

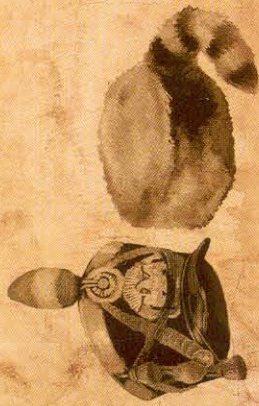
Legends of
THE OLD WEST

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ALAMO

— VICTORY OR DEATH —



WARHAMMER
• HISTORICAL •

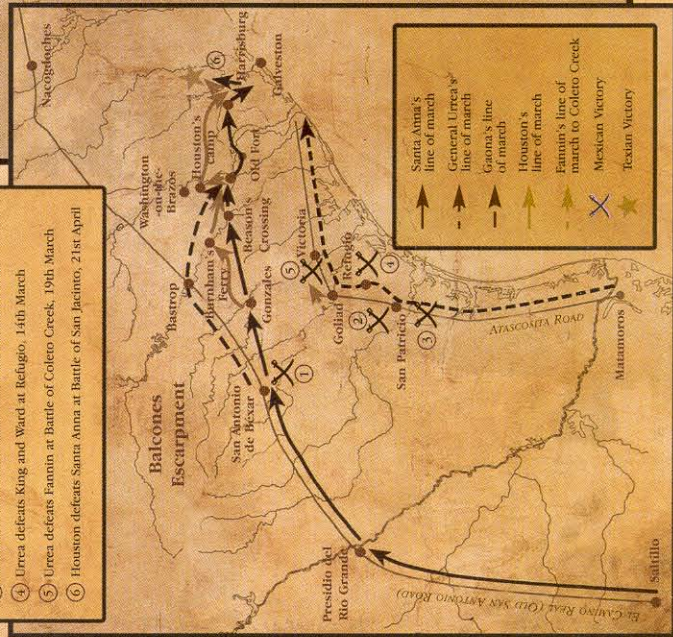


THE TEXAS CAMPAIGN

24TH JANUARY - 21ST APRIL 1836

MAJOR BATTLES

- ① Siege of the Alamo, 23rd February-6th March
- ② Urrea defeats Johnson at San Patricio, 27th February
- ③ Urrea defeats Grant at Agua Dulce Creek, 2nd March
- ④ Urrea defeats King and Ward at Refugio, 14th March
- ⑤ Urrea defeats Fannin at Battle of Colero Creek, 19th March
- ⑥ Houston defeats Santa Anna at Battle of San Jacinto, 21st April



MEXICO & TEXAS, 1836-1853

THE OLD WEST

★ ★ ★ THE ★ ★ ★
ALAMO

— VICTORY OR DEATH —

THE OLD WEST

★★★ THE ★★★ **ALAMO**

— VICTORY OR DEATH —

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Miniatures Supplied by

Old Glory, Artizan Designs & Foundry

Special Thanks to

Andy Copestake, Pictors Studio, Mat Ward,
Adam Troke, Owen Barnes & Jes Bickham

Produced by *Black Library Publishing*

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A catalogue record for this book is available from the British Library.

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and are not recommended for children under 16 without adult supervision.

Foreword

'This volume sees a bit of a departure from the types of games first introduced in *Legends of the Old West*. I have to admit, the prospect of recreating the Texas War for Independence, especially the Alamo, was quite a daunting one. This period of American history means so much to so many, and opinion within the LOTOW community suggests that this is the book people really wanted to see. So much expectation, so much material to work with, so little time...

'Initially I tried to make these rules work in the spirit of cooperative play – a whole bunch of Posses working together for the greater good. Then I had my epiphany – why not just make a set of army-based rules rather than skirmish rules? I quickly realised that this was easier said than done!

'I really have to thank my playtesters for the way this book turned out. I think this tome, more so than the previous two, has strained their grey matter to the limit! I must also thank Messrs Mat Ward and Adam Troke from Games Workshop's Games Development team, who planted the seeds of massed combat in my head in the first place. Finally – and at the risk of this sounding like a back-patting Oscar speech – Andy Copestake of Old Glory miniatures and Scott and Jaimie of Pictors Studio all deserve special mentions. Without the models from Old Glory and the painting skills of Pictors, this book couldn't have been produced. Well, it could have, but without any photography...

'If you've read these ramblings so far and thought "Oh no! I really like skirmish games. I've made a terrible mistake in buying this book!" then fear not. Near the back you'll find a whole bunch of new skirmish rules, fully compatible with the original rulebook. In fact, both sets of rules, and those from *Frontier: Blood on the Plains*, can be mixed and matched to your heart's content. Try making Posses of Mexican Soldados, or fighting out a game of US Cavalry versus Plains Indians using the Massed Battles rules. The rules are what you make them – get out there and have fun. I know I have.'

Regards,



Mark Latham



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Commandancy of the Alamo
Bexar, Feby. 24th, 1836

To the People of Texas & all Americans in the world
Fellow Citizens & Compatriots

I am besieged by a thousand or more of the Mexicans under Santa Anna. I have sustained a continual bombardment & cannonade for 24 hours & have not lost a man. The enemy has demanded a surrender at discretion, otherwise the garrison are to be put to the sword if the port is taken. I have answered the demand with a cannon shot, and our flag still waves proudly from the walls. I shall never surrender nor retreat.

Then, I call on you in the name of Liberty, of patriotism, & of everything dear to the American character, to come to our aid with all dispatch. The enemy is receiving reinforcements daily & will no doubt increase to three or four thousand in four or five days.

If this call is neglected, I am determined to sustain myself as long as possible & die like a soldier who never forgets what is due to his own honor & that of his country.

Victory or Death
William Barret Travis
Lt. Col. Comdt.

Travis
L

THE ALAMO RULES

Presented here is a set of new rules with which to expand your games of Legends of the Old West. Specifically, you will find rules covering battles and sieges on an epic scale, worthy of the Texas War for Independence.



The style of warfare in the early 1800s, and right up to the American Civil War, was very different to the open skirmishes of the Plains Wars in the latter half of the century. Soldiers were trained to fight in large formations, maintaining order and discipline regardless of enemy firepower. The equipment, tactics and chain of command in 1830s America was incredibly similar to those of European armies almost twenty years earlier. In fact, some of the equipment utilised during Santa Anna's campaign had previously seen use in the Napoleonic wars.

In this section, you will learn how to fight Massed Battles and sieges. Unlike the skirmish games introduced in *Legends of the Old West*, these rules assume that most of your models are nameless soldiers in larger regiments, and allow you to reproduce sweeping military actions with scores, or even hundreds, of miniatures!



The Massed Battles rules allow companies like this to be fielded as part of a much larger army.

MASSED BATTLES

Massed Battles are a way of recreating the massive military actions recorded during the early 19th Century. Where the main *Legends of the Old West* rules were designed specifically for skirmish games of around a dozen models per side, this expansion allows you to adapt those rules

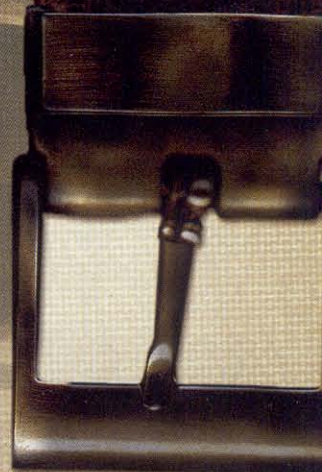
"I am determined to sustain myself for as long as possible, and die like a soldier who never forgets what is due to his own honor and that of his country."

— William Travis

so that huge games with any number of models on each side can be played relatively quickly. As a rule of thumb, any game that uses military miniatures rather than 'civilian' models, with each side in excess of \$1000, will probably benefit from these rules.

Massed Battles are not played with Posses, but with Armies. An Army must be chosen from one of the relevant lists, detailed later. Typically, an Army consists of several Companies, led by one or more officers. Guidelines on how to choose the army are introduced later on.

The following rules allow you to collect and utilise Armies of models, rather than Posses. Here, we take a look at how to start playing larger games, how Companies work on the battlefield, and offer some advice on speeding up large-scale games.



Creating an Army

In a Massed Battles game, both players choose an army from the Army Lists, presented on pages 25-34. Armies are created using the following restrictions:

- Players have a number of dollars (\$), determined by the scenario they are playing, with which to choose their Army.
- Each player's Army must include a single War Leader, detailed in the Army Lists. Note that the other types of Heroes available to an Army are usually restricted in number (for example, the Texan Army may only include 2 Lieutenants for every full \$1000 of the army).
- Legends may only be included once in a player's force. The same Legend may not appear in both armies – make sure that you agree with your opponent before the game which Legends, if any, will be present. The number of Legends you may include depends on the size of the game you are playing. In the interests of historical accuracy, using a Legend in a battle set outside of their lifetime should be strongly discouraged!
- Note that certain Companies are restricted in the Army Lists. These restrictions on number work in the same way as those for Heroes.

FORCE SELECTION TABLE

Size of game	Number of Legends
\$0-\$999	0
\$1000-\$1499	1
\$1500-\$1999	2
\$2000-\$2999	3
Each additional \$500	+1

Scenarios

Several Massed Battles scenarios are presented on pages 40-53. Furthermore, if you have access to a copy of *Frontier: Blood on the Plains*, then any of the scenarios in that book listed as suitable for 'competitive play' can also be adapted to the Massed Battles system with a little forethought.

Playing Massed Battles

While the standard rules presented in *Legends of the Old West* work perfectly well for small scale games, the following adjustments take into consideration the sheer scale of military actions. The following rules replace or tweak the relevant parts of the original rules set.

Companies

The most important change to the rules is the introduction of Companies, as opposed to individual models. A Company is chosen from the Army List and contains a variable number of models – usually between 5 and 30. The exception to this guideline is Heroes, who count as a Company on their own. There are six main categories of Companies: Infantry, Skirmishers, Light Cavalry, Cavalry, Artillery and Heroes. Legends count as Heroes for these purposes. A Company is defined on the battlefield by the following rules:

Companies in the Movin' Phase

Models in a Company follow all the usual Movin' phase rules, except that they must maintain Unit Coherency at all times.

All models in an Infantry, Cavalry or Artillery Company must end each of their Movin' phases in base contact with another model from the same Company. Models from a Skirmishing or Light Cavalry Company must remain within 3" of a friendly model from the same Company. This is called *Unit Coherency*.



The Mexican Zapadores (all in dark blue) must remain in base contact to maintain Unit Coherency. The Cazadores must remain within 3" of each other.

- Any model not within Unit Coherency of the rest of its Company at the start of its own Movin' phase – usually because they have been separated by casualties – must move towards the Company as fast as possible.

The Company is obliged to slow down, wait or move back towards the stragglers as necessary to ensure Unit Coherency as quickly as possible. Companies that do not have complete Unit Coherency during the Shootin' or Fightin' phases may not shoot or fight unless they first pass a Pluck test to do so.



This unit lost several models from cannon-fire last turn. The bulk of the unit must now wait while the three stragglers catch up.

Charges

A Company must charge all at the same time, and at least one model from the Company must be able to see the intended target. As long as at least one model can make contact with an enemy, the charge is successful. A Company cannot charge more than one enemy – either Company or Hero – at one time. It may, however, be subsequently charged by other Companies, which will result in a multiple fight.

Difficult Terrain and Obstacles

Companies always move at the pace of the slowest model. If even a single model is forced to reduce its movement due to difficult terrain, then the entire Company must be slowed to the same Move rate.

When a Company crosses an obstacle, only one dice roll needs to be made to see if the Company is successful, but only the models with enough movement to cross the barrier may actually do so. Companies that lose Unit Coherency due to a barrier or obstacle must attempt to regain coherency in the next Movin' phase. The straggling portion of the unit can attempt another Climb or Jump test to catch up before the rest of the Company decides what to do. Either way, a Company never needs to take more than one test for the same barrier in any given turn.

Models on the Ground

Models can choose to lie down as normal, but the entire Company must do so, not just a few models from the Company.

Mounted Fighters

All the usual Movin' rules for mounted fighters apply equally to Massed Battle rules. However, for the sake of simplicity, it is highly recommended that the rules for Loose Mounts and Passengers (*Legends of the Old West* page 21) are not used.

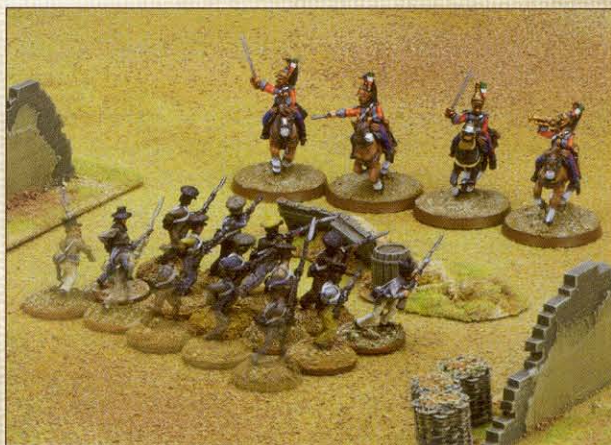
If a model's horse is killed, this can cause some complications. Obviously Heroes will just move around on foot from that point on. However, in the case of Cavalry or Light Cavalry Companies, this would generate an inordinate amount of book-keeping. For any mounted fighter other than a Hero, simply use the highest Grit value of the mounted model – horse or rider – to determine whether or not it is wounded. If the model is killed, remove the entire piece and count it as a single casualty.

Companies in the Shootin' Phase

Models in a Company are usually armed and equipped identically. In the Shootin' phase, all models must fire at the same target or Company rather than at individual models. To speed up play, roll all the dice at the same time, using a different coloured D6 if necessary to represent models in the Company with a different Shootin' value or weapon.

Line of Sight

Models from the same Company block line of sight for those behind them. Remember, however, that if a model is standing behind a friend, and is in base contact, then it may still fire over the friendly model's shoulder. Only one model may fire in this way. So, for example, if you arrange your Company into military ranks, then up to two ranks may fire, but a third would forfeit their opportunity to do so.



Ten models in this unit can shoot at the incoming Cavalry, but the third row cannot.

Jamming and Reloading

If any models in a Company open fire, then the entire Company is considered to have shot their weapons for the purposes of reloading. The rules for jamming only apply to Heroes, never to Companies. This reduces the amount of book-keeping you have to do between turns.

Removing Casualties

The player who owns the Company being shot at chooses which models to remove as casualties from among those that were in range of the original shot. This prevents enemies from sniping Heroes, standard bearers and musicians from the Company's ranks, unless those models were the only ones in range.

In the Way

Companies may only claim cover from obstacles in the Way if more than half the models in the Company are wholly behind the obstacle (from the point of view of the majority of the firers, of course). If there is any doubt as to how many models are in cover, or who can see, then simply roll a dice or cut the cards to decide.

Companies in the Fightin' Phase

ORDER OF COMBAT

- 1 Determine order of strikes
- 2 First Company rolls to hit
- 3 First Company rolls to wound
- 4 Remove casualties
- 5 Next Company repeats steps 2-4
- 6 Calculate Results

The single biggest change to the rules with regards to Companies is how they fight. When Companies are involved in a fight, it no longer becomes necessary to divide up combats so that models are fighting one-on-one. Any model in base contact with an enemy is considered to be fighting, regardless of how messy the melee might look!

Determine Order of Strikes

In a Massed Battle, models do not dice off to see who wins a fight. Instead, when battle is joined between two Companies, the Fightin' value is used to determine who strikes first. Roll attacks only for those models that



In this example, the Texan Regulars (F3) strike first, followed by the Mexican Activa (F2).

begin the fight in base contact, starting with those with the highest Fightin' value, and working through groups of fighters in descending order (*pic a*).

Roll to Hit

You must now roll to see if you have hit your opponents. Roll separately for any fights involving models with statistics or weapons that differ from the rest of their Company. Any scores of a 4 or more have hit the opponent. Fame points can be spent to adjust this roll. Also, any weapons or special rules that normally affect the 'roll to see who wins a fight' will affect this roll instead. So, for example, an improvised or two-handed weapon incurs a -1 penalty to the dice roll to hit, while a Cavalry Sabre allows you to re-roll scores of a '1' if you are a Swordsman. Once you have worked out how many of your Company has hit the enemy, you need to roll for damage as normal.

Once damage has been inflicted by one set of fighters, any remaining combatants from the next set (with the next lowest Fightin' value) may strike (*pic b*). This will



Continuing the example, only two Activa remain in base contact. These may now strike back.

usually result in officers striking first, followed by elite troops, and then the common soldiers. If several Fightin' values on both sides are equal, then strikes are considered to happen simultaneously! Roll to wound for all models in base contact with an enemy. In a simultaneous fight, the player with the drop must roll first. Even if an enemy model is removed as a casualty, it still gets a chance to strike back if its Fightin' value is equal to its assailant (*pic c*).



These Mexicans are Permanente, also F3. Although the Texans roll first and kill two Mexicans, the Permanente still get all eight strikes back due to the equal Fightin' values.

Multiple Fights

Situations may arise during a game where several Companies – including Heroes – are all involved in the same fight. Simply work out the order of strikes as detailed above, rolling for each Company in turn. If several Companies on one side have equal Fightin' values, then the owning player decides in which order they strike. When working out who wins the fight, the results are applied to every Company on the winning and losing side – the result of a fight affects the entire side, not just individual Companies.

Removing Casualties

Only models in base contact with an enemy can be killed. If some members of a Company began the fight in base contact with an enemy, but their enemy was killed before they had chance to strike, then they may still make their attacks. However, additional enemy models are not removed. Instead, keep a tally of these 'extra' wounds, and count them when calculating the winner. These wounds are overkill, and represent the psychological advantage of being outnumbered.

Specialist Models as Casualties

Musicians, standard bearers and sergeants killed in a fight are not removed from play unless the opposing player specifically allocates strikes against them and kills them. In this instance, the owning player cannot choose

to remove another model in their stead.

If the enemy does not allocate any strikes against these models, then a normal soldier from a Company in the same fight can be removed instead, even if they aren't in contact with an enemy. The wounds count towards the combat result, but the specialist models still get to fight back if they haven't already done so.

Calculating Winners

Total up the number of casualties on each side. The side that scored the most wounds, including overkill, is the winning side. If the winning side outnumbers the losers, then the losers must Rout (see below). If the losing side has the most models, or the sides are equal, then they Retreat in Good Order.

Retreat in Good Order

Each losing Company must flee D6" directly away from the enemy (ignoring penalties for difficult terrain and obstacles, but avoiding impassable terrain by the shortest possible route). Companies must attempt to maintain Unit Coherency while backing away.

Rout

If the winners have more models in total on their side than the losers do, then each losing Company must flee as described above. In addition, each must take a Pluck test. If they fail, then each Company on the winning side selects one of the fleeing Companies to strike. Roll to hit and to wound as normal. These are free strikes, representing the victorious soldiers hacking at the backs of their fleeing rivals – the losers cannot fight back. Every member of a winning Company gets to strike – not just those who began in base contact. Once these strikes have been resolved, all of the Companies involved tidy up their formations to maintain Unit Coherency. Companies that are forced to Rout begin their next Movin' phase Shaken.

Drawn Combats

In the case of a draw, the Company with the most models at the end of the fight wins. If the fight is drawn and the number of models is equal, then all combatants are separated by 1", all Companies involved tidy up their formation and restore Unit Coherency, and neither side suffers further effects.

