Land moves.

5.82 Sea Attacks

A Sea Move to an enemy town is a Sea Attack. Cost is 2CPs per block, and the maximum sea attack range is three (3) hexes. The block must begin its move in a friendly port.

Example: Sea Attack from Matagorda to Galveston.

Artillery and Cavalry blocks cannot Sea Attack, but may Sea Move.

A Sea Attack **cannot** be combined with other Sea or Land attacks. Player 2 cannot Sea Attack to join a pending battle. Matamoros **cannot** be attacked by Sea.

5.83 Sea Retreats

Blocks making a Sea Attack must retreat by Sea to their embarkation port, if they fail to defeat the enemy. If the embarkation port falls into enemy controlled no retreat is possible. No other blocks can Sea Retreat.

MEXICAN LEADERS

SANTA ANNA: Calling himself the “Napoleon of the West”, Antonio Lopez de Santa Anna was President and effective dictator of Mexico. He had become a hero in Mexico after his victory over the Spanish at Tampico. He was an aggressive commander, but brutal, often guilty of massacres of defeated combatants, and calling his own soldiers “pollos” (chickens) who could always be replaced. Santa Anna had a reputation as a womanizer and a user of opium. One or both may have caused him to delay at San Jacinto after his failure to capture the fleeing Texas Government. He was lucky to survive the battle and was captured next day hiding in a nearby marsh. Threatened with hanging, Houston granted him freedom in exchange for his withdrawal from Texas.

GAONA: Antonio Gaona was a corrupt incompetent. He cornered supplies along the grueling winter march to Texas and resold them to the army for a huge profit. He failed to arrive in time for the battle of the Alamo by one day, earning a reprimand from Santa Anna. After the fall of the Alamo, leading an independent column in pursuit of the Texans, he delayed to pillage at Bastrop, got lost on the way to San Felipe, and failed to join the main army at Ft. Bend on time.

SESMA: Joaquin Ramirez y Sesma was notorious for his flattery of Santa Anna and considered himself the “Murat of the Napoleon of the West”. However, he proved quite unlike Napoleon’s great cavalry leader, missing a key chance on Feb. 22 to surprise the Texans in San Antonio before they could withdraw into the Alamo. By some accounts, he led the slaughter of the five or six prisoners taken at the Alamo, one of them thought to be Davy Crockett.

TOLSA: Eugenio Tolsa was a good commander who made no serious mistakes and was credited with giving sound advice.

URREA: Jose Urrea, governor of Durango, was the most skillful of Santa Anna’s generals. Given an independent command, he advanced from Matamoros along the coast, destroying Texan forces at San Patricio and Refugio. Reinforced after the fall of the Alamo, Urrea surrounded and captured Fannin’s retreating army at Coletto Creek, and was ready at Fort Bend to continue the campaign, even after San Jacinto. Urrea’s military reputation has long suffered from the infamous Goliad Massacre.

COS: Martin Perfecto de Cos, Santa Anna’s brother-in-law, was sent to Texas in September 1835 to restore order in the north. He proved to be a passive leader, limiting himself to a few skirmishes and sorties. After San Antonio fell, Cos surrendered his besieged forces in the Alamo and retired to Laredo under parole not to fight again. Santa Anna compelled Cos to break his parole. He commanded one of the columns that assaulted the Alamo, fought at San Jacinto, but did not command a brigade after his 1835 disgrace.

TEXAN LEADERS

AUSTIN: Stephen F. Austin inherited huge land grants in Texas and founded Austin’s Colony in 1820 with 300 settlers. The settlers initially supported Mexican law and government, but unstable politics brought usurpation of rights enshrined in the Constitution of 1824. While trying to negotiate for the Texans in Mexico City, Austin was imprisoned for one year and came around to the need for revolution. Following the battle of Gonzales, Austin was chosen as General of the Texan army. He disliked military command, and resigned to negotiate help from the United States government. He died at the end of 1836, after losing the election for President of the Republic of Texas to Sam Houston.