High Ground

If a Company is charged while it occupies high ground, such as the crest of a hill or any kind of raised platform, then each model in the Company adds 1 point to their rolls to hit. To count as 'high ground', the defending Company must be at least ½" higher than their attackers, or obviously be higher up a steep slope. Players must agree between themselves before fights begin what counts as high ground.

Companies and Pluck

When a Pluck test is called for on behalf of any member of the Company, then a single test is made and the results are applied to the entire Company. Use the highest Pluck value in the Company, the Pluck value of any Hero or Legend within 6", or the Pluck value of the War Leader if he is within 12". If a Company is

ever reduced to a single model and fails a Pluck test, then it must be removed from play, as its morale will break and the lone soldier will flee the battle! Obviously, this does not apply to Heroes, who are always single models.

Dive for Cover

A Company only has to take a Dive for Cover test if 25% of its number (rounding up) is taken out of action in a single Shootin' phase. When a Company fails a Dive for Cover test it must retreat D6" directly away from the Company or model that caused the test, unless it was in cover to begin with. Fleeing Companies ignore penalties for difficult terrain and obstacles, and can move through friendly models freely, but must avoid impassable terrain and other enemies by the shortest possible route. In addition, the Company is Shaken (see below). If more than half the Company is in cover when the test is failed, then they stay where they are, but are Shaken.

● **Shaken Companies:** In some situations, Companies may panic or flee and are said to be Shaken. Place a counter next to them to indicate their Shaken status. The Company may not move or charge in its next Movin' phase, and count as having moved their full allowance. They are otherwise free to act normally.

Head for the Hills

Many Massed Battle scenarios end when one force is reduced to half its starting number of models. However, where this is not the case it will become appropriate to 'Head for the Hills'. Once the force is reduced to below half strength, you must take a Pluck test for each Company at the start of every one of their Movin' phases, using the guidelines above. If the test is failed, the Company is removed from play. If it succeeds, then it continues fighting as normal.

Companies and Heroic Actions

Heroes in Massed Battles may call Heroic Actions in exactly the same way as described on pages 35 and 36 of *Legends of the Old West*. However, if any model from a Company is affected by a Yee Haw or a Quickdraw, then the entire Company is affected too! The exception, however, is the Time for a Whuppin' action. This type of Heroic Action can only ever affect Heroes in a Massed Battle game – other types of Company are unaffected.

Special Company Types

As mentioned on page 8, there are several types of Company. These have several special rules, which are listed here.

Infantry

The rules for Infantry Unit Coherency were covered earlier in this section. Infantry are the most common type of Massed Battle Company, and thus require no more special rules.

Skirmishers

The rules for Skirmishers' Unit Coherency were dealt with earlier. In addition, Skirmishing Companies use the following special rules:

- Skirmishers are much more able to deal with difficult terrain than their more regimented counterparts, and ignore all movement penalties for such terrain. In addition, they add 1 point to their dice scores for Jump and Climb tests.
- Skirmishing Companies are trained to make the best possible use of cover, and spread out to limit damage from enemy fire. Against Shootin' weapons, Skirmishers increase the In the Way value of any cover they are behind by +1. So, for example, if the unit is behind a wooden fence (In the Way value of 4+), the enemy would need to roll a 5+ to get past the cover instead. In addition, even when in open ground, the Skirmishers are still difficult to hit. To represent this, Skirmishers count as being behind cover with an In the Way value of 2+, even when there is a clear line of sight between them and the foe.
- Skirmishers are much more susceptible to cavalry charges than regular infantry and, as such, fear Heavy Cavalry. A Skirmishing Company wishing to charge, or that is being charged by, Cavalry (not Light Cavalry), must take a Pluck test immediately. If charging, they must test before they move. If the test is passed, then the Company may act normally. If it is failed, then the Skirmishers must stop, and count as Shaken for the remainder of the turn. If the Skirmishers are charged by Cavalry and fail their Pluck test, they still take part in the resulting Fightin' phase, but cannot strike – the Cavalry Company effectively gets free strikes against the panicking Skirmishers.

Cavalry

Not all mounted fighters count as Cavalry, but those that do are fearsome in the saddle! Models with the Cavalry special rule follow the usual rules for Mounted Fighters and Unit Coherency. In addition, when a Cavalry Company charges into combat (even if it is then counter-charged in the opponent's Movin' phase), all of the Cavalry models gain the following bonus:

- On the turn in which they charge, every model in the Cavalry Company gains an extra Attack, representing the awesome power of a mass cavalry charge. Additionally, the bonus attack cannot be claimed if the Cavalry Company is wholly or partially within difficult terrain, or if it is fighting enemies that are on the other side of a barrier.

- Cavalry flee D6+2" if they March, lose a fight or Dive for Cover, rather than just D6".

Light Cavalry

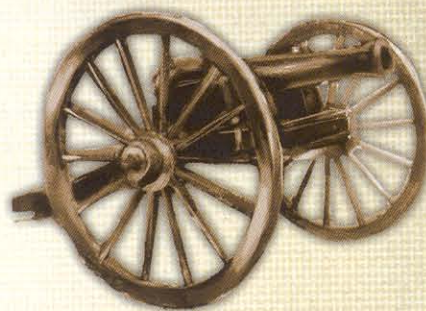
These Companies follow all of the usual rules for Mounted Fighters as detailed in *Legends of the Old West*, and all of the usual Company rules found earlier.

- Light Cavalry models must remain within 3" of each other to maintain Unit Coherency, in the same way as Skirmishers.
- Light Cavalry move 2D6" if they March, lose a fight or Dive for Cover, rather than the usual D6".

Artillery

An Artillery Company comprises an artillery piece (either a cannon or howitzer), and two to six gunners. The gunners must always remain in Unit Coherency of their weapon.

- The crew of an Artillery Company count as Skirmishers. The weapon itself is considered to be a part of the Company, so if it is ever in base contact with an enemy, it may not be fired. However, when the artillery piece is 'wounded', the owning player may not choose to allocate the wounds against the crew, nor vice versa.



- In order to fire an artillery piece, at least one of the gunners must be in base contact with the gun. Artillery pieces may be moved up to 3" per turn, and/or rotated on the spot, but if they move in these ways they may not fire that turn. If all of the gunners are taken out of action, then the weapon is rendered useless unless more gunners can man it. Any gunners that lose their weapon during the battle form a small Company of Skirmishers. They may move to another artillery piece and take over as its new gunners.
- Due to their cumbersome nature, artillery pieces may only be fired at targets that lie to their front, in a 45° arc. A template is provided on page 91 for convenience.

- Artillery pieces may be shot at normally, and have a Grit value of 7 and 3 Wounds. Crewmen obscuring the view of the artillery piece count as being In the Way, and vice versa. Once all of its Wounds are lost, it is removed from play. The weapon itself has no zone of control, and if an opposing fighter spends an entire turn in contact with it, without doing anything else (such as shooting, fighting or using equipment), then it is rendered inoperable and is removed from play.

- If an Artillery Company is forced to flee, then only the crew are moved. If the crew are defeated in a fight, then the enemy can choose to 'spike' the artillery piece. This replaces any free strikes they may have had at the crew. If this happens, the gun is removed from play.

Heroes

As mentioned earlier, Heroes, Legends and War Leaders count as Companies in their own right, despite being single models. There are several special rules to bear in mind when fielding Heroes:

- Hero models on foot follow all the rules for Skirmishers. Hero models on horseback follow all the rules for Light Cavalry.
- Picking out individual Heroes as targets is very difficult in the confusion of battle. Unless he is the closest target, an individual Hero on foot may never be targeted by shooting if he is within 3" of any friendly Company that contains ten or more models. Likewise, a single, mounted Hero may not be targeted as long as he remains within 3" of a friendly Cavalry or Light Cavalry Company comprising 10 or more models.

Specialist Models

When choosing a Company, you will often be allowed to upgrade some soldiers to specialist models – a Sergeant, a standard bearer or a musician. The Army Lists section illustrates how to choose these models. Their rules are collected here.

Sergeants

Almost all Companies are allowed to upgrade one soldier to a veteran, often called a Sergeant, Sargento, or similar. These models are not Heroes, and must remain with their Company at all times, just like a normal soldier. However, their improved profile does provide an edge in combat, or boost the Pluck value of a Company, making them invaluable in many cases.

Standards

Many Companies are allowed to carry standards into battle. These take the form of banners, guidons and flags, which generally replace a normal soldier's regular armament. If a Company includes a standard, it may re-roll any 1s that are scored as part of a Pluck test. The result of the re-roll must be accepted.

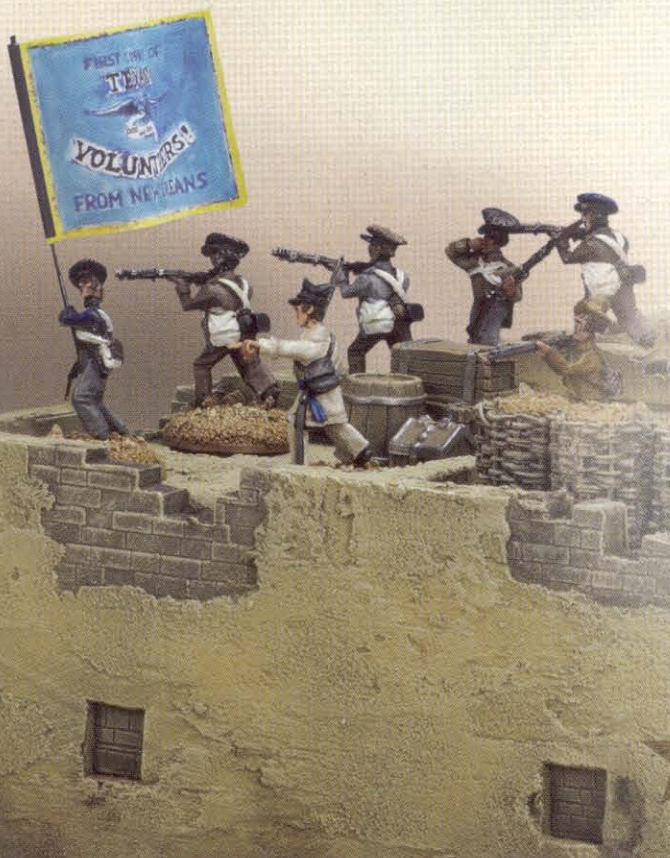
Capturing Standards

If a standard bearer is killed in the Fightin' phase, and the Company that killed him wins the fight, then the enemy Company captures the standard. Place the model behind the enemy Company to clearly represent this. The Company is so jubilant at capturing a standard that they now add 1 point to their score when calculating who wins a fight, just as if they had scored an extra wound. The Company only ever gains a 1 point bonus, regardless of how many standards they capture.

The Company that lost their standard must reduce their Pluck values by 1 point for as long as the standard is out of their possession. They may only win back their standard by defeating the company that took it in close combat. If they win back the standard, then the model is returned to them, replacing a normal soldier.

Musicians

Some Companies have the option of including a musician in their ranks. This is a normal soldier who carries a drum, trumpet, bugle or the like. A Company with a musician may make a special March move. Before the Company moves, declare that the musician is calling for a March. The Company may not fire or reload shootin' weapons this turn, but may instead move an extra D6". A Company may not use a March move if there is an enemy within 6" of them at the start of their Movin' phase.



SIEGES



Designer's Note

Siege games are a special kind of massed battle, and are not generally suited to regular skirmish-level play. However, there's nothing to stop you adapting the rules presented here for your multi-player games if you wish – maybe to recreate siege-like battles in the later Old West periods, featuring US Army forts and the like.

The siege scenarios printed in this volume centre around the Alamo, and these rules assume that you'll be using Companies of soldiers rather than Posses of individuals.

The Fortress

In order to play a siege game, some kind of model fortification will be required. To make it practical to fight the siege, it helps to build your fortress in such a way that fighters can be placed and moved on the

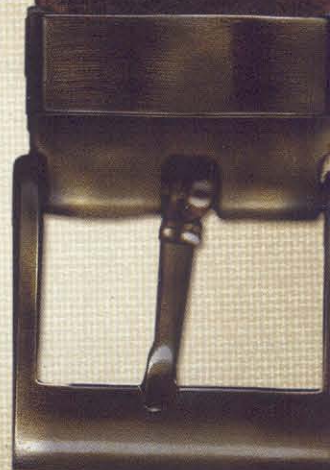
walls and towers. Although the Alamo was a hotchpotch of flat-roofed buildings, crumbling walls, palisades and battlements, some types of fort had castle-like towers, allowing soldiers to move around inside.

Additionally, within this section you will find rules for defended barriers, such as earth-works and redoubts. These differ from barriers in that they are designed to be defended from one side only, though they are not as formidable – or as high – as fortress walls.

Parts of the Fortress

The most important parts of any fortification are the walls and towers, the gatehouse, and the stairs and ladders. Each of these has its own defined rules that allow you to move and fight on them. As a very general rule, wall sections should be built in sections of 10-12" long, while towers are usually best covering an area 6-8" square at their base. This makes it easy to remove sections should they ever be destroyed during a game.

Once you're accustomed to playing games with Companies, it's time to try out a full-blown siege game. These rules allow you to use your armies to recreate epic battles, such as the siege of the Alamo.



Siege Movement

Access Points

Moving around within a fortification often means negotiating a network of ladders, stairs, doors, hatches, gates and walkways. These are termed 'access points'. The normal movement rules are used while in courtyards and battlements, but the various access points have additional rules.

Unit Coherency can become very difficult when models are moving around in this manner, especially when clambering up ladders to get over fortress walls. As a general rule, if some models from a Company are on the top of a wall, then take a bird's eye view of the action. Assume that all the models are at ground level, rather than on different levels – simply ignore the vertical distance. Using this abstraction, if the models would be in Unit Coherency were they all on the same level, then they suffer no ill effects.



The Zapadores (a) and Texan Irregulars (b) are both maintaining Unit Coherency, despite being split over several levels.

Stairs and Ladders

Stairs, ramps and access ladders connect the defences together, and allow the defenders to move onto battlements and between different levels. A model that is on foot can move up or down stairs or access ladders without penalty – no Climbin' test is needed and no movement penalty is applied. Mounted fighters cannot move along access points at all. However, if a stairway is particularly shallow and at least as wide as a cavalry base, then the players may agree that they are passable to mounted fighters – this should be decided before the game begins.

Removing Access Ladders

Access ladders may be removed by defenders to stop the enemy using them. Once removed, the ladder is placed on the ground next to the model that moved it, but it can be replaced at a later point in the game.

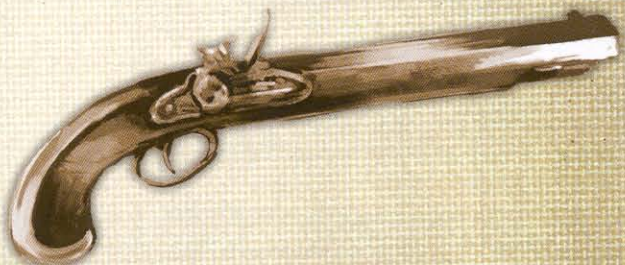
- The fighter and his Company forego any remaining movement, and is unable to shoot that turn.
- Access ladders can be pulled up, or pulled down to the floor, by a fighter on foot who ends his move in contact with the ladder (but who is not actually climbing it). The fighter must not be in contact with an enemy model, whether on the ladder or otherwise.
- If no models are currently on the ladder, it may be pulled up or down automatically.
- If there are fighters already on the ladder, it is much harder to move. Roll a D6 and deduct 1 from the score if there is a model on the ladder, or 2 if there are two or more models on the ladder. Add 1 to the score if two or more models are working together to move the ladder. If the final score is 4+, the ladder is removed and all the models on the ladder fall to the ground, which may cause them to take damage from falling.

Replacing Ladders

Access ladders can be erected by a simple reversal of the rule above. A fighter who is free to do so may erect a fallen ladder in base contact, but foregoes the rest of his movement. Ladders can never be erected if there are models standing on them.

Doors and Hatchways

A door (in a wall) or a hatch (in the floor or ceiling) presents no obstacle to movement unless it is smaller than an average model, or if it is being held shut by an enemy. A fighter on foot can pass through any doorway that is at least the same height as the model. Likewise, fighters on foot may pass freely through any hatch that is at least 1" square.



Holding and Bolting Doors and Hatches

Doors can only be held shut or bolted from the inside. Hatches can only be held shut from above, or bolted from below. Similarly, any model on the inside of a bolted door or beneath a bolted hatchway can simply unbolt it and move through without restriction, leaving it unbolted behind them.

Holding Doors and Hatches

Fighters on foot on the inside of a closed door, or above a closed hatch, are considered to be holding it shut by placing their weight against it. Such models cannot shoot, fight or carry siege equipment (see later). If a door or hatch is held, then it must be forced open as described below, or broken down, as discussed later.

- Enemy models in contact with the other side of the door or hatch can attempt to force it open in the Movin' phase. In order to succeed, the combined Strength of the attackers must be greater than the combined Strength of the defenders. So, two Texans with a combined Strength of 6 could hold the door against two, equally strong men, but not against three men (with a combined Strength value of 9).

- If the attackers successfully force the door, then they must be placed in base contact with the defenders if possible, and fight them in the Fightin' phase.

Bolting Doors and Hatches

A model that is already holding a door or hatch shut at the start of its turn may choose to bolt it. Once the portal is bolted, the model may continue its movement as normal. In order to get through from the other side, the door or hatch must now be broken down.

Gates

A gate is much larger and heavier than a door and will usually consist of two halves. A gate is often the only way into and out of a fortress. While it is open, models may pass through a gate without hindrance. However, when closed, a gate becomes an impassable barrier that may only be opened from the inside. Models on the outside may only pass through a closed gate by battering it down or destroying it. Rules for destroying gates are presented later.

Opening and Closing Gates

A model touching the inside of a gate may open or close it during the Move phase. The model or Company may not move further on the turn it opens the gate, nor may they shoot that turn. Models may not open a gate if they are in a fight, or if they are carrying a burden such as a ladder or battering ram. Mounted fighters cannot open or close gates.

Fortress Walls

Generally speaking, fortress walls are designed so that they cannot be scaled from the outside. To represent this, fortress walls are impassable, except for access points. Attacking models must either destroy them, or use siege ladders to scale them, as described later.



Fighting in a Fortress

In most situations, fighting within a fortress is no different to fighting in other locations and therefore few extra rules are required. However, some fights will take place in confined spaces, often through doorways or hatchways, or along precipitous stairs or battlements. In these cases it is possible for soldiers to stumble or fall during the fight, resulting in injury or death.

Fighting over Obstacles

The rules for fighting over obstacles from *Legends of the Old West* (pages 30-31) apply in most situations in siege games, too. Where models are fighting on narrow stairs, along corridors or stairwells, or through narrow doorways, the standard rules for fighting over obstacles are used. Note that, in order to count as 'narrow', the gap must be roughly the size of a model's base (usually 1"). If there is room for two or more models to pass through the gap or up the stairs, then the standard 'Fightin' rules are used instead. Models fighting on stairs will benefit from the High Ground bonus if their enemies are below them, as detailed on page 11.

NB. In some cases, you might find it impossible to place fighting models in base contact, due to the steepness of your model stairs or the width of the gaps. In these situations, simply place the combatants as close as possible to each other and play out the combat as usual.

Defendable Barriers

Where siege games differ from standard games of *Legends of the Old West* is that some barriers are considered to be 'defendable'. A defendable barrier is defined as any fortification that is obviously designed to be defended from one side, making it hard for an attacker to cross the barrier or reach the defender. The most obvious example is a fortress wall or palisade, which requires the use of ladders to assault. Redoubts, trenches and low-level palisades would also qualify, but are at ground level. In the case of most large fortresses, attackers need to fight from ladders, making it even more difficult to take the walls. The following rules assume that the fortification is at ground level – rules for fighting from ladders will be explained later.

When a model is defending such a barrier, its zone of control is extended to the edge of the barrier. In a fight over a defendable barrier, only the attacker must test to see if his blows hit the barrier. The defender always strikes his opponent. No enemy can move into the defender's control zone except to fight him.

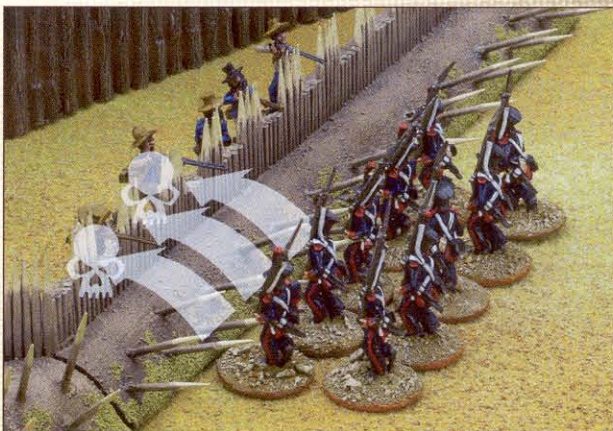


The Zapadores must stop at the edge of the palisades and fight the defenders.

Multiple Attackers

If two or three chargers attack a single defender, then the chargers must fight one at a time. The charging player can decide which of his models fights first. This means that defending models can fight multiple times in the same round. Fighting in this way differs from the usual Company rules, as fights are worked out one at a time, to represent the advantage of numbers being taken away from the attackers. Attacking Companies automatically lose the fight if they fail to get at least one model over the fortification.

Once each charger has fought, he must back off 1" unless he has slain the defender or has been slain. If the defender is killed, then his opponent and any other attackers who have yet to fight cross the barrier if there is room, taking the place of the slain defender. If there is no room to place additional attackers, then they must stay where they are.



Two of the defenders are killed, and three Zapadores are able to cross the barrier.

Multiple Defenders

If a single charger moves into the control zones of two or more defenders, then he must fight them all (pic a). All the defenders fight at once, as normal in a Massed Battle. If the charger manages to win, he must still roll to see if his blows strike the barrier. If he kills any of his opponents, then he may cross the barrier and take their place (pic b).



The Mexican Coronel climbs a siege ladder and kills one of the defenders.



Although the Coronel is over the wall, the Texans have not lost the fight, and do not have to abandon their defences.

Multiple Fighters on Both Sides

Where there are several combatants on both sides of a defendable barrier, these must be split into as many one-on-one fights as possible by the player with the drop. Any remaining multiple fights are decided as described above.

Attacked from Behind

If a defending model is also being attacked from his own side of the barrier, then this fight must be worked out first. This is a regular combat, fought in the usual way. If the defenders are killed or flee as a result of this attack, then all the attacking models on the other side of the barrier that have not yet fought may cross over if there is room (pics c and d).



The Cazadores kill all the Texan Irregulars in a standard massed combat, allowing the Zapadores to cross the barrier immediately.



Backing Away

As a general rule, if a defending model is forced to back off from a defendable barrier before the attackers have fought, then those attackers may cross over the barrier immediately.

Sometimes, a defender may inadvertently enter the control zones of other enemies due to backing off. In this instance, he may not fight, even to defend the barrier. To clarify, only models that charge or have been charged may fight in the Fightin' phase. Accidentally entering control zones for any other reason does not count.



The Lieutenant backs away along the walls of the fort, bringing him into contact with even more attackers. However, he does not have to fight them this turn.

Deciding the Winner

Once all the fights have been played out, calculate the winners just as for a normal Massed Battle combat. Even though some of the fights may have been split into one-on-one combats, all the casualties inflicted by each side are totalled up. Remember that even if the attackers win, it counts for nothing unless they have a model over the barrier.

Fighting Beside Precipitous Drops

There are many situations when fighting in a fortress that may place combatants next to steep drops. If a fighter is ever trapped against a steep drop, such as the edge of a wall walkway, then he must choose to either take double strikes from his opponents or jump off and risk injury, as described in *Legends of the Old West*, page 29.

Stumbles on Stairs

When soldiers fight on stairs or steep ramps, defeated models can back off up the stairs or slope without penalty. However, when they are forced to back off downstairs they must test to see if they lose their footing. Roll a D6. On the score of a 4, 5 or 6 they nimbly step backwards and the fight is resolved as normal. On a 1, 2 or 3, however, they have slipped, and count as being trapped.



Assaulting a Fortress

The tried and tested method of taking a fort is escalation – sending troops up ladders positioned against the walls of the fortress, to attack the defenders on the battlements. While not the most certain way of winning a siege, it does mean that the attacking general can forego the long and costly process of battering his way into the fort.

“Texas has yet to learn submission to any oppression, come from what source it may.”

– Sam Houston

Model Siege Ladders

Ladders must be tall enough to reach the top of a wall, so that the attackers can convincingly confront the defenders in the Fightin’ phase. However, it is also quite important that a model is able to climb all the way to the top of the ladder in a single turn, as otherwise the defenders can simply push the ladders down. Generally, for an enjoyable siege game, both walls and ladders should be around 6" high.

Carrying a Siege Ladder

Siege ladders are usually tall and sturdy, making them longer and heavier than normal access ladders. As such, different rules apply to them in the Movin’ phase.

- At least two models are needed to carry a siege ladder, and up to six can do so. Only models on foot can carry or climb a siege ladder. Two or three models carrying a siege ladder move at half pace (3"). Four to six models carrying a ladder move at full pace (6"). All fighters carrying a ladder move at the same time, as if they were one large model, and must maintain Unit Coherency with their Company.
- Companies cannot charge an enemy if they are carrying a siege ladder at the start of their move.
- Models carrying a siege ladder cannot fire weapons in the Shootin’ phase, but they can March if the rest of their Company does so.
- If a siege ladder starts the turn on the ground, it can be picked up simply by moving the appropriate number of models into contact with it. Once a model has picked up a siege ladder, it cannot move further that turn, not even to March.

Dropping a Ladder

- A model can stop carrying a ladder at any point before, during or after its move.
- If the number of models carrying a siege ladder is ever reduced to one, then the ladder is automatically dropped on the ground in base contact with the last remaining model.
- Models carrying ladders automatically drop them if they or their Company are charged by an enemy.

Raising Ladders

If a siege ladder is moved into contact with the base of a wall, it is immediately raised. Place the model ladder upright against the wall. No models can climb the ladder that turn. If a siege ladder is in place at the start of the Movin’ phase, then models may climb up it. There is no penalty for climbing up a ladder, nor is there any need to take a Climb test. Up to three models may be positioned on a ladder at any one time. Models on a ladder may not shoot.

Unit Coherency

There may be times during siege games where Companies are divided because of ladders. Models on ladders do not have to maintain Unit Coherency. However, the rest of their Company does, and they may not move more than 3" away from the ladder. This extends to the top and bottom of the wall, as shown. As you can see, it is possible for Companies to be split over two levels, yet still maintain Unit Coherency.



All of the Zapadores are in coherency with each other, as the ones on the ground are within 3" of the ladder.

The Fightin' Phase

Models standing on the ramparts of a wall fight by defending the battlements against attackers using siege ladders. These fights are essentially the same as those on defendable barriers, with a few additions that take the ladders into account.

- A soldier who climbs to the top of a siege ladder is considered to have charged the nearest defender whose control zone the ladder is in. He stands at the top of the ladder and fights the defenders there.
- If the ladder is not in the control zone of a defender, then any attackers who reach the top can immediately move onto the battlements if they have enough movement left. If this move would take them into an enemy control zone, then they must wait on the ladder until their next turn, when they can move and charge as normal.

Designer's Note

Remember that a model must be able to 'see' its opponent at the start of the Movin' phase in order to charge. This is why models climbing ladders can only charge defenders who are right up against the wall – models further back cannot be seen from the ground.



Fighting on the Battlements

Fighting from a ladder uses all of the rules for attacking a defendable barrier. Models on ladders must defeat their enemy and kill them in order to get a foothold on the wall. At the end of the fight, add up the wounds caused as normal. However, unless the attacking Company has got at least one model over the wall, they cannot win the combat.

Additionally, every time a soldier on a ladder loses a fight or fails to kill his opponent, he must test to see if he loses his footing and falls off the ladder. The following rules apply to models attacking from either siege ladders or access ladders:

- The defeated attacker must roll a D6. On a 4, 5 or 6, the model backs off as normal, moving 1" down the ladder. Any models behind him must also back off the same distance to make way. On a 1, 2 or 3, however, the model falls off the ladder and may have to suffer falling damage. Remember, this is a random roll, and Fame points cannot be used to modify the result.
- If the soldier at the top of the ladder falls, make a roll for every other model climbing the ladder. Any model that scores a 1, 2 or 3 falls from the ladder as it is hit by friendly models. Models fall from wherever they began on the ladder, so those models nearest the ground suffer fewer hits, if any.
- Soldiers at the top of a ladder who are killed are removed from play, but every other model on the ladder must test to see if they fall off, as they may be hit by the falling body of their slain comrade!

Pushing Down Siege Ladders

If there is no attacking model at the top of a ladder, then a defending model may attempt to push down the ladder at the start of his Movin' phase. Models attempting to push a ladder down may not move further that turn, nor may they fire a weapon in the Shootin' phase.

Roll a D6 for the model pushing the ladder. Add 1 to the score if there is more than one model doing the pushing. Deduct 1 from the score if there is an enemy on the ladder. Deduct 2 from the score if there are two or more enemies on the ladder. If the final score is 4 or more, then the ladder is toppled over. Every enemy model on the ladder falls off and must take falling damage if applicable. The ladder is then placed at the foot of the wall, in contact with it.

Demolition!

If the escalate fails, a commander must resort to pounding the walls with ordnance, or battering the gates with crude rams. Purpose-built forts are able to withstand great punishment. However, in truth most fortresses of the 1800s were ramshackle, patched-up affairs, and a bombardment by cannons could break the morale of the defenders as easily as the walls.

Attacking the Fortress

Walls and towers are much too sturdy for soldiers to damage, and only cannons and explosives can be used against them. Attacks from any other weapons (including howitzers) harmlessly bounce off the fortification. However, doors and gates are much more vulnerable, and can be damaged by other weapons. They can even be attacked in the Fightin' phase by determined soldiers – gates and doors are automatically hit, and only a roll to wound is required.

NB. Fighters may not direct attacks against gates and doors if they are fighting enemies at the same time.

Siege Targets

Some weapons gain benefits when firing at 'Siege Targets'. A Siege Target is any large, inanimate structure, such as a fortress or building, and any component thereof, such as doors and hatches. Critical hits can never be scored against Siege Targets.

Damaging the Fortress

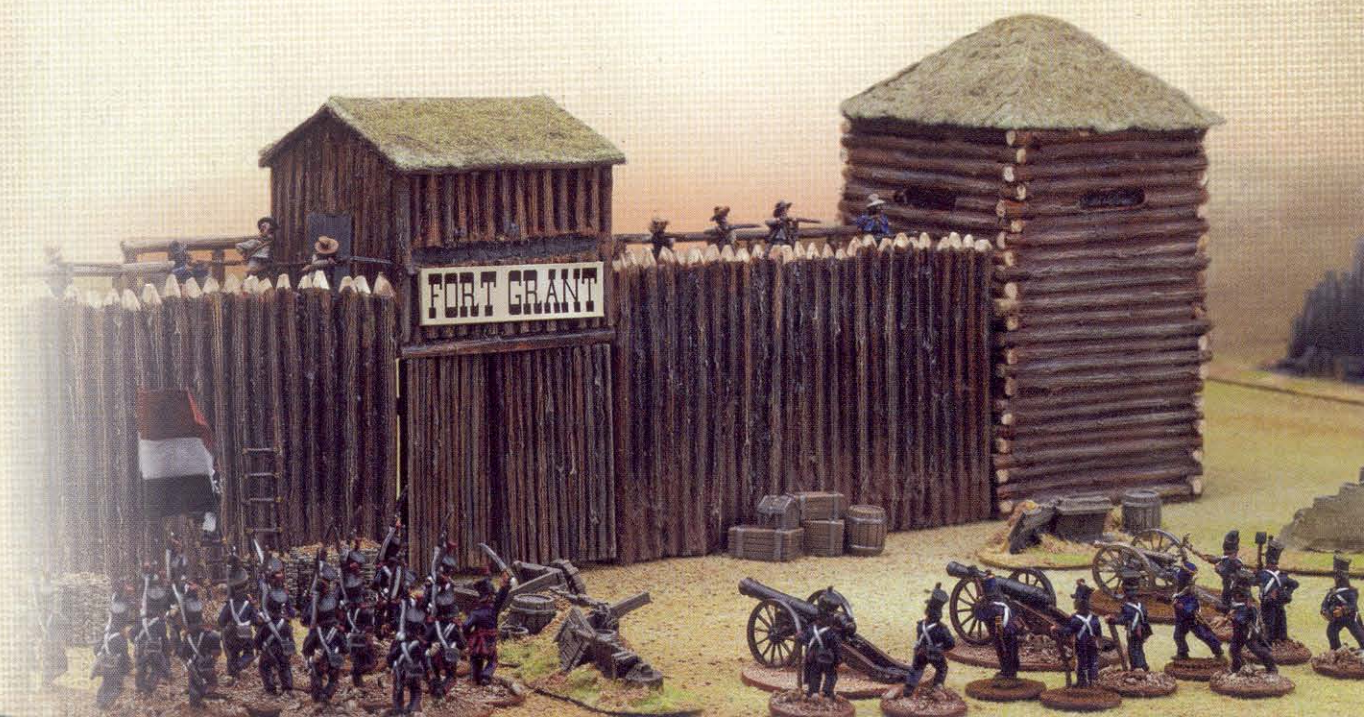
Fortress components have Grit and Wound values, just like model soldiers. Obviously it is much harder to damage the walls of a fort than it is to kill a man, so these values are disproportionately high. A chart was provided on page 43 of *Legends of the Old West* for destroying regular structures. Presented here, however, is a Fortification chart, which represents the characteristics of fortified structures.

Before beginning a siege game, it is worth spending a moment with your opponent to determine what all the areas of your model fortress should count as. If you have a complex model, such as the Alamo, which has a mix of palisades and brick walls, these should be assigned appropriate values before play begins.

FORTIFICATION CHART

Structure	Grit	Wounds
Fortified wall	10*	12
Fortified tower	10*	16
Light palisade wall	8	8
Light palisade tower	8	10
Heavy palisade wall	9*	10
Heavy palisade tower	9*	14
Interior door/hatch	5	2
Fortress gate	9	4

*Only cannons, nitro and dynamite can be used against these structures.



Collapsing Walls and Towers

Once a wall or tower has suffered damage, there is a chance that it may become unstable and collapse. To represent this, roll a dice at the start of every turn after a structure has been damaged. If the score is higher than its current number of Wounds, the structure will collapse. This means that structures with 6 or more Wounds will never collapse in this way.

If the structure collapses, then replace the wall section or tower with a ruined version of the model or a patch of rubble if possible. Otherwise, just remove the section. Models on the battlements, climbing ladders or positioned inside structures that collapse automatically fall, taking damage if appropriate. Finally, the area where the structure stood, plus the area within 1" of it, becomes difficult terrain. Any models within 1" of a collapsing structure take a single Strength 3 hit.

Battering Rams

Out of desperation, Companies may resort to battering down a fortress gate with a ram. Battering rams may

only be carried and utilised by models on foot, and are moved in exactly the same way as siege ladders. The maximum number of models that can carry a battering ram depends on the size of your ram model, but the norm is four.

Battering the Gates

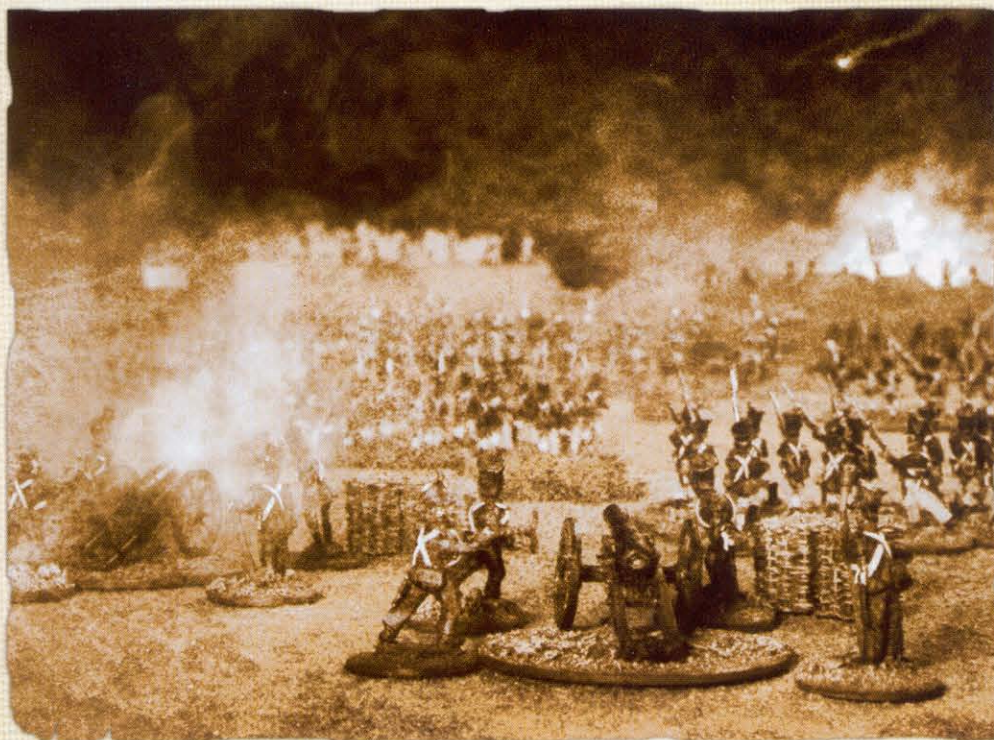
Battering rams may only ever be employed against gates and doors – never against walls or towers. A ram that has reached a door or gate can be used in the Fightin' phase, as long as there are at least two models alive to use it.

The ram automatically hits once, and is assumed to have the same Strength value as its weakest crew member. However, it gains 1 extra point of Strength for every additional crew member after the second, up to a maximum total Strength of 8. So, for example, a battering ram crewed by four Mexican Zapadores (Strength 3), will gain an additional 2 points of Strength, making its total value 5.

Finally, roll on the Wound chart as normal to see if the ram successfully wounds the gate. Battering rams inflict D3 points of damage upon a successful wound.



ARMY LISTS



The lists that follow are used to select and equip your army. You will have a number of \$ to spend on the Army, depending on which scenario you are playing. You don't have to keep the same army from game to game, as the size of the force can vary. Additionally, you must choose your force as several Companies rather than individual models.

War Leaders

Every army has one overall commander, called a War Leader. You must choose one War Leader – no more, no less. War Leaders follow all of the usual rules for Heroes, and form a Company of one model.

Mandatory Choices

Besides the War Leader, some Companies must be chosen for your army. For example, all Texan Armies must choose at least one Company of Texan Regulars. This will be noted in their Army List entry.