HOUSTON: Sam Houston fought in the Creek War and counted President Andrew Jackson as one of many good friends. Despairing over social and political failure in Tennessee, where he had served as Governor, Sam Houston went to Texas in 1832. Appointed Major General and commander in chief by the rebel Texan government, he was the best strategist of the 1836 campaign. He rebuilt the Texan army after heavy losses at the Alamo and Goliad, leading the Texans to final victory at San Jacinto. Houston was elected first President of the new Texan Republic (defeating Stephen Austin) and ultimately led Texas to join the United States.

TRAVIS: a lawyer who arrived in Texas in 1831, William B. Travis was involved in early conflicts with Mexican troops at Velasco and Anahuac. Travis participated in the siege of San Antonio in 1835, and later received the rank of Lt. Colonel in charge of the Texan regular cavalry, which at that time hardly existed. Sent to the Alamo in early February 1836, he shared leadership of the garrison with Jim Bowie. When Jim Bowie fell ill, Travis found himself in sole command and disobeyed orders to abandon the Alamo, confident he could defend the fort with its artillery. Travis fell in battle defending the north wall of the Alamo on March 6, 1836.

FANNIN: a West Point dropout, James W. Fannin, came to Texas in 1834. He served at the Battle of Gonzales and at the siege of San Antonio in 1835. He was placed in command of Presidio Goliad in early 1836. Benevolent but indecisive, Fannin commanded the largest force in Texas at the time, but he dispersed his command in various tasks and failed to help the Alamo defenders. When finally ordered by Houston to withdraw, Fannin delayed to gather men and haul away artillery which allowed Urrea’s cavalry to catch him before he reached Victoria. The surrender of his troops resulted in the Goliad Massacre when Fannin and about 342 men were shot by order of Santa Anna on Palm Sunday, March 27, 1836.

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6.0 COMBAT

Battles are fought after both players have moved. Player 1 determines the sequence of battles. Complete each battle before fighting the next.

Blocks are not revealed until each battle is fought. Reveal blocks by tipping them forward to maintain current *strength*.

6.1 COMBAT ROUNDS

Battles are fought for a maximum of **three (3)** combat rounds. The **attacker** must retreat **during** the third round if there are any defenders in the field. That is, attacking blocks cannot fire in Round 3, but defending blocks fire normally.

6.2 COMBAT TURNS

Each block has one Combat Turn per Combat Round to FIRE, RETREAT, OR PASS.

Exception: *The attacker must retreat during Round 3.*

The sequence of Combat Turns depends on combat ratings. All “**A**” blocks go before all “**B**” blocks, then all “**C**” blocks. Defending “**A**” blocks go before Attacking “**A**” blocks, and so on.

After all blocks have taken **one** Combat Turn, Round 1 has been fought. Repeat the sequence for Combat Rounds 2 and 3 as necessary.

6.3 COMBAT RESOLUTION

Each block in its Combat Turn rolls as many dice as its current *Strength*. A hit is scored for each die roll equal to or lower than the block's Combat Rating.

Example: *Block at strength 4 rolls 4 dice. Block has B2 combat, meaning all rolls of 1 & 2 are hits. If the dice rolled are 1, 2, 4, & 5, the block scores two hits.*

6.31 Combat Hits

Enemy blocks cannot be targeted individually. **Each hit** is applied to the *strongest* enemy block at that instant. When two or more blocks share the highest Strength, the owner chooses which to reduce. Blocks losing their last step are eliminated. See 6.6.

6.32 Battle Reserves

Blocks moved by Player 2 to *reinforce* a battle created by Player 1 are placed in **Reserve**. Such blocks may not fire, retreat, or take hits in Combat Round 1. They are revealed at the beginning of Round 2, even if all other friendly blocks have been eliminated, retreat, or withdraw. They then fight normally.

6.4 RETREATS

Each block may retreat (instead of firing) on its normal Combat Turn.

- Hexside Limits (5.3) apply to Retreats per *combat round*. Retreat across *impassable* hexsides is prohibited.
- Blocks cannot retreat via non-road/trail hexsides in *Combat Round 1*. A ford/ferry is a non road/trail hexside.
- Attacking blocks must retreat via any hexsides used to start the battle. Defending blocks may retreat via any other hexsides. Blocks that cannot retreat must win or be eliminated.
- Blocks must retreat to friendly or vacant **adjacent** hexes. They cannot retreat to an unfought battle, but can retreat to a town already besieged by friendly blocks, although they cannot participate in combat again this *Combat Phase*.
- Artillery blocks cannot Retreat or Withdraw from a battle.