Draft and Specialist Troops

Companies come in two varieties: Draft and Specialist. Draft troops represent the bulk of any army, and Specialist troops, by comparison, are less numerous. To represent this, you may never take more Specialist Companies than Draft Companies. For example, if you wish to choose two Cavalry Companies and an Artillery Company for your Texan army, then you must take three Draft Companies first, such as the Texan Army Regulars.

Company Upgrades

Many Companies in the following lists are able to upgrade their equipment or include Sergeants, standard bearers and musicians for a set dollars cost. The rules for these upgrades are covered elsewhere.

When playing Massed Battle games, your forces are chosen as armies rather than Posses. Here, we look at how to use the Army Lists for the Mexican and Texan forces.

THE TEXAN ARMY

Under the command of Sam Houston, the Texans (or Texians, as the common folk referred to themselves) stood against the might of Santa Anna's Mexican Army, determined to claim independence in the face of dire adversity.

War Leaders

TEXAN ARMY COLONEL (1) \$50 to recruit



A veteran of many campaigns, a Colonel is an experienced commander, full of Texan vim and vigour. The ability to inspire the men is just as important as leading by example, and Texan commanders were adept at instilling patriotic pride and a never-say-die attitude in the common soldiery.

Equipment

Flintlock Pistol.

Options

May take a 12-gauge (+\$8). May purchase a Pistol Bayonet (+\$2), or a Cavalry Sabre (+\$4). May be mounted on a horse (+\$14).

Special Rules:

War Leader: The Colonel's Pluck value may be used for Pluck tests taken on behalf of any model or Company within 12".

Swordsman: This is the same as the skill from *Legends of the Old West*, with the modifications described on page 10.

S	F	St	G	A	W	P	FA	FT
4+	4	4	4	2	3	6	2	2

Heroes

TEXAN ARMY LIEUTENANT (2 per \$1000 of the Army) \$30 to recruit



Lieutenants in the Texan Army were often young officers, gallant, idealistic and enthusiastic if lacking in actual fighting experience. Proud of their emerging Republic, Lieutenants are brave and reliable leaders of men.

Equipment

Flintlock Pistol.

Options

May take a Cavalry Sabre (+\$4), and either a 12-gauge (+\$8), or a Musket (+\$5). May be mounted on a horse (+\$14).

Special Rules:

Swordsman: This is the same as the skill from *Legends of the Old West*, with the modifications described on page 10.

S	F	St	G	A	W	P	FA	FT
4+	3	3	3	1	2	5	1	1

VOLUNTEER LIEUTENANT \$25 to recruit

(up to 1 per Company of Old State Irregulars or Texian Volunteers in the Army)



The officers from the Old States, most notably those from Tennessee and Mississippi, brought with them rag-tag bands of hard drinking, hard fighting irregulars. Although unorthodox officers, their men were willing to die for them out of loyalty – a quality that was priceless in the war against Mexico.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	1	2	5	0	1

Equipment

Musket and hand weapon.

Options

May replace his Musket with a 12-gauge (+\$8), or a clubbed rifle (counts as a Flintlock Rifle and two-handed weapon) for +\$7.

Special Rules:

Lead from the Front: A Volunteer Lieutenant always fights with his men. He must be attached to a Company of Old State Irregulars or Texian Volunteers. In essence, this makes him the equivalent of a Sergeant – he counts as part of his Company, and cannot leave it unless he is the last man standing.

Draft Companies**TEXAN ARMY REGULARS COMPANY** (1+) \$8 per model to recruit

The Regulars were the mainstay of the Texan Army, but were in woefully short supply. Their training and equipment was often minimal, but they were the most drilled troops in the Army, and no-one could disparage their fighting ability. Regulars were often bolstered by US Army 'deserters' – troops from the established States who had often been encouraged by their officers to skip camp and head to Texas to help the cause!

	S	F	St	G	A	W	P
Regular	5+	3	3	3	1	1	3
Sergeant	5+	4	3	3	1	1	3

Company Size

15-30 models.

Equipment

Musket and bayonet.

Options

- One model may replace his musket with a Standard for +\$12.
- One model may be upgraded to a musician for +\$10.
- One model may be upgraded to a Sergeant for +\$6.

Special Rules:**Infantry Company:** (See page 12).**TEXIAN VOLUNTEERS COMPANY** \$7 per model to recruit

Pioneers and settlers, who had made the trip to Texas to start a new life, soon found themselves caught up in a war to hang onto their existence. These Americans responded the way they knew best – they took up their muskets and faced the threat!

	S	F	St	G	A	W	P
Volunteer	5+	3	3	3	1	1	2
Veteran	5+	3	3	3	1	1	3

Company Size

15-30 models.

Equipment

Musket.

Options

- The entire Company may upgrade its Muskets to Flintlock Rifles for +\$2 per model.
- One model may be upgraded to a Veteran for +\$12.

Special Rules:**Infantry Company:** (See page 12).

Specialist Companies

NEW ORLEANS GRAYS COMPANY (0-1) \$8 per model to recruit



Originally volunteers from New Orleans, the Grays distinguished themselves in several battles, notably at San Patricio. Attracting recruits from a wide range of nationalities and cultures, each Gray was obliged to buy his own clothing in the Regimental colours. The result was a uniform of sorts, but with the unkempt, battle-worn look of the irregulars.

	S	F	St	G	A	W	P
Gray	5+	3	3	3	1	1	3
Sergeant	5+	4	3	3	1	1	4

Company Size

10-30 models.

Equipment

Musket.

Options

- The entire Company may purchase bayonets at +\$1 per model.
- The entire Company may replace their Muskets with Caplock Rifles for +\$3 per model.
- One model may replace his weapons with a standard for +\$12.
- Upgrade one model to a musician for +\$10.
- Upgrade one model to a Sergeant for +\$12.

Special Rules:

Infantry Company: (See page 12).

TEXAN ORDNANCE COMPANY \$44 per Artillery Team to recruit



Although it was the Mexican Army that was famed for its artillery, the Texan Army had more than its fair share of ordnance. The Alamo was bristling with cannon, including a massive 18lb siege gun, which Travis reputedly fired in reply to Santa Anna's demands for his surrender.

	S	F	St	G	A	W	P
Gunner	5+	3	3	3	1	1	3
Sergeant	5+	4	3	3	1	1	3
Gun	-	-	-	7	-	3	-

Company Size

1 Artillery piece and 2 gunners.

Equipment

Each artillery team mans a 4lb or 6lb Cannon. The crew have improvised weapons.

Options

- The cannon may be upgraded to a 9lb gun for +\$20.
- One Company per full \$1000 of the army may upgrade their cannon to an 18lb gun for +\$38.
- One Gunner in the Company may be upgraded to a Gunnery Sergeant for +\$15, who is armed with a hand weapon.
- Each cannon may add up to 4 extra crewman, at +\$4 per model.

Special Rules:

Artillery Company: (See page 13).

Gunnery Sergeant: The Gunnery Sergeant allows you to re-roll any result on the misfire table. The result of the re-roll is final and must be accepted.

TEXAN ARMY CAVALRY COMPANY \$16 per model to recruit



The original corps of cavalry was raised in 1835 by none other than William Travis, who had ideas of a well-uniformed cavalry brigade, armed with swords, rifles and shotguns. In practice, the uniforms were in short supply, and although the regular cavalry were capable fighters, they were never quite the dragoons Travis had envisaged.

	S	F	St	G	A	W	P
Cavalryman	5+	3	3	3	1	1	3
Sergeant	5+	4	3	3	1	1	3
Horse	-	-	3	3	-	1	3

Company Size

5-20 models.

Equipment

Musket and Cavalry Sabre.

Options

- Up to half the models in the Company (rounding fractions down) may replace their muskets with 12-gauge shotguns at +\$4 per model.
- One model may be upgraded to a Sergeant for +\$6, who may replace his musket with a flintlock pistol for +\$2.

Special Rules:

Light Cavalry Company: (See page 13).

OLD STATE IRREGULARS COMPANY (0-1) \$10 per model to recruit



Although the Tennesseans were the most famous company of irregulars in the Texas War for Independence – due mainly to the fact that their commander was none other than David Crockett – the Texan forces were also bolstered by hard-bitten fighters from Kentucky, Mississippi and other 'Old States'.

S	F	St	G	A	W	P
4+	3	3	4	1	1	4

Company Size

10-30 models.

Equipment

Clubbed rifles (count as Flintlock Rifles and two-handed weapons).

Special Rules:

Skirmishing Company:
(See page 13).

TEJANO VOLUNTEERS COMPANY (0-1) \$7 per model to recruit



The Tejano peoples of Texas had become accustomed to their lives with the American settlers. Indeed, many Tejano families had become wealthy because of their integration. When Santa Anna attempted to quell the American uprising, many Tejanos sided with their new friends, and fought with honour against the Mexican Army.

	S	F	St	G	A	W	P
Volunteer	5+	3	3	3	1	1	3
Scout	4+	3	3	3	1	1	3

Company Size

10-20 models.

Equipment

Hunting knife (hand weapon) and Musket.

Options

The entire Company may be upgraded to Tejano Scouts at +\$2 per model.

Special Rules:

Skirmishing Company:
(See page 13).

THE MEXICAN ARMY

The list that follows represents the resplendent army of Generalissimo Santa Anna, as it was in 1836. This army certainly won the psychological battle, with sheer numbers, striking uniforms and well-drilled deployment.

Army Special Rules

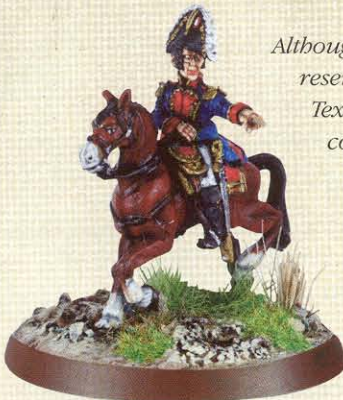
Poor Quality Powder: The gunpowder supplied to the Mexican Army was of very poor quality. To represent this, when a Company wishes to shoot any firearms (but not artillery), roll a D6. All the models in the Company must reduce the range of their guns by this number of inches. The reduction of effective range is

random, and must be rolled for each time the Company opens fire. This roll can be made before choosing a target.

NB. Heroes are not subject to this rule, as they reserved the best powder and equipment for themselves.

War Leaders

MEXICAN ARMY GENERAL (1) \$45 to recruit



Although 'General' was a term reserved for the very few in the Texan Army, it was much more common among the Mexican forces. Santa Anna may have been the Generalissimo, but he had several well-decorated veterans to delegate his plans to.

Equipment

Flintlock Pistol and Spanish Sabre.

Options

May be mounted on a horse (+\$12).

Special Rules:

War Leader: As long as he is not Shaken, the General's Pluck value may be used for Pluck tests taken on behalf of any model or Company within 12".

Swordsman: This is the same as the skill from *Legends of the Old West*, with the modifications described on page 10.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	2	3	5	2	2

Heroes

MEXICAN ARMY CORONEL (0-2) \$28 to recruit



In the Mexican Army, it was the Coronels who bore the brunt of responsibility once the fighting began. It was these brave and loyal men who had to hold their soldiers together regardless of the terrors they had to face.

Equipment

Flintlock Pistol and Spanish Sabre.

Options

May be mounted on a Horse (+\$12).

Special Rules:

Swordsman: This is the same as the skill from *Legends of the Old West*, with the modifications described on page 10.

S	F	St	G	A	W	P	FA	FT
4+	4	3	3	2	2	4	1	1

MEXICAN ARMY CAPITÁN (0-3) \$20 to recruit



The Mexican chain of command was very well-structured, putting the Texan Army to shame. There was rarely any infighting or tension between commissioned officers, which was a problem the Americans fought constantly. Mexican officers followed their orders or died trying.

Equipment

Flintlock Pistol and Spanish Sabre.

Options

May be mounted on a Horse (+\$10).

Special Rules:

Swordsman: This is the same as the skill from *Legends of the Old West*, with the exceptions described on page 10.

S	F	St	G	A	W	P	FA	FT
4+	4	3	3	1	2	4	0	1

Draft Companies

INFANTRY COMPANY



The rank-and-file troops of the Mexican army were well trained, well presented and well equipped, comprising mostly fusiliers (fusileros), with several supporting grenadier (grenaderos) regiments. The fusiliers were further divided into regiments of

volunteers – the Milicia Activa – and permanent, or Permanente, regiments. However, Santa Anna's campaign left them a long way from home, with poor morale and gunpowder that was described by the Texans as 'little more than powdered charcoal'.

Milicia Activa: \$3 per model to recruit

Permanente: \$5 per model to recruit

Grenaderos: \$7 per model to recruit

	S	F	St	G	A	W	P
Activa	6+	2	3	3	1	1	2
Permanente	5+	3	3	3	1	1	2
Grenaderos	5+	3	3	3	1	1	3
Sargento	5+	4	3	3	1	1	3
Grenadero Sgt.	5+	4	3	3	1	1	4

Company Size

15-30 models.

Equipment

Musket and bayonet.

Options

- One model per Company may be upgraded to a musician for +\$8.
- One model per Company may be upgraded to a Sargento for +\$10.

Special Rules:

Infantry Company: (See page 12).

Regimented: All models in an Infantry Company must be of the same type – so you must choose a Permanente Company, or a Grenadero Company, for example.

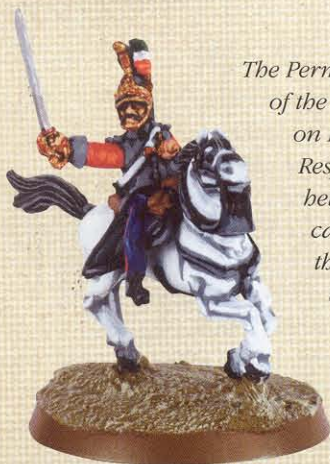
In addition, only one in three of a given type of Company may take a standard. So, for example, one Company of Permanente Infantry may take a standard as long as there are two other Permanente Companies in the army. The standard is free, and replaces the armament of a regular soldier in the Company.

Organisation: You may never take more Companies of Grenaderos or Milicia Activa combined than the number of Permanente Companies in your army.

CAVALRY COMPANY

Activa: \$12 per model to recruit

Permanente: \$17 per model to recruit



The Permanente and Activa cavalry of the Mexican Army were styled on Napoleonic Dragoons. Resplendent in their metal helmets and plumes, they often carried lances that proved to be the bane of Texan skirmishers and light cavalry alike.

	S	F	St	G	A	W	P
Activa	6+	3	3	4	1	1	2
Permanente	5+	4	3	4	1	1	2
Sargento	5+	4	3	4	2	1	3
Horse	-	-	3	3	-	1	3

Company Size

10-20 models.

Equipment

Hand weapon.

Options

- Any Cavalry Company may take Lances, at +\$2 per model.
- Any model in the Company may take a Flintlock Carbine for +\$3.
- One model may take a standard for +\$15.
- Upgrade one model to a musician for +\$10.
- One model may be upgraded to a Sargento for +\$12, who is armed with a flintlock pistol and hand weapon.
- One Company of Permanente Cavalry may be upgraded to Escorts at +\$2 per model. Escorts must take Lances, and follow the rules below.

Special Rules:

Cavalry Company: (See page 13).

Escorts: There may only ever be one Escort Company in the army and, if you choose one, then the War Leader must be attached to it (and mounted on a horse). This is exactly the same as the 'Lead from the Front' rule, on page 27. The Escorts automatically pass all Pluck tests for as long as the War Leader lives.

Regimented: All models in a Cavalry Company must be of the same type, so you must choose either a Permanente or an Activa Company.



Specialist Companies

ARTILLERÍA COMPANIES \$42 per Artillery Team to recruit



The Mexican artillery regiments were rightly respected by their enemies, and should have dominated during Santa Anna's campaign were it not for a series of errors made by the commanders. Had Santa Anna waited for his siege guns and howitzers to arrive at the Alamo, the siege would have ended much more favourably for the Mexicans.

	S	F	St	G	A	W	P
Artillero	5+	3	3	3	1	1	2
Gun	-	-	-	7	-	3	-

Company Size

1 Artillery piece and 6 Gunners.

Equipment

Each artillery team mans a 3lb or 4lb Cannon. The crew have improvised weapons.

Options

- The cannon may be upgraded to an 8lb or 9lb gun for +\$18, or to a 12lb gun for +\$36.
- One Company per full \$500 of the Army may exchange their cannon for a Howitzer at +\$12.

Special Rules:

Artillery Company: (See page 13).

ZAPADORES COMPANY (0-1) \$8 per model to recruit



The elite Engineers regiment was particularly prized by Santa Anna, who gave his Zapadores pride of place in his army. It was these men who manufactured, maintained and distributed siege equipment at the Alamo, and who led the decisive charge, backing down wicker barricades with axes and crowbars, and assaulting those within.

	S	F	St	G	A	W	P
Zapador	5+	4	3	4	1	1	3
Sargento	5+	4	3	4	1	1	4

Company Size

10-20 models.

Equipment

Flintlock Rifle and Bayonet.

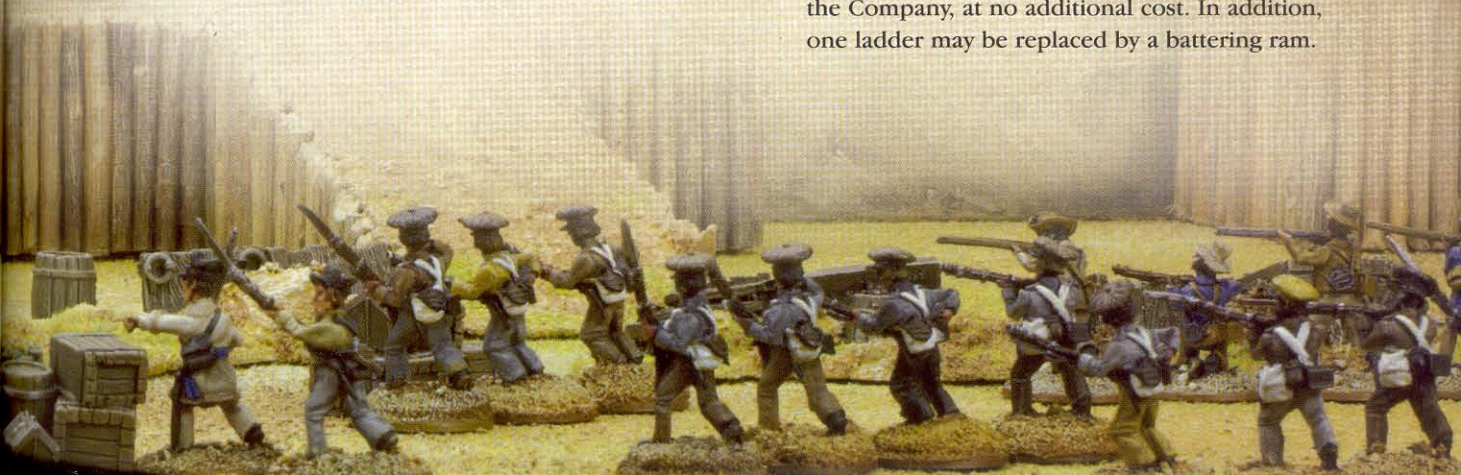
Options

- Upgrade one model to a Sargento for +\$8.
- Up to half the models in the Company may exchange their Bayonets for two-handed weapons, at +\$2 per model.

Special Rules:

Infantry Company: (See page 12).

Siege Specialists: In a siege game, Zapadores may carry one siege ladder for every 4 models in the Company, at no additional cost. In addition, one ladder may be replaced by a battering ram.