6.5 REGROUPS

When a battle ends, the Victor may move any/all blocks in the victory hex to any **friendly or neutral adjacent** hexes. Hexside Limits (5.3) apply. Regroup across *impassable* hexsides is prohibited.

Blocks **cannot** Regroup after winning a siege, but may Regroup after winning a field battle in a fort hex.

IMPORTANT: *Blocks can Regroup to an unfought battle or siege and can fight there in the same Combat Phase.*

6.6 ELIMINATED BLOCKS

Blocks reduced below strength 1 are permanently eliminated. Certain leaders have replacements if they are killed.

- Austin: Houston is CinC (if drawn).
- Houston: Fannin is CinC (and put Austin in Draw Pool if alive; Austin becomes CinC when drawn).
- Fannin: Burluson is CinC if Houston / Austin are both killed or not yet in play
- **Cos** replaces any eliminated Mexican brigade leader. Deploy with Santa Anna.

6.7 ARTILLERY

Artillery **cannot** retreat from a battle. The last step of an artillery block **cannot** be eliminated; it surrenders if alone with an enemy block. Exchange it for the enemy artillery at same strength. Artillery always defends inside a fort/city (not in the battlefield).

Battle of San Jacinto

On the hot and muggy afternoon of April 21, 1836, Houston's small army of 800-900 men, consisting of the 1st and 2nd Texan Volunteers, steadied by the Texas Regulars covering their exposed open right flank, walked briskly across an open prairie toward the Mexican camp breastwork defended by a larger force of 1250-1300 Mexicans under Santa Anna's personal command. The Texans' drummer and fifer played a bawdy tavern ballad, "Will you come to the Bow'r I have shaded for you?" The Texans broke into a run hollering "Remember the Alamo!" and "Remember Goliad!" A sharp but short fight degenerated within 20 minutes into a howling massacre, when the Mexicans, including Santa Anna, broke and fled. By the next day when the fugitives were rounded up, the Mexican force had suffered 630 dead or mortally wounded and the rest ended up prisoners like Santa Anna or missing. The Texans had 10 men killed.

Regroups

Regroups are generous. Players can advance into a vacant hex after winning a battle, even a Victory Town. Also note that blocks can regroup to another unfought battle or siege and participate in that battle. The sequence in which battles are resolved is an important aspect of tactical play.

BATTLE EXAMPLE

Mexican Cavalry A3, Infantry C1, and Leader A1 attack up a road against Texan Cavalry B2 and Texan Infantry C2. Combat sequence:

1. Mexican Cavalry A3
2. Mexican Leader A1
3. Texas Cavalry B2
4. Texas Infantry C2
5. Mexican Infantry C1

Both Texas blocks can retreat only after the Mexican Cavalry and Leader have fired.

Repeat sequence for Round 2. Unless the Texan force is eliminated or retreats, in Round 3 the Mexican blocks must retreat. The Mexican Cavalry and Leader retreat first. The Mexican Infantry would take fire from the two Texan blocks before retreating.

Battle Reserves

Battlefield Control changes if the Attacker wins in Round 1 before Defending reserves arrive. The Attacker is now the Defender for Rounds 2 and 3.

TEXAS GLORY

7.0 SIEGES

Sieges can occur in the *Alamo* and *Goliad* or in Cities. Unlike battles, sieges may last multiple Game Turns.

When first attacked, the defender has the option to WITHDRAW up to four (4) blocks into a fort/city **before** combat. Artillery always defend inside the fort/city. No blocks are revealed. If **all** blocks WITHDRAW before combat, the attacker can STORM, REGROUP or, BESIEGE.

If the defender deploys any blocks **outside** the fort/city, a normal (field) battle occurs but blocks inside the fort/city cannot fire or be fired upon. A defending block can WITHDRAW to the fort/city or retreat from the hex on a future combat turn. Once all defending blocks are defeated or WITHDRAW the attacker can STORM (7.22).