CAZADORES COMPANY (0-1) \$8 per model to recruit



The Cazadores were an elite skirmishing unit of picked riflemen. Used to great effect at Agua Dulce by General Urrea, and to a lesser effect by General Cos at the Alamo, they were only let down by their poor gunpowder, which stopped them from dominating rifle exchanges.

Company Size

10-20 models

Equipment

Flintlock Rifle and bayonet.

Options

- Upgrade one model to a Sargento for +\$8.
- The entire Company may be upgraded to Tiradores (marksmen) for +\$2 per model.

Special Rules:

Skirmishing Company: (See page 13).

	S	F	St	G	A	W	P
Cazador	4+	3	3	3	1	1	3
Tirador	3+	3	3	3	1	1	3
Sargento	3+	4	3	3	1	1	3

PRESIDIALES COMPANY (0-1) \$16 per model to recruit



The presidial troopers were initially organised for fighting Indians while the armies were on the march, and were stationed on far-flung garrisons on Mexico's northern frontier.

Santa Anna used them as scouts and light lancers, and they terrorised the Texan cavalry, who found themselves outmatched by these natural horsemen.

Company Size

5-20 models.

Equipment

Hand weapon and Flintlock Carbine.

Options

- The entire Company may take Lances for +\$2 per model.
- One model may take a standard for +\$15.
- One model may be upgraded to a Sargento for +\$10.

	S	F	St	G	A	W	P
Presidio	5+	4	3	3	1	1	3
Sargento	5+	4	3	3	2	1	3
Horse	-	-	3	3	-	1	3

Special Rules:

Light Cavalry Company:

(See page 13).

TEJANO RANCHEROS COMPANY (0-1) \$13 per model to recruit



Although many tales are recounted of the brave Tejanos who fought with the Texians, there were also those who flocked to the Centralist banner. The rancheros were feared horsemen and scouts, who were invaluable at the battle of Coleto Creek.

Company Size

5-20 models.

Equipment

Hand weapon and Musket.

Options

Any model may replace its Musket with a Flintlock Carbine for +\$2.

Special Rules:

Light Cavalry Company:

(See page 13).

	S	F	St	G	A	W	P
Ranchero	5+	3	3	3	1	1	3
Horse	-	-	3	3	-	1	3

THE WEAPONS LOCKER



In the Texas War for Independence, firepower was everything. The siege of the Alamo opened with a devastating barrage of artillery fire, followed by a continuous fusillade of musket shots, resulting in scenes of utter carnage.

Artillery

The general rules for artillery teams, which apply to both cannons and Howitzers, can be found on pages 13-14.

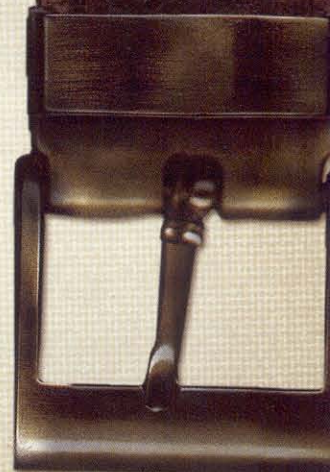
Cannons

Cannons were in common use in the early nineteenth century, and both the Alamo attackers and the defenders used them to great effect. These rules cover all types of cannon, regardless of size. The varying effectiveness of each type is explained later.

Firing the Cannon: It is incredibly difficult to attack a target with pinpoint accuracy when using artillery. At least one crew member must be able to see the intended target as normal, although they ignore models and scenery. In the Way of the shot – the cannon fires over these obstacles and hopefully hits the target! Additionally, cannons do not have to target a model – they can target a patch of ground, part of a

building, or similar. A Hero cannot be the primary target, but may lie under the template. The template must always be centred over a visible model or point on the battlefield.

Place the Explosion template (*Legends of the Old West* page 130) over the target point. After determining range, mark out a dead straight line from the muzzle of the cannon to the intended target, and then roll a dice against the Artillery table. If the target was a 'siege target', as described in the rules section, then do not roll on the Artillery table at all. Instead, roll a dice – on a '1' the cannon has misfired, but any other result is a direct hit.



ARTILLERY TABLE

Dice Result

- | | |
|---|--|
| 1 | <i>Misfire!</i> – Roll again on the Misfire table to see what's gone wrong. |
| 2 | <i>Fall Short!</i> – The shot falls short by 2D6". Move the centre of the template to this new point. |
| 3 | <i>Short by a Whisker</i> – The shot falls short by D6". Move the centre of the template to this new point. |
| 4 | <i>A Fraction Long</i> – The shot fires over the target by D6". Move the centre of the template to this new point. |
| 5 | <i>Long!</i> – The shot fires over the target by 2D6". Move the centre of the template to this new point. |
| 6 | <i>Direct Hit!</i> – The shot lands square on target. |

Additionally, cannons have a minimum range (see the Summary chart). Artillery cannot fire at enemies under this range, unless they use canister shot (see later).

Rate of Fire: As long as a cannon has at least two crew members, it may fire every turn (unless it is jammed, of course). If a cannon is ever reduced to a single crewman, then it becomes a Slow Reload weapon. In this instance, the cannon must always add 1 turn to the length of time it jams for.

Damage: Any target that lies under the dead centre of the template must take a hit equal to the Strength on the cannon's profile. There is no need to determine critical hits with a cannon shot – models wounded by this hit automatically lose all of their Wounds, unless the initial wound is resisted thanks to their Fortune. Fortifications and buildings damaged in this way take D3 points of damage if the shot was from a 3-6lb gun, D3+1 points of damage if the shot was from a 8-9lb gun, and D6 points if the shot was from a 12-18lb gun.

Targets that lie under – or are touched by – the rest of the template take a single Strength 2 hit, as they are blasted by rocks, dirt and even the bodies of their own comrades. Models that were not visible to any member of the artillery crew will not be hit unless the firer can

MISFIRE TABLE

Dice Result

- | | |
|-----|---|
| 1 | <i>Weapon Destroyed!</i> – The weapon explodes and is rendered useless – It is removed from play, and every model within 2" of the gun takes a single Strength 3 hit. |
| 2-5 | <i>Jammed</i> – The cannon may not fire for D3 turns (including this one). |
| 6 | <i>Delayed reaction</i> – The powder ignites and the cannon fires anyway! Roll on the Artillery table to see what happens, ignoring any further scores of a '1'. |

pass a 4+ In the Way test. However, any model that lies under the dead centre of the template will be hit – the full force of the blast hits him and tears any cover he had to ribbons!

Terrifying: The psychological damage of being hit by cannon-fire is quite devastating. Models or Companies that were under the template of a successful hit must make a Dive for Cover test when the cannon has finished firing, whether they were wounded or not!

Canister Shot: Rather than fire a standard shot, a cannon crew can opt to fire grapeshot (the terms 'grapeshot' and 'canister shot' were virtually interchangeable among artillery crews of the period). This is essentially a huge canister of buckshot, which spews forth from the cannon in a lethal cloud. Turn the cannon to face its target, and place the Sawed Off template so that the thin end is touching the cannon barrel, and the wide end is pointing directly towards the enemy. Any model wholly or partially under the template is wounded on the D6 roll of a 4 or more. This shot counts as Terrifying (see above), and ignores cover in the same way as a Sawed Off shotgun. Firing grapeshot is an exception to the usual 'move or fire' restriction of an artillery piece.

Finally, if a cannon fires grapeshot, it may not fire at all in the controlling player's next turn, but may still be moved as normal.

Howitzers

While cannons fired solid shots with tremendous force, howitzers were developed with more of an eye towards anti-personnel fire. Howitzers were lighter than cannon, and fired fused, explosive shot at a high angle, lobbing their lethal payload beyond fortification, and terrorising the troops beyond.

Firing the Howitzer: Howitzers are Terrifying in the same way as cannons, and follow the same restrictions for moving, firing and rate of fire. However, the crew do not need to be able to see their target. If the crew can see the target, then roll to hit exactly as if firing a cannon. If they cannot see the target then, rather than rolling to hit, simply place the template over the desired target or area and roll on the Scatter table.

Damage: Howitzers are not particularly useful against siege targets, but are devastating against large infantry and cavalry formations. Every model even partially beneath the Howitzer template takes a Strength 4 hit. Models with multiple wounds on their profiles suffer D3 wounds instead of just 1, unless they can resist the initial wound with their Fortune.

SCATTER TABLE

Dice Result

- 1 *Jam!* – The Howitzer may not fire this turn or the next.
- 2 - 3 *Wildly Off Target* – The template is moved 2D6" away. Roll a D6 – on a 1, 2 or 3 the opponent chooses the direction, but on a 4 or more the owning player may choose. The direction must be chosen before the distance is rolled.
- 5 *Deviation* – The template is moved D6" away. Roll a D6 – on a 1, 2 or 3 the opponent chooses the direction, but on a 4+ the owning player may choose. The direction must be chosen before the distance is rolled.
- 6 *Near Miss* – The opponent marks a point on the outer edge of the weapon template. The centre of the template is moved over that point.

ARTILLERY SUMMARY CHART

Weapon	Range	Strength	Move Penalty	Special Rules
3-6lbs	8-48"	7	Special	Artillery; Cannon
8-9lbs	8-60"	8	Special	Artillery; Cannon
12-18lbs	8-60"	10	Special	Artillery; Cannon
Howitzer	12-48"	4	Special	Artillery; Howitzer



Sidearms

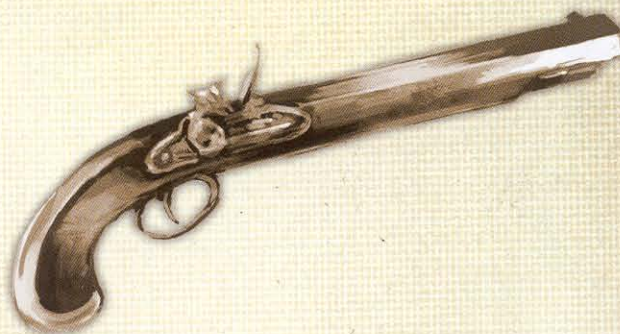
In the early 1800s, pistols were seen as very much the gentleman's weapon. The Texan and Mexican forces of the War for Independence did include many examples, usually in the hands of officers.

Flintlock Pistol

Not all pistols of the period were flintlock, but these were by far the most common – particularly the Spanish pistolas, which employed a miguelet-style lock.

Slow Reload: See *Legends of the Old West*, page 25.

Improvised Weapon: The sturdy stock and weighty barrel of a flintlock pistol make it suitable for bludgeoning a foe at close quarters! Flintlock pistols are improvised weapons, as described in *Legends of the Old West*, page 44.



Longarms

See Legends of the Old West, page 38, for details of the standard Longarm rules.

Flintlock Rifle

Flintlocks were so called because they used an exterior hammer and a piece of flint to create sparks, which ignited the powder in order to fire a solid round. Rifles of this kind were very similar to muskets, but with a longer, rifled barrel that afforded them greater accuracy.

Rifle: When used in a *Legends of the Old West* campaign, this weapon counts as a regular Rifle for the purposes of the Rifleman skill. However, its early design makes the weapon incompatible with rifle scopes.

Slow Reload: See *Legends of the Old West*, page 25.

Caplock Rifle

Although flintlock weapons were prevalent in the 1830s, there were a surprising number of caplock, or percussion, weapons available. Although primitive compared to the carbines, repeaters and longrifles of the latter half of the 19th Century, these weapons were still an improvement on the common musket.

Rifle: When used in a *Legends of the Old West* campaign, the Caplock Rifle counts as a regular Rifle for the purposes of the Rifleman skill. However, its early design makes the weapon incompatible with rifle scopes.

Slow Reload: See *Legends of the Old West*, page 25.

Flintlock Carbine

The favoured weapon of the cavalry of the day, the early carbines traded range and power with a shorter design more suited to firing from the saddle. The British Paget carbine saw plenty of action in Santa Anna's army, usually in the hands of the Permanente cavalry.

Rifle: When used in a *Legends of the Old West* campaign, the Flintlock Carbine counts as a regular Rifle for the purposes of the Rifleman skill. However, its early design makes the weapon incompatible with rifle scopes and with bayonets.

Slow Reload: See *Legends of the Old West*, page 25.



SHOOTIN' WEAPON SUMMARY CHART

Weapon	Range	Strength	Move Penalty	Special Rules
Flintlock Pistol	8"	3	Half	Improvised Weapon; Slow Reload
Flintlock Rifle	24"	3	Full	Longarm; Slow Reload
Flintlock Carbine	16"	3	Half	Longarm; Slow Reload
Caplock Rifle	20"	4	Full	Longarm; Slow Reload

Fightin' Weapons

Before the invention of rapid-firing weapons, close quarter fighting was an inevitable part of a battle. Most soldiers had some means of defence in a melee, although many had to rely on hastily improvised armaments.

Bayonets

A bayonet is a long blade, attached to a Longarm to turn it into a deadly close-quarter weapon.

Bayonets may be attached to Caplock Rifles and muskets, allowing them to be used as hand weapons in a fight rather than improvised weapons.

Pistol Bayonets

The smaller cousin of the bayonets – many custom-made pistols had small blades attached to them, turning them into deadly concealed weapons.

A pistol bayonet may be attached to a Flintlock Pistol, allowing it to be used as a hand weapon in a fight rather than an improvised weapon.

Cavalry Sabre

A sabre was a standard issue weapon to officers in the Texan Army, and a common enough item for any gentleman to carry by his side.

Cavalry Sabres work slightly differently in a Massed Battle game than in a regular Posse-based game. In a massed battle, Cavalry Sabres allow a fighter with the Swordsman skill to re-roll scores of 1 when determining if an enemy has been hit in combat.

Spanish Sabre

Whether these swords are the finely-wrought Toledo originals, or Mexican approximations, they are among the finest weapons of the Spanish sword-masters.

In a Massed Battle game, Spanish Sabres count as Cavalry Sabres, but also add 1 to the user's Fightin' value, so long as he has the Swordsman skill.

In a regular *Legends of the Old West* skirmish game, Spanish sabres count as Cavalry Sabres. In addition, if the user of this weapon has the Swordsman skill, then he will automatically win any drawn combat while using it – if the dice scores to win and the Fightin' values of both fighters are equal, there is no need to dice off to determine the winner.

Lance

The Mexican cavalry of the early 1800s still proudly bore their lances in battle, a throwback to earlier times. While these were devastating in a well-timed cavalry charge, they were not the most practical weapons on the artillery-heavy battlefields of the 1830s and beyond.

A mounted model with the Cavalry special rule armed with a lance gains special bonuses when charging, even if it is subsequently charged by another enemy in the same phase. A lance adds 1 point to the model's Fightin' value in the turn that it charges. Additionally, if any of the dice scores to wound in that turn are a 1, the dice may be re-rolled. If two rolls are normally required to wound a foe (such as a 6/4), then this re-roll applies to both rolls. The result of the re-roll must be accepted.

SCENARIOS

These scenarios are intended for use in the Massed Battle system.

These enable you to play battles on an epic scale, or re-enact great battles of the Texas War for Independence.



Generating Scenarios

The Scenario table presented here is for players who wish to randomly determine which battle to play. Players should feel free to simply choose their favoured scenario instead of generating one in this way. Additionally, at the end of this section, there are notes suggesting how to combine all of the scenarios to recreate Santa Anna's campaign.

SCENARIO TABLE

D6	Scenario
1	Pitched Battle
2	Surprise Attack
3	Siege
4	Overrun!
5	Surrounded
6	Capture the Town

PITCHED BATTLE

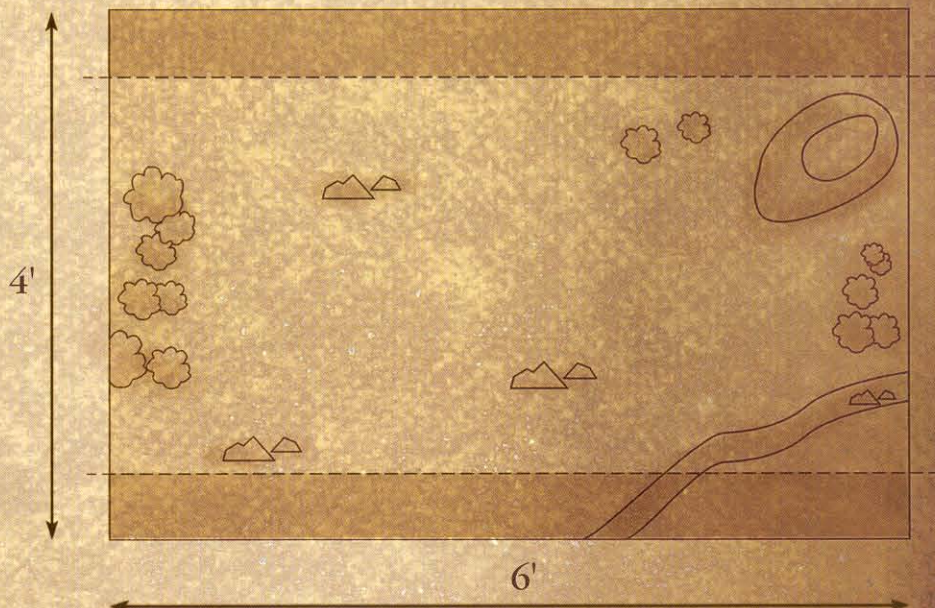
This scenario represents the standard Massed Battle. Two armies of equal sizes face off over a large battlefield, each determined to sell their lives dearly for their cause.

Size of Game

The Pitched Battle uses the Massed Battle rules. It is played with two equal-sized armies, with a dollars value decided by the players.

The Gaming Area

The game is played on a 6' by 4' board. A few dips, hills and small rocks may be scattered around it, but it should be largely featureless. The only notable terrain features are some woods or rocky outcrops around the flanks, as illustrated.



Starting Positions

Determine who is the attacker and who is the defender. The two armies will deploy on opposite long sides, as shown on the map, within 6" of the edges.

Both players must divide their forces into roughly even halves (with a similar amount of 'dollars' in each half). The defender places the first half of his force within his deployment zone. The attacker then places the first half of his force. Next, the defender places the second half of his force, and finally the attacker follows suit.

The Drop

Players each roll a dice or cut a deck of standard playing cards. The player who scores highest gets the drop.

Winning the Game

The first player to reduce the opposing army to fewer than half its starting number of models is the winner. If both armies are reduced to below half strength on the same turn, then the result is a draw.

Historical Note

The Battle of San Jacinto

It is a common misconception that Sam Houston raised his army by virtue of the sacrifice of the Alamo defenders. In reality, it was not time that his men needed, but motivation. At San Jacinto – Santa Anna's very own Waterloo – the Texan forces attacked the unprepared Mexicans with a righteous fury. Their battle-cry on that fateful day: "Remember the Alamo!"

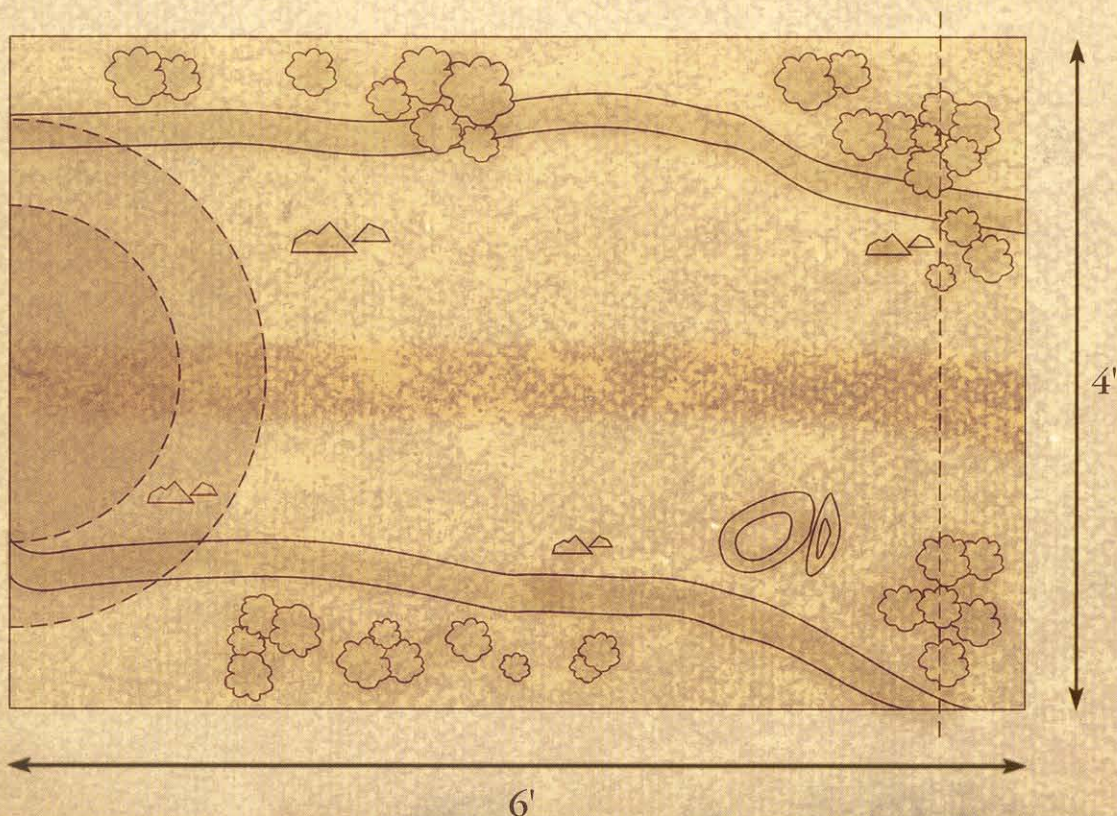
Historical Participants

In this historical re-fight, the defending force is a Mexican army of \$1750. The army must include Generalissimo Santa Anna (the War Leader), General Cos, and another General chosen from the Mexican Army List, representing Vicente Filisola. The attacking army consists of \$2000 of Texans, led by General Sam Houston. Artillery is limited in this battle to only three Companies per side. The Texans cannot choose any cannons larger than 6-pounders.

Finally, the Texan army gets the drop in the first turn of the game, representing their element of surprise.

SURPRISE ATTACK

In this scenario, one force has superior intelligence that allows them to set a deadly trap for the enemy. Outflanked and outnumbered, the surprised force must escape to warn the nearest garrison!



Size of Game

The Surprise Attack uses the Massed Battle rules. Decide beforehand who will be the attacker and who will be the defender. The attacker has 33% (one third) more dollars to spend on his army than the defender, rounding fractions down.

The Gaming Area

The game is played on a 6' by 4' board. A road or rough dirt trail runs down the dead centre, from narrow edge to narrow edge. Both long edges are filled with hills, outcrops and trees.

Starting Positions

The defending force must deploy first. Choose one of the narrow board edges and mark the centre point along it. The entire defending force must deploy within 12" of this point. One Company of Skirmishers or Light Cavalry may deploy within 18" of this point to represent scouting troops.

The attacking force is divided into two groups, with a roughly equal number of models in each. These are deployed on opposite long table edges, within 6" of the edge. No attacking model may be placed closer than 18" to a defender.

The Drop

The attacker gets the drop in the first turn.

Winning the Game

If the defender manages to move half of his starting number of models off the board edge opposite his deployment zone, then he wins the game. If a single model from a Company moves off the board, the entire Company is removed.

If the attacker stops him from achieving this goal by killing more than half of the defender's models, then he wins the game.

Players may also win by wiping out the opposing force.

Historical Note

Agua Dulce

General Urrea's sweeping advance was of such decisiveness that it put his commander's efforts to shame. Urrea took the town of San Patricio from the Texian resistance under Col. Francis W. Johnson, and then set about hunting down their leader, Dr. James Grant. Urrea, in unfamiliar territory, managed to find the perfect spot from which to ambush Grant's forces, who were returning from a hunting expedition...

Historical Participants

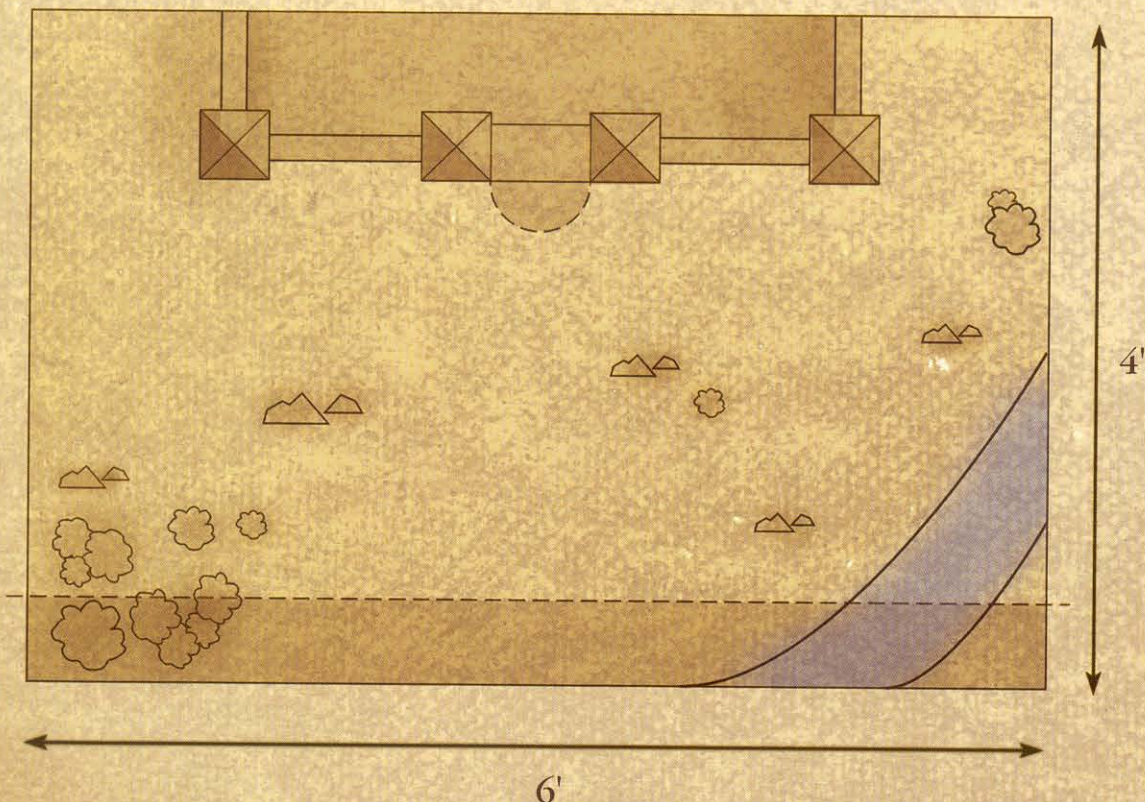
In this historical re-fight, the attacking force is a Mexican army consisting of General Urrea and \$750 of Mexican troops. The defending army consists of Dr. Grant (use the Colonel entry from the Army List), and \$500 of Texans.

Neither side may use artillery in this battle. In addition, both sides must include at least one Company of Cavalry or Light Cavalry.



SIEGE

This scenario presents a basic siege, perfect for learning the siege rules, while presenting a challenge for both sides. In this battle, a massive attacking force marches on the beleaguered defenders.



Size of Game

The Siege scenario uses the Massed Battle and Siege rules. Determine beforehand who is the attacker and who is the defender. The attacking force has double the number of dollars to spend than the defenders. So, for example, if the defending force was \$750, the attacking force would be \$1500.

The Gaming Area

The game is played on a 6' by 4' board. Set up a fort on one of the long edges. The walls must extend onto the board by about 12", and must end 12" from each short edge, as illustrated. A small, semi-circular redoubt may be positioned in contact with the outer walls, roughly in the centre. Place a river or other impassable feature in one of the corners touching the edge opposite the fort. Finally, a few individual trees, pathways and rocks will complete the set-up.



Starting Positions

The defending force must deploy on or within the walls, and/or within the redoubt. Any artillery pieces must be positioned on the ramparts. The attacking force deploys within 6" of the long table edge opposite the fort.

The Drop

Players each roll a dice or cut a deck of standard playing cards. The player who scores highest gets the drop.

Winning the Game

The attackers win if they manage to move a Company – with at least half its starting number of models remaining – off the board edge within the fortress walls. Heroes cannot meet this objective. The attacker may also win by wiping out the defending force. The defender wins if he can reduce the attacking army to below half its starting number of models before the attacker completes either objective.

Special Scenario Rules

- **“Victory or Death!”:** The defenders have nowhere to run, and have vowed to live or die on these walls. The defending force does not have to take Head for the Hills tests.

- **Siege Attackers:** Siege ladders are issued to the attacking force. Any Infantry Company that is not normally allowed siege ladders in its Army List entry may carry a single ladder, at no additional cost.

Historical Note

The Alamo: North Wall

Despite the objections of his Generals, Santa Anna was determined to take the Alamo by means of an escalade, rather than wait out the siege. The initial attack focused on the North wall, while diversionary forces assaulted elsewhere. However, the Mexican forces were soon in disarray, as volleys of fire from Texian long-rifles, and devastating artillery barrages demolished their ordered ranks. Although the North wall eventually fell, it was not without great losses for the Mexicans.

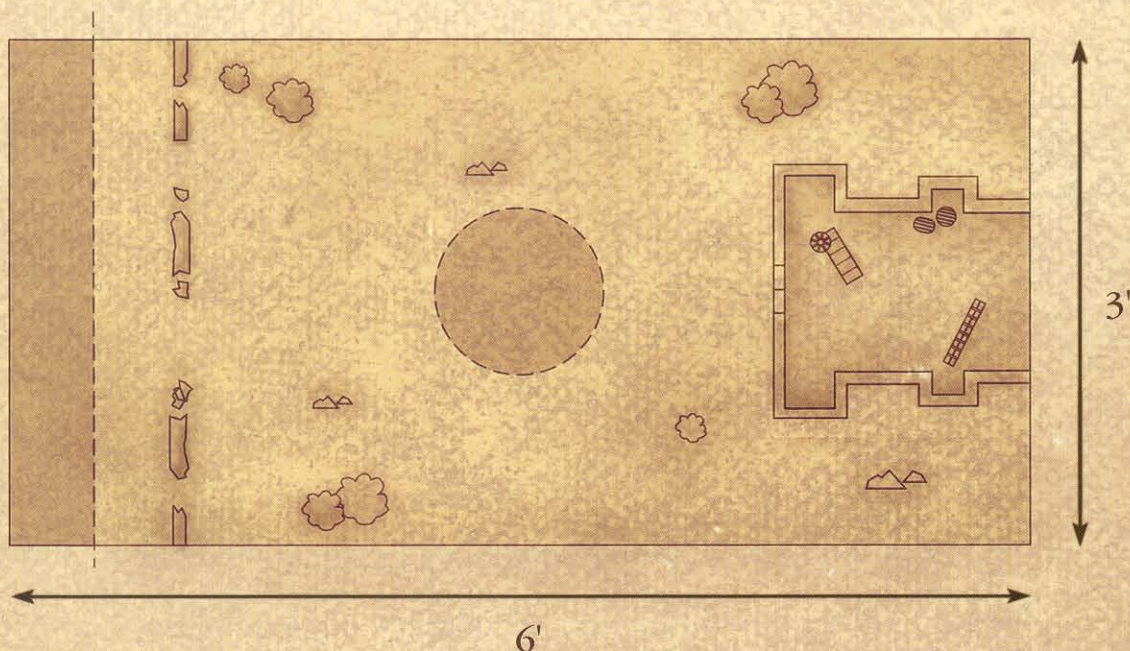
Historical Participants

In this historical re-fight, the attacking force is a Mexican army, comprising General Cos (the War Leader) and \$1500 of troops, including another General (representing Castrillón), and a Colonel (representing Duque). The defending army consists of Lt. Colonel Travis (the War Leader) and \$750 of Texan troops. The Texan side may not include Cavalry or Light Cavalry, but must include at least two Artillery Companies.



OVERRUN!

In this scenario, the attacking force has taken the main wall. Storming the compound, the riotous army pursues the remaining defenders to the inner keep – intent on consolidating a resounding victory.



Size of Game

The Overrun! scenario uses the Massed Battle and Siege rules. Decide beforehand who is the defender and who is the attacker. The defender has \$350 to spend on his army, while the attacker has \$750. Neither side may take Cavalry or Light Cavalry Companies.

The Gaming Area

The game is played on a 6' by 3' board. In the centre of one of the short board edges is a 'keep' – either a large building or a series of fortified walls – approximately 18" square. It must be possible to fight inside the keep. A broken line of ruined walls runs parallel to the opposite short side, 12" from the table edge.

Starting Positions

The defender deploys his army within 6" of the central point on the board. The attacker deploys within 12" of the short edge opposite the keep, behind the broken wall. If the defending army purchases artillery, then these must begin the game within, or on the walls of, the keep.

The Drop

Players each roll a dice or cut a deck of standard playing cards. The player who scores highest gets the drop.

Winning the Game

The attackers win if they can kill all the Heroes on the defender's side. Additionally, mark the number of turns that elapse. At the start of any turn after the twelfth, if there is at least one defending Hero inside the keep, but there are no attacking models inside, then the defenders win.



Special Scenario Rules

● **Reserves:** In this scenario, both sides are rushing to the aid of their comrades at the keep, well aware that it is the last stand of the defenders. Any Companies that are wiped out – except Heroes and Artillery – may return to the battle to represent fresh troops dashing to reinforce their fellows.

Reserves arrive in their own Movin' phase. Attacking reserves enter play from their own deployment zone, in contact with the short board edge. Defending reserves must be placed within 6" of the centre point of either long edge. They may not charge in the turn they arrive, but can otherwise act normally.

● **"Victory or Death!":** The defenders have nowhere to run, and have vowed to fight to the very end. The defending force does not have to take Head for the Hills tests.

● **Siege Attackers:** Siege ladders are issued to the attacking force. Any Infantry Company that is not normally allowed siege ladders in its Army List entry may carry a single ladder, at no additional cost.

Historical Note

The Alamo: Defending the Mission

Within ninety minutes, the Mexican army had swept the walls clear and defeated the defenders of the long barracks. The last few defenders of the Alamo gathered by the walls of the mission, falling back to protect the remaining civilians. Among them, allegedly, was David Crockett and his Tennesseans. General Cos called the final charge across the courtyard, and crushed the defenders amid scenes of bloody hand-to-hand fighting.

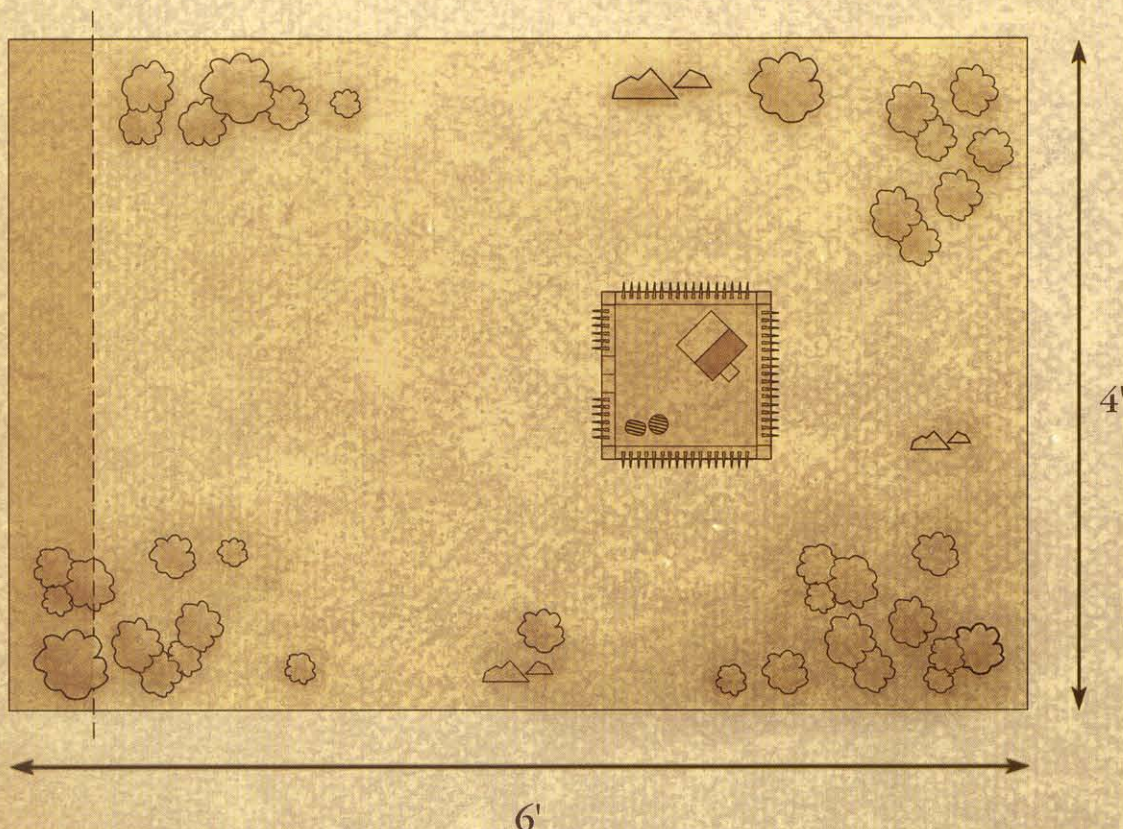
Historical Participants

In this historical re-fight, the attacking force is a Mexican army, consisting of General Cos (the War Leader) and \$750 of Mexican troops, which must include another General, representing Castrillón (this second General loses his War Leader ability). The defending army consists of David Crockett (who counts as the War Leader unless the defender also recruits a Colonel), and \$350 of Texan troops. This force must include a single Company of Old State Irregulars – no more, no less. Neither side may take Cavalry or Light Cavalry Companies.



SURROUNDED

Caught unawares in the wilds, with a hostile army bearing down upon them, a small force digs in as best it can. In this scenario, the defenders must hold off a force much stronger than their own.



Size of Game

The Surrounded scenario uses the Massed Battle and Siege rules. Decide beforehand who is the defender and who is the attacker. The defender has \$500 to spend on his army, while the attacker has \$1000.

The Gaming Area

The game is played on a 6' by 4' board. Place a 12" square compound of ground-level palisades or redoubts 18" away from one of the short board edges, positioned centrally between the two longer edges. Finally, place a few trees around the outskirts of the board.

Starting Positions

The defending force begins the game inside the fortified compound. The attacker splits his army into two, roughly equal-sized forces. The first half of the force must contain the War Leader and any artillery in the army. It is deployed within 6" of the short board edge furthest from the compound. The other half of the attacking force enters play later.

The Drop

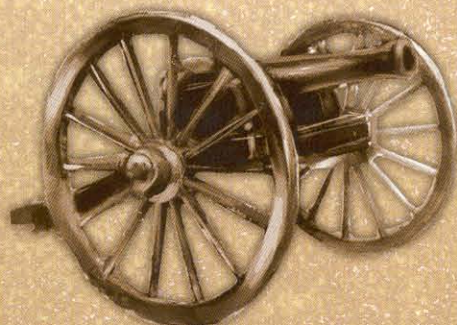
Players each roll a dice or cut a deck of standard playing cards. The player who scores highest gets the drop.