7.1 DOUBLE DEFENSE

Blocks **defending** a fort and **all** blocks in a city siege have Double Defense (D2); two hits are required to lose one step. Each hit is a *half-hit* and the next *half-hit* **must** be taken on that *same* block. A half-hit lasts from round to round, but is recovered after the *Combat Phase*.

7.2 SIEGE DECLARATIONS

Siege Combat can be activated in the *Combat Phase* by either player. If player 1 does not activate it, player 2 can.

- *Besieging* player may PASS, CANNONADE, or STORM. Then:
- *Besieged* player may Pass, CANNONADE (only if besieger passed), or SALLY (not if besieger stormed).

7.21 Besieging

Any number of blocks may BESIEGE, although there is a limit to how many can STORM and how many can be supplied. Besieging blocks must always be face-up during a siege, but need not be revealed if they pass *through* that hex.

7.22 Storming

Storming cannot occur until all enemy blocks are defending within the fort/city:

- Two Storming combat rounds, even if preceded by a field battle.
- Defender has no Combat Round 3.
- Defender has Double Defense and cannot retreat.
- Maximum of four Storming blocks for a Fort and 6 for a City.
- No *regroup* after storming.

Blocks exceeding the Storming limit are in Reserve and cannot fire or take hits. Reserve blocks may be freely exchanged for Storming blocks at the **beginning** of combat round 2. Storming blocks can only withdraw to siege (no Retreat or Regroup).

7.23 Sallying

Besieged blocks may SALLY in a player's *Combat Phase* to try and break the siege, or to assist a relief force (7.25). Sallying blocks are attacking and forfeit double defense *after* they fire, unless artillery (7.27). Besieging blocks have double defense against blocks sallying from a city (not fort). Sallying blocks can **only** withdraw back into the fort/city in a normal combat turn.

7.24 Cannonade

Instead of Storming or Sallying, players may CANNONADE with artillery and leaders. The cannonading block(s) are revealed and fire once. The opposing player may *counterbattery* **simultaneously** with all artillery and leaders in the same hex, firing once. Hits are distributed normally (as per 6.31) after both sides have fired. There is only 1 exchange of cannonade, if either player chooses it.

7.25 Relief Forces

A besieged player may attempt to relieve a siege by attacking into the town with external forces. A normal battle is fought with the besieger on *defense*, and the relief force on *offense*. The besieger can retreat normally. Relief forces cannot withdraw into the fort/city except cavalry.

7.26 Cavalry in Sieges

Cavalry STORM or defend a fort/city at C1 firepower. They SALLY at normal firepower. Cavalry in a relief force have the option to retreat normally, or withdraw *into* the fort/city, subject to the 4 block limit.

7.27 Artillery in Sieges

Artillery may CANNONADE, STORM, or SALLY. Defending artillery have double defense in all cases. Also see: 6.7.

7.3 SIEGE CONTROL

In sieges the defender holds the fort for Victory and Supply, but the besieger controls the hex for **all** other purposes.

7.4 SIEGE SUPPLY

Besieger: Supply Limit 2 for the hex, plus other supply (Alamo is +1 for camp).

Besieged: Supply Limit 2 (fort) or 4 (city).

Blocks exceeding supply limits roll for Supply Attrition (8.2).

Siege of the Alamo

The Alamo was besieged by the Mexican army under Santa Anna from February 23 to March 6, 1836, when it fell to a dawn assault. The Texans, led by Colonels Travis and Bowie, and inspired by Davy Crockett, had about 200 men and considerable artillery to defend the low mission walls. The Mexicans assaulted the Alamo with the infantry battalions Matamoros, Jimenez, San Luis Potosi, Aldama, Toluca, and the elite Zapadores, backed by Sesma's brigade artillery, and with the Dolores cavalry in reserve to prevent breakthroughs, altogether a force of about 2000 men. The Texan garrison survived an hour and a half of merciless fighting, exchanging their lives for 400–600 Mexican casualties – a costly victory for Santa Anna.

Cannonade

Cannonade is a simultaneous exchange of artillery fire with no other combat. A besieger may Cannonade but not Storm. A besieged player may Cannonade but not Sally.