Winning the Game

The attacker wins by wiping out the defending army. The defenders win by reducing the attacking force to below half its starting number of models.

Special Scenario Rules

● **Flanking Force:** The second half of the attacker's army arrives later in the game. Beginning on Turn 2, at the start of the attacker's Movin' phase, roll a dice for each Company that has yet to arrive. On the score of a 4+ the models are placed on the board. Models arriving in this manner are placed on the very edge of the board, on the short edge opposite the attacker's deployment area, or on either long edge. They may not charge into combat, but they can otherwise move and shoot normally.



Historical Note

The Battle of Coleto Creek

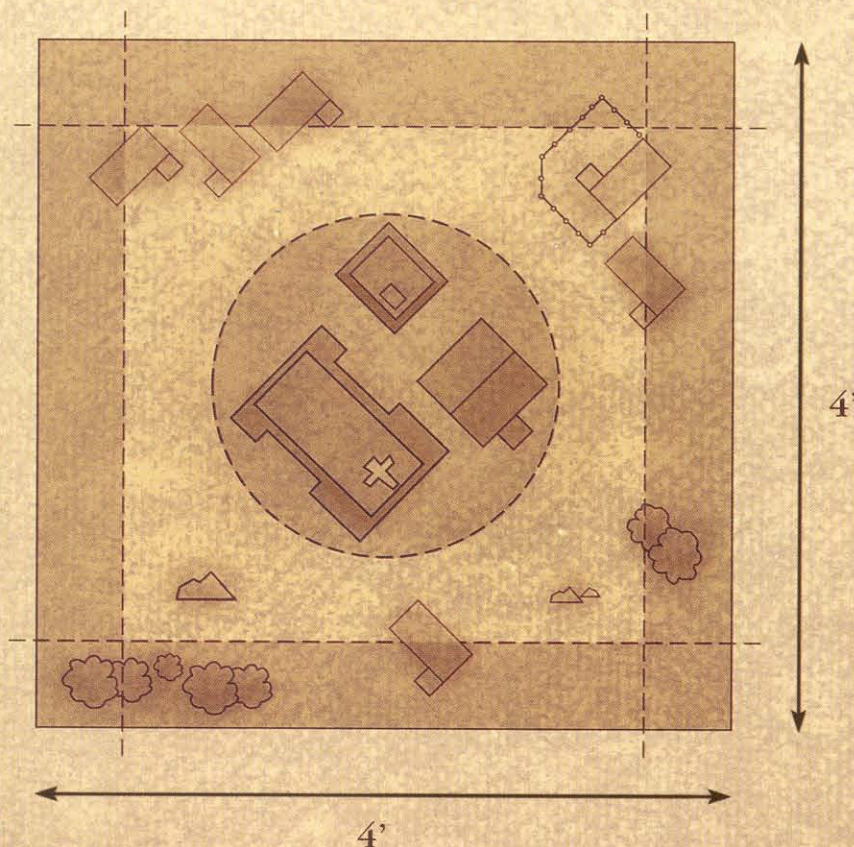
Many believe that it was Colonel Fannin's grave errors of judgement, coupled with his disregard for his opponents, that led to his utter defeat at Coleto Creek. The Mexican commander was General Urrea, who was quickly proving that he was not to be trifled with. Urrea learned that Fannin was abandoning his position, and immediately set after him with cavalry aplenty, catching the Texans on the run.

Historical Participants

In this historical re-fight, the attacking force is a Mexican army consisting of General Urrea (the War Leader), plus \$1000 of Mexican troops. The Mexican force must contain one company of Tejano Rancheros, but no Artillery. The defending army comprises \$450 of Texans, led by a Colonel (representing James Fannin). The defenders must take four cannons – no more, no less – each of which is deployed in a different corner of the compound. In addition, the Texans have no cavalry.

CAPTURE THE TOWN

The close-quarter fighting necessitated by assaulting a settlement is a brutal affair. Here, a campaigning army launches a night attack against a town garrison, intent on cutting off their supply routes.



Size of Game

The Capture the Town scenario uses the Massed Battle rules. Decide beforehand who is the defender and who is the attacker. The defender has \$600 to spend, but must split his Army into two separate forces – a garrison force and a relief force – with a roughly equal number of dollars in each. The attacker has \$800 to spend on his army.

The Gaming Area

The game is played on a 4' by 4' board. Place three large buildings, possibly including a church or other important structure, within 12" of the centre point. These should ideally have removable roofs. Position houses, ruins and shacks around the rest of the board.

Starting Positions

The defender splits the Companies in his garrison force between the three large buildings. All of the garrison models begin inside these buildings. The reserve force does not begin the game on the board, but instead enters play on a random turn, as described later.

The attacker chooses one table edge, and deploys his entire force up to 6" on the board from this edge.

The Drop

The attacker gets the drop in the first turn.

Winning the Game

The defender must reduce the attacking army to below half of its starting number of models. The attacker must wipe out the defending force.

Special Scenario Rules

● **"Victory or Death!":** The defenders are caught by surprise, and must stand or die! The defending force does not have to take Head for the Hills tests.

● **Reserves:** The reserve force arrives at the beginning of one of their Movin' phases. The turn on which they arrive is determined by rolling on the Reinforcements table. As soon as the dice roll is successful, the defending player moves the entire reserve force on from the table edge opposite the attacker's deployment zone. Models that enter play in this fashion may not charge on the turn they arrive, but can otherwise act normally.

REINFORCEMENTS TABLE

Game Turn	D6 Score required for reserves to arrive
2	6
3	5+
4	4+
5	3+
6	2+
7	Automatic

● **Night Fighting:** This battle is played out in the dead of night. No Company may charge or shoot an enemy without first passing a Spotting test.

Historical Note

San Patricio

Colonel F. W. Johnson and Dr. James Grant established a headquarters at the town of San Patricio, unaware that General Urrea was bearing down on their position. The timing of Urrea's attack was fortuitous, as Grant and his men were away at the time, leaving the town protected by a mere forty men. After a bloody battle in the narrow dirt streets, San Patricio fell, and Urrea set off in search of Grant...

Historical Participants

In this historical re-fight, the defending force is a Texan army. The garrison force's War Leader represents Col. Francis W. Johnson. The Texans must choose a second Colonel (who loses his War Leader ability) to represent Dr. James Grant. This Colonel must be placed with the reserve force. The Texans may not choose Artillery Companies. The attacking army comprises General Urrea (the War Leader), plus \$800 of troops. The Mexican Army must include at least one Cavalry or Light Cavalry Company.



SANTA ANNA'S CAMPAIGN

While playing *Massed Battle* scenarios is entertaining in itself, playing them as a narrative campaign adds an extra element to proceedings. Presented here are guidelines for re-fighting Santa Anna's campaign.

Narrative Campaigns

When playing the historical re-fights of the scenarios presented earlier, you are not only playing a wargame, but you are recreating a piece of history – retelling a rich story of heroism and war. After each game ends, ask yourself what might happen next. Would the events of the battle logically lead to another? Would the Heroes of the game be battle-weary? With a little thought and planning, you can make a whole series of linked games.

Additional Scenarios

The example campaign setting given here uses the six scenarios from this book. For *Massed Battle* campaigns of your own devising, you can either create your own scenarios to compliment those presented earlier, or consult the other *Legends of the Old West* supplement, *Frontier: Blood on the Plains*. In that manual you will find four 'Competitive Play' scenarios, which only require minor adjustments to work in a *Massed Battle* setting.

Playing Santa Anna's Campaign

The six scenarios presented on pages 40-51 make up Santa Anna's campaign, and are played in a set order. Three of the scenarios represent General Urrea's advance, while the other three follow the fortunes of Santa Anna at the Alamo and, ultimately, San Jacinto.

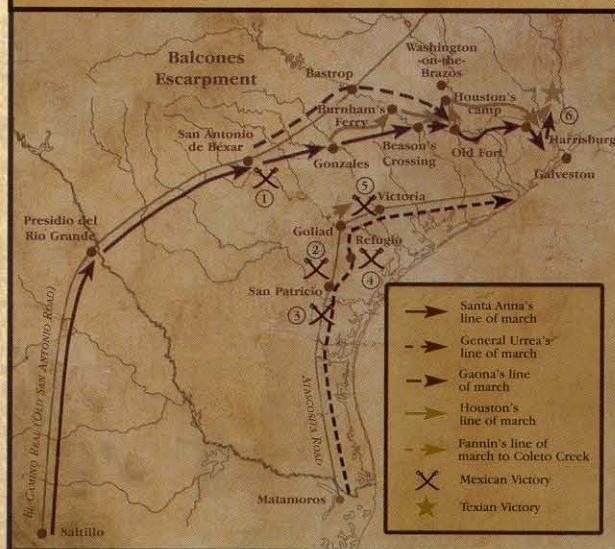
Selecting your Forces

The Army Lists are used to select a force of the appropriate size for each scenario, following the guidelines in the Historical Notes sections. Where the campaign requires a little more work, however, is during the selection of Heroes. You will notice that each scenario has one or more Legends listed as participants. These are named Heroes who were actually present at each battle. Players should select named Heroes at the beginning of the Campaign. If there is no entry for certain Heroes in the Legends section, then you must choose a Hero to represent

The Texas Campaign 24th January – 21st April 1836

MAJOR BATTLES

- ① Siege of the Alamo, 23rd February – 6th March
- ② Urrea defeats Johnson at San Patricio, 27th February
- ③ Urrea defeats Grant at Agua Dulce Creek, 2nd March
- ④ Urrea defeats King and Ward at Refugio, 14th March
- ⑤ Urrea defeats Fannin at Battle of Coleto Creek, 19th March
- ⑥ Houston defeats Santa Anna at Battle of San Jacinto, 21st April



them. Remember that only one model in the Army can be the War Leader.

For example, Santa Anna, Cos and Urrea are all listed in the Legends section. The Mexican player, however, will also need to choose Generals to represent Amador, Filisola and Castrillón, and Coronels to represent Duque, Morales and Romero. Likewise, the Texan player already has rules for Houston, Travis and Crockett, but will need to choose additional Colonels to represent Dr. James Grant and Francis Johnson.

Death of a Hero

Once you have accounted for all the named Heroes in the campaign, it is important to determine what happens to them between games. If a Hero takes part in a scenario, but is then scheduled to appear in another game later in the campaign, then he begins that game with the same number of Wounds, Fame and Fortune with which he ended the previous game. If, however, he was taken out of action in the previous game, then there is still a chance that he can pull through to fight another day. Roll on the 'Death of a Hero' table at the end of the game to see what happens to him.

Example: In the Siege game, the Mexicans player fields General Cos, Castrillón and Duque. Castrillón survives without a scratch, Duque uses all of his Fame and Fortune, while General Cos is killed by a cannonball! Castrillón begins his next game, Overrun, at full strength. Duque is not required in the next game, but if he was, he would have no Fame or Fortune. Poor General Cos, however, must roll a dice against the Death of a Hero table.

DEATH OF A HERO

D6	Effect
1-2	The Hero is dead and may take no further part in the campaign.
3-5	The Hero is still alive, but has been badly wounded. He begins the next game with no Fame or Fortune points.
6	The Hero makes a full recovery, and begins the next game with his starting number of Wounds, Fame and Fortune.

Order of Battle

The scenarios in Santa Anna's campaign are fought in a set order. Firstly, play the Siege scenario, followed by the Overrun scenario. This represents the siege of the Alamo. Next, play out Urrea's advance in the following order: Capture the Town, Surprise Attack and Surrounded. Finally, play the Pitched Battle as the campaign climax.

Special Campaign Rules

Changing History: As this is a game, rather than a precise recreation of history, there is a chance that history could be changed. Perhaps one side wins when it should not have done, or a Legend survives when he was fated to die. Players should decide between themselves what the effect on the campaign will be if any. For example, if the Mexicans lose both of the Alamo games, then maybe their forces in the final battle will be reduced by \$250. Or perhaps David Crockett or James Bowie should be present on the Texan side.

Winning the Campaign

The side that wins the most games wins the campaign. The final game, the Battle of San Jacinta, counts as two victories for this purpose – the fate of a fledgling nation hinges on the tide of the battle!

If all of the Legends on one side are killed during the campaign (after rolling on the Death of a Hero table), then that side cannot win. Even if they win the most games overall, the best result they can achieve is a draw. If both sides lose all of their Legends, then calculate the results as normal.



BATTLE REPORT

In this Battle Report, Rob Broom and Mick Cudworth fight out the final stage of the siege of the Alamo; Overrun. Mick's brave Texans, under the command of David Crockett, must hold out in the ruined mission against Rob's horde of Mexicans.

Battle Commences

Mick had quickly discovered that \$300 doesn't buy you a lot of Texans, while Rob was enjoying a massive advantage of numbers. The Mexicans deployed in line, with artillery at either end – Rob was hoping that if any Texans managed to seal themselves in the mission, the Howitzer could flush them out. Meanwhile, Mick's Regulars prepared to sell their lives dearly, deploying closest to the enemy, while Crockett's Tennesseans began nearest the mission.



Safety in Numbers

Rob gained the drop in the first turn, and the Mexican horde swarmed forwards. Their shooting was minimal in the first few turns, as they concentrated on closing with the Texans. Mick's 15 Regulars, however, did surprisingly well, causing one unit of Permanente Infantry to be shaken, although by Turn 3 they were fixing bayonets and preparing to receive the Mexican charge. A lucky shot from the Howitzer managed to terrify the Tennesseans, meaning that they still hadn't made it inside the mission on Turn 3. However, in the very next turn a Howitzer shell went astray, causing one of the Permanente Companies to flee!





Turning the Tide

Overrun by a sea of Mexicans, the Texan Regulars were massacred to a man in close combat. However, before the Mexicans could reach the remnants of the Tennesseans Company, more Texan Regulars returned to the fray as reserves. Rob diverted a Permanente Company to meet the threat. Davy Crockett barked orders to his men to steel themselves near the entrance to the mission, while he continued firing with his rifle. His prodigious shooting was the end of General Castrillón, who was masterfully picked out by the 'Lion of the West' with a lucky Critical Hit!



Victory or Death!

The end game saw Crockett and the Volunteer Lieutenant fighting desperately in the doorway of the mission, with a horde of men outside. However, their superior fighting skills served them well, as Rob was unable to bring his numbers to bear. With only a single wound and no fate remaining, Crockett and his heroic companion were beaten back inside the mission on Turn 10. However, on Turn 11, he spent his final point of Fame to call a Yee Haw! Moving to the door, he slammed it shut and held it while the Volunteer Lieutenant bolted it. Rob fired his Howitzer in a desperate attempt to claw back the win, but to no avail. The Texans had won!



Conclusion

The game was remarkably close, considering how greatly the Texans were outnumbered. Mick artfully used 'speed bump' tactics to prevent Rob's army overwhelming the Tennesseans. This was a great strategy – by sacrificing the Regulars, Mick knew that his reinforcements would arrive more quickly, as they are easier to kill than the Tennesseans. Rob could have

countered these tactics by choosing another Hero instead of the cannon – in the end the Heroic moves this would have provided would have been invaluable. Finally, the fighting at the end of the game would have been very one-sided were it not for Mick's use of the scenery. By fighting side-by-side in the doorway, the Mexicans were robbed of their numerical advantage, and Crockett won the day!

THE LEGENDS

The heroes and villains of early 1800s America truly deserved the moniker 'Legends'. These individuals carved nations and led armies in one of the most tumultuous periods in the history of the United States and Mexico.

DAVID CROCKETT (1786-1836) TENNESSEAN VOLUNTEER

Recruitment Fee: \$80

Retainer: \$28

Hunter, statesman, freedom fighter – David Crockett certainly led a varied and colourful life. Even before his part in the Alamo siege, his fame had spread far and wide due to theatre productions and dime novels that exaggerated his every deed. Crockett served three terms in the Congress of the United States, before heading for Texas. At the Alamo he conducted himself with bravery, fighting with his Tennessean countrymen for the freedom of Texas.



S	F	St	G	A	W	P	FA	FT
3+	4	4	5	3	3	7	3(+1)	2

Equipment:

Clubbed Rifle
(Flintlock Rifle and
Two-handed weapon);
Knife (hand weapon).

Infamy:

Crockett adds 28
points to the Posse's
Infamy rating for
as long as he
accompanies them.

Options:

Horse (+\$12). May
replace his Clubbed
Rifle with a Caplock
Rifle for +\$4.

Special Rules:

Freedom Fighter: In a Massed Battle game, Davy Crockett may only side with a Texan army.

Famous: Crockett may expend one free point of Fame each turn without reducing his store. Any additional points of Fame spent during the turn will reduce his Fame store as normal.

Lion of the West: Such is Davy Crockett's fame that, in a Massed Battle game, any Company within 6" of him counts as carrying a Standard.

Skills: Rifleman, Deadeye Shot and Fearsome Reputation.



JAMES BOWIE (1796-1836)

COLONEL, TEXAN IRREGULARS

Recruitment Fee: \$69 Retainer: \$24

Jim Bowie was born in Kentucky, but spent most of his youth in Louisiana. He made his name as an adventurer and entrepreneur, and became famous for the 'Bowie knife' that he carried. As with all folk heroes of the period, many of Bowie's exploits were grossly exaggerated. However, he was certainly a fearsome and ruthless fighter, proving his mettle against Mexican forces in the early stages of the war. At the Alamo, he shared command with William Travis, until pneumonia put him in the infirmary, where he was killed by Santa Anna's besieging army.

S	F	St	G	A	W	P	FA	FT
4+	6	4	4	3	3	6	3	2

Equipment:

Bowie Knife (hand weapon); Flintlock Rifle.

Infamy:

Jim Bowie adds 25 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

Horse (+\$12); Flintlock Pistol (+\$5); may replace his rifle with a 12-gauge shotgun (+\$10).

Special Rules:

Freedom Fighter: In a Massed Battle game, James Bowie may only side with a Texan army.

Knife-man: This skill works in exactly the same way as the Swordsman skill from *Legends of the Old West*, but only applies to Jim's Bowie knife. In addition, he may throw his Bowie knife as if it were a thrown weapon.

Skills: Seasoned Veteran, Fury and Fearsome Reputation.

Designer's Note

These Legends are designed primarily with Massed Battles in mind. However, because some players will undoubtedly wish to use them for skirmish games set in the 1830s, rules for Infamy ratings and retainers have been included.





WILLIAM B. TRAVIS (1809-1836)

LT. COLONEL, TEXAN ARMY

Recruitment Fee: \$58 Retainer: \$19

William Travis was an attorney from South Carolina, who emmigrated to Texas to set up a law practise in Anahuac. Rising tensions prompted Travis to join the militia, and ultimately assume joint command at the Alamo. He was twenty-six when he died.

S	F	St	G	A	W	P	FA	FT
4+	4	3	3	2	2	6	2	1

Equipment:

Cavalry Sabre and Flintlock Pistol.

Options:

12-gauge shotgun (+\$7); Horse (+10).

Infamy:

Travis adds 19 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Freedom Fighter: In a Massed Battle game, Lt. Colonel Travis may only side with a Texan army.

Skills: Swordsman.

SAM HOUSTON (1793-1863)

GENERAL, TEXAN ARMY

Recruitment Fee: \$75 Retainer: \$25

Sam Houston moved to Texas in 1832, where he was instrumental in securing land for his fellows settlers. After the fall of the Alamo, Houston led the Texan Army to a resounding victory at San Jacinto.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	2	3	7	3	3

Equipment:

Cavalry Sabre and Flintlock Pistol.