SIEGE EXAMPLE

Mexican Turn: Mexican Cavalry A2, Infantry C3, Infantry C2, and Leader A1 attack Texan Artillery A3, and Militia C2 located in Goliad.

Declaration: Texan must declare, before any blocks are revealed, whether to fight a battle or accept siege. Texan accepts siege. The Mexican player immediately regroups the Cavalry through to Coletto Creek which is vacant.

Combat Phase: Mexican reveals the 3 besieging blocks and declines to storm (pass). Texan opts for a *cannonade*, firing 2 dice at A2 (1 hit). Mexican leader A1 fires *counter battery* but misses. The hit is then applied to the largest besieging block (the C2 infantry).

Supply Phase: 2 of the 3 Mexican blocks are supplied by the hex. The fort at Goliad supports the 2 Texan blocks. Hence, the Mexican player has 1 supply attrition roll to make (no loss).

Next Game Turn: Mexico moves two new units (both C2 infantry) into the siege of Goliad (revealed). Texas moves/forages elsewhere.

Combat Phase: Besieger chooses to *storm*, selecting the 4 infantry blocks and putting the leader in reserve (does not fire or take hits).

Battle Sequence:

1. Texas Artillery A3
2. Texas Militia C2
3. All 4 Mexican Infantry blocks

Repeat sequence for round 2. This example would likely result in a Mexican victory in round 2. Mexico must withdraw immediately if the battle has not been won after round 2.

Siege Control

Because the besieger controls a siege hex there are no Hexside Limits to move friendly blocks into/out of the hex. The besieger can also move blocks *through* the hex without stopping, and is the defender of the hex if attacked by relief forces or a sally. The besieged player has hexside limits for relief forces (not for sally) and cannot move blocks through the siege hex.

TEXAS GLORY

8.0 SUPPLY PHASE

Resolve supply effects, Player 1 first.

- (a) Supply Attrition (8.2)
- (b) Reinforcements (8.3)
- (c) Draw one card

8.1 SUPPLY LIMITS

Blocks that exceed Supply Limits in the *Supply Phase* are subject to Supply Attrition. Each playable hex supplies two (2) blocks, and settlements increase supply:

City: +4
Town: +3
Fort: +2
Camp: +1

Limits are *cumulative* if there are multiple supply sources in the same hex.

Holding boxes (HBs) have a Supply Limit of 8 blocks.

In sieges, the Fort supply (2) or City supply (4) belongs to the besieged player, while the supply from the hex (and camp, if any) belongs to the besieger.

8.2 SUPPLY ATTRITION

Friendly blocks that exceed Supply Limits are subject to Supply Attrition in the *Supply Phase*. Roll one die per extra block:

1-3: Lose 1 step
4-6: No effect

Distribute losses normally (as per 6.31) **except** Double Defense does **not** apply.

8.3 REINFORCEMENTS

8.31 Texan Draws

Certain blocks start the game face-down in a Draw Pool. The Texan player draws one block each *Supply Phase* and deploys it at full strength, in a friendly **Victory** town (not if besieged).

Exceptions: *New Orleans, New York, Nashville, and Georgia arrive in friendly ports (not necessarily Victory towns). For U.S. Blocks, see below.*

8.32 U.S. Entry

Drawn U.S. blocks (Gaines, 3rd US, 5th US) are deployed **face-up** in the Fort Jessup Box. Only after all three blocks are drawn, they may enter play under Texan control by expending 1CP in any future *Move Phase*. US blocks move and fight normally, but the first hex (no hexside limit) entered must be San Augustine. U.S. blocks are commanded only by **Gaines**, or by independent command, never by any Texan leader.

8.33 Mexican Reinforcements

The Mexican player has no draw pool.

In 1836, Game Turn 2 reinforcements are placed in their HB on the *Supply Phase* of Turn 1, and Turn 3 reinforcements on the *Supply Phase* of Turn 2. They can move in any future friendly *Move Phase*. If the HB is Texan occupied, the reinforcements may attack it (no hexside limit).

Note: *The Mexican player can delay reinforcements for one turn allowing them to appear at Laredo or Matamoros. If this option is taken, place the reinforcements offboard beside to their newly designated HB, at the time they would normally arrive.*

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