Infamy:

Sam Houston adds 29 points to the Posse's Infamy rating, as long as he accompanies them.

Options:

Horse (+12).

Special Rules:

Commander-in-chief: In a Massed Battle game, Sam Houston may only side with a Texan army, and must be its War Leader. In a skirmish game, General Houston will only accompany military Posses (including Texas Rangers).

Skills: Swordsman, True Grit and Seasoned Veteran.



ANTONIO LOPEZ DE SANTA ANNA (1794-1876)

GENERALISSIMO, MEXICAN ARMY

Recruitment Fee: \$70 Retainer: \$24

The self-styled 'Napoleon of the West', Santa Anna modelled his army, uniforms and tactics on his European hero. He also suffered a similar fate, leading his men to a shocking defeat, and returning to Mexico in shame. However, his charismatic presence and political dealing led him to return to power upon his return.



S	F	St	G	A	W	P	FA	FT
5+	4	3	3	2	3	6	3	4

Equipment:

Spanish Sabre,
Flintlock Pistol, Horse.

Infamy:

Santa Anna adds 22 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Generalissimo: In a Massed Battle game, Santa Anna may only side with a Mexican army, and must be its War Leader.

Napoleon of the West: In a Massed Battle game, as befits his status, Santa Anna must be accompanied by a Company of Permanente Escorts, purchased at extra cost.

Ruthless Aggression: Santa Anna's presence gives the entire Army (or Posse) the ability to shoot into combats, or at targets with friendly models In the Way.

Skills: Swordsman and Seasoned Veteran.



JOSÉ URREA (1795-1848)

GENERAL, MEXICAN ARMY

Recruitment Fee: \$65 Retainer: \$18

While Santa Anna floundered, Urrea – a seasoned veteran – led a successful campaign, victorious at San Patricio, Agua Dulce and Colecto. After Santa Anna's capture at San Jacinto, he reluctantly obeyed the order to withdraw.

S	F	St	G	A	W	P	FA	FT
5+	4	3	4	2	2	7	2	2

Equipment:

Spanish Sabre and Flintlock Pistol.

Options:

Horse (+\$10).

Infamy:

General Urrea adds 19 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

War Leader: Urrea is always the War Leader in a Mexican Army, unless Santa Anna himself is present. When he assumes command, he has the Leader ability, just like a regular Army General.

Soldado: In a Massed Battle game, General Urrea may only side with a Mexican army.

Skills: Swordsman and Seasoned Veteran skills.





MARTÍN PERFECTO DE COS

GENERAL, MEXICAN ARMY (1800-1854)

Recruitment Fee: \$52 Retainer: \$16

General Cos was Santa Anna's brother-in-law, and an important player in the Texas War for Independence. Widely regarded as a poor soldier, his inadequacies as a commander were evident at the Alamo and San Jacinto.

S	F	St	G	A	W	P	FA	FT
5+	4	3	3	1	2	5	1	2

Equipment:

Spanish Sabre and Flintlock Pistol.

Options:

Horse (+\$10).

Infamy:

General Cos adds 14 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

War Leader: Cos is always the War Leader in a Mexican Army, unless Santa Anna or Urrea are present. When he assumes command, he has the Leader ability, just like a regular Army General.

Soldado: In a Massed Battle game, General Cos may only side with a Mexican army.

Skills: Swordsman.



JEDEDIAH SMITH (1799-1831)

Recruitment Fee: \$64 Retainer: \$19

One of the greatest explorers in United States history, Jedediah Smith probably covered more uncharted territory than any other mountain man, and was involved in several notable quests, including the Upper Missouri expedition.

S	F	St	G	A	W	P	FA	FT
5+	4	4	4	2	3	6	2	2

Equipment:

Flintlock Rifle and Hand Weapon.

Options:

Mule (+\$6).

Infamy:

Jedediah adds 16 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Mountain Man: Jed Smith ignores the penalties for moving through difficult terrain.

Skills: Lightning Jack, Scout and Sidewinder.



JAMES BRIDGER AKA. OLD GABE

Recruitment Fee: \$70 Retainer: \$22 (1804-1881)

Jim Bridger was just 17 when he joined the Upper Missouri expedition with legendary frontiersmen Jedediah Smith and Hugh Glass. He is purported to be the first man to ever set eyes on the Great Salt Lake, and blazed the trails that would eventually be used for the Union Pacific Railroad line.

S	F	St	G	A	W	P	FA	FT
4+	4	4	5	2	2	6	3	3

Equipment:

Clubbed Rifle (Flintlock Rifle and Two-handed Weapon); Knife (hand weapon).

Options:

Mule (+\$6); Tomahawk (+\$2).

Infamy:

Jim Bridger adds 20 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Mountain Man: Jim Bridger ignores the penalties for moving through difficult terrain.

Skills: Scout, Strongman and True Grit.



The Old West Chronicle

SUNDAY MARCH 6, 1836.

THE ALAMO: VICTORY OR DEATH TRANSFORMS YOUR GAMES OF LEGENDS OF THE OLD WEST INTO BATTLES OF A MORE EPIC SCALE. THESE SWEEPING, MILITARY ENGAGEMENTS TOOK PLACE AGAINST A BACKDROP OF TURBULENT POLITICS, OPPRESSION AND REBELLION, LEGENDARY FIGURES AND BITTER FIGHTING. HERE, WE TAKE A LOOK AT THE HISTORY BEHIND THE LEGENDS.

GONE TO TEXAS

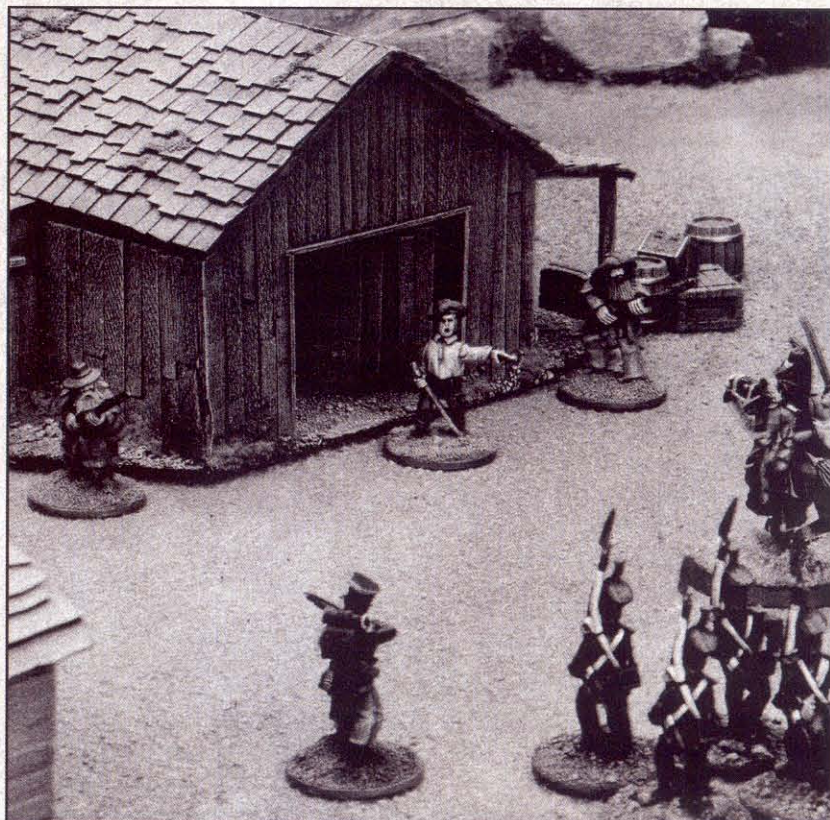
In the 1820s, pioneering Americans flocked to Virginia, Kentucky, the Carolinas and Texas, in search of new lives, where people of vision could own property and live a good life in the land of opportunity. This expansion would have been achieved peacefully had it not been for the people who already lived in these far-off lands. In 1821, Stephen F. Austin established an 18,000-square-mile colony near San Antonio, which was initially encouraged by the Mexican government. In Texas and Coahuila, American settlers soon outnumbered the native Mexicans, and often offended them with their disregard of the Catholic faith. The Mexican government also found it nigh impossible to levy taxes from the immigrants. Mexico itself was something of a fledgling power. Around the same time as Austin's colonisation began, the Mexican government had won independence from Spain, and political tensions were high. In 1832, intent on regaining control of his territory, President Bustamente sent troops to Texas to implement a program of law and order, and to confiscate the settlers' firearms. Skirmishes became common

between settlers and Mexican troops. The Americans saw their way of life under threat. They had lived on their own property for years, built homes with their own hands, and fought off attacks from bandits and Indians by virtue of their blood and gunpowder. One of Bustamente's customs officers, sent to enforce taxes among the American settlers, was Colonel John Bradburn, a former US citizen. In the spring of 1832, Bradburn arrested several American settlers in the growing town near Anahuac Nauatl, north of Galveston Bay. Among these prisoners was one William B. Travis, who was later to become instrumental in the growing conflict. Things quickly turned ugly, especially when word reached the belligerent settlers of a liberal revolt against Bustamente's rule far to the south. General Antonio

*"Y'all can go to hell.
I'm going to Texas!"*

—David Crockett

Lopez de Santa Anna Pérez de Lebrón led a coup against Bustamente, in order to restore the Constitution of 1824. When the mob at Anahuac heard this, they determined to storm the garrison where their countrymen were being held in the name of Santa Anna. After a short siege, the Mexican relief force arrived. Unfortunately for Colonel Bradburn, the relief force recognised the settlers' claims, and ordered him to release the prisoners. After this embarrassing turnaround, the troops pulled out of the area, leaving the American settlers to their own devices.



THE RISE OF SANTA ANNA



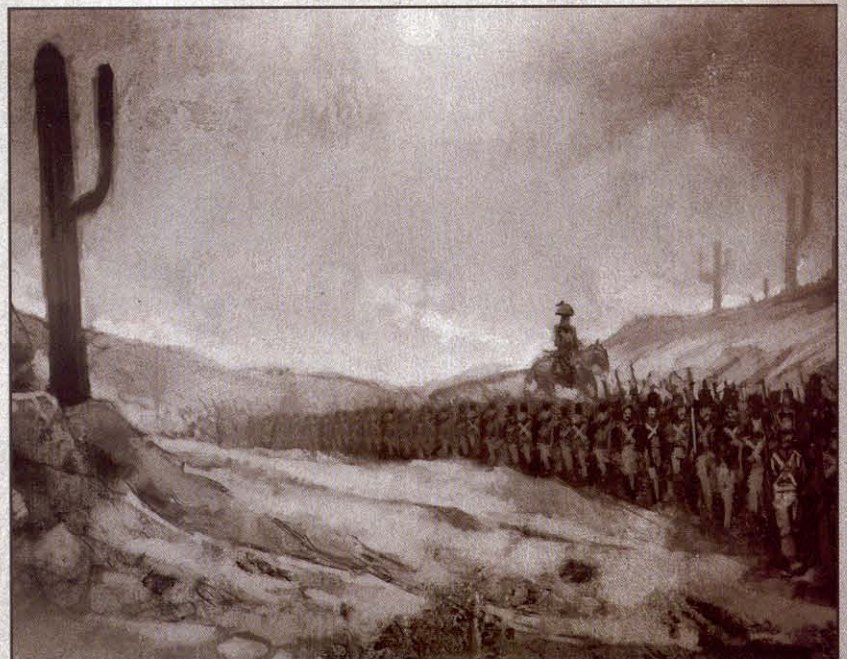
The 'war' between Santa Anna's supporters and Bustamante's regime lasted through all of 1832. Late in the year, Bustamante fled into exile, leaving his predecessor, Gomez Pedraza, to return to Presidency. Shortly after this, Pedraza called a democratic election, which Santa Anna promptly won. Before his inauguration, however, Santa Anna refused the post, citing that his were not the most capable hands in which to leave the country, and handed control over his vice-president, Valentín Gómez Farías. This move further increased Santa Anna's popularity with the people while leaving Gomez to struggle with the nation's problems. By 1834, such was the state of Mexico that it looked like it would once more be plunged into civil war between the liberals and the conservatives. Deciding to once again take a hand in the affairs of the country, Santa Anna marched into Mexico City and took control. Invoking the emergency provisions of the Constitution of 1824, he immediately began to rule by decree. These actions further created a schism between liberal and conservative Mexicans, causing Santa Anna to resort to the brutal enforcement of his rule.



CONFLICT OF INTERESTS

First among Santa Anna's targets was the province of Zacatecas, a liberal stronghold, which had raised a sizable army in response to the dictator's return to power. Mustering his own forces, Santa Anna smashed the liberals in a bloody battle in May of 1835. This sent a clear message to all who would defy the rule of Mexico, including the Texans. However, the spark that was to ignite open rebellion against Santa Anna was the return of Stephen Austin. Having spent time in a Mexican prison as a result of his efforts to steer Texas toward statehood, Austin had become embittered toward Mexico and declared in September that no peaceful solution could be reached with Mexico and declared: 'War is our only recourse... War in full!' This was a sentiment that swept across the country. The first clash between Mexicans and Texans occurred near the town of Gonzales. A group of about 80 Mexican cavalry under the command of Captain Francisco Castañeda had been despatched to the town to reclaim a small cannon that had been given to

them for defence against Indians. The response from the Texans was to openly resist, taking up arms under a flag bearing an image of a cannon and the words 'Come and take it'. What followed was a brief battle that took Castañeda completely by surprise and resulted in a swift Mexican surrender. Spurred on by this victory Austin was able to gather together any army at Gonzales of over 500 men and, on the 13th of October, began his march toward San Antonio. Meanwhile, in San Antonio, General Cos – appointed by Santa Anna to keep order in Texas – waited with no less than 1000 well-armed soldiers. Despite his superior numbers, better equipment and the knowledge of Austin's advance, he chose to remain in the town rather than take action. As the Texans approached San Antonio, there were a number of clashes between the two sides, the most notable of which occurred near Mission Concepción. 90 Texans led by James Bowie encountered and, in a bloody shootout, saw off around 230 Mexican soldiers. This further increased the Texan morale while also proving Bowie's leadership skills. By the beginning of November, Austin's army had reached San Antonio and laid



"It was a war of one nation against another. In it, the thief was fighting against the owner, the murderer against his benefactor."

— Vicente Filisola

siege to the town, including the Alamo to the north. Neither side seemed ready for a major battle and so they both dug in and waited. Soon after, Austin was called away to a consultation to discuss the future of Texas and the rapidly unfolding events, leaving Edward Burleson in charge. In the following month there were numerous skirmishes between the two sides, though these were mostly small, bloodless affairs, and morale began to wane on both sides. By the start of December, Burleson was ready to quit the siege and pull the army back deeper into Texas. However, this almost caused a mutiny among his men and, in the end, he was instead forced to declare an attack on the town. What followed was a brutal and bloody battle within the town, as the Texans fought house-to-house and room-to-room to clear out the Mexican defenders. Though it took several days, the Texans maintained the upper hand throughout and manage to drive Cos and the remainder of his forces into the Alamo. Shortly thereafter, the Mexican General surrendered. It was a trend that was repeated all across the country as, one by one, the Mexican outposts surrendered to the Texans, for the most part without a single shot being fired. By the end of the year there was not a single Mexican soldier under arms in the country and, with winter setting in, the Texans felt safe from reprisals from Santa Anna – at least the time being.

SANTA ANNA'S TEXAS CAMPAIGN

In truth, however, the Mexican Dictator's response was to be swift and decisive. Santa Anna knew that in the case of such rebel uprisings the key to success would be to crush them as quickly as possible, lest their cause gain undue support. While the Texan army mostly dissolved after the battle of San Antonio, shrinking to a fraction of its original size, he gathered his forces. Even though Mexico at the time was in a terrible financial state, Santa Anna funded his army by borrowing money at horrific interest rates and even selling some of his estates. When there was no more money to hire troops, many were recruited in the age-old method of press-ganging. In the end the General had amassed an impressive force of some 5,300 men, most of whom were seasoned veterans. No sooner had the army been gathered than it set out for Texas. Due to hasty preparations, the army was ill equipped and poorly provisioned. The long winter march north through cold weather and inhospitable terrain began to take its toll, and many men became ill, starved, or died of exposure. Santa Anna had little notion of the weather in Texas, being used to milder Mexican winters, and thought little of the hardship he imposed upon his men, eager as he was to reach his goal. At the start of January, while the Mexican army rested at Leona Vicario, Santa Anna received word of a proposed Texan attack against Matamoros. He immediately despatched some men under Colonel Jose Urrea to travel up the coast and secure the town, with orders to thereafter press on into Texas. Meanwhile the General moved on with the bulk of his forces toward San Antonio. During this hard and long march the Mexicans suffered the worst weather Texas could offer, trudging through driving rain, sleet and snow. Unused to these conditions, many

men froze to death to be left lying at the side of the road as their comrades marched miserably on. The weather also had a negative effect on the army's moral, the soldiers beginning to believe the whole advance was ill fated. However, despite these hardships, the vanguard of Santa Anna's force arrived in San Antonio on the 23rd of February, taking the Texan defenders completely by surprise, who had not believed the Mexicans could mobilize so quickly. The enemy had arrived with a vengeance, and Texas looked to its leaders to save them.



SAM HOUSTON

Samuel P. Houston, born in 1793, was among the true greats of American History. The only man to ever be elected the Governor of two states – Tennessee in 1827 and Texas in 1859 – he was also a noted advocate of the Indians, living with the Cherokee for many years, as well being a shrewd politician and able general. However, it was Houston's role in the independence of Texas for which he is most well known. As Major General and Commander of the Texas revolutionary army, he managed to unite the Texans into a fighting force and led them against the numerically superior forces of Santa Anna. In the years after Texas had gained her independence from Mexico, Houston served two terms as its President, 1836-1838 and 1842-1844, taking Governorship when Texas was admitted to the Union. Sadly, his political career ended with him being forcibly removed from office after refusing to endorse the Ordinance of Secession in 1861 and join with the Confederacy. He died only a few years later in 1863, a broken man. It is said among his last words was the name of his beloved state, Texas.



THE ALAMO

Originally the Alamo was the site of a Spanish mission, built in 1718 as part of Spain's efforts to colonise further into North America, converting the locals as they progressed. Over time however the Mission fell into disrepair and was converted into a Spanish army outpost in 1793. During this time various improvements and additions were made to the structure, expanding its size and defensibility. It was not turned into a proper military fort, remaining primarily a defence against Indian raids. At the time of the Texas War for Independence, the Alamo was in use by the Mexican army and housed the San Antonio garrison. Located on the important Old San Antonio Road that ran right through Texas, it was a key location in reaching other parts of the country. Both Santa Anna and Travis had referred to it as 'The Key to Texas', recognising its strategic importance. After the battle for San Antonio in December of 1835 and the capture of the Alamo by the Texans, some repairs were made upon it in an effort to make it more defensible. However it remained rather ramshackle right up until the battle in March of 1836, when it was mostly demolished by the besieging Mexican army.



WILLIAM BARRETT TRAVIS

Born in 1809 on a plantation in South Carolina, Travis moved to Alabama with his family when he was nine years old. Fortunate to have received good education, compared to most people of the period, he first taught school and then went on to study law, passing the Alabama bar shortly before his 20th birthday. As a young man he worked as a lawyer, published a local newspaper and



married. He also attempted to cultivate political ties, joining the militia and even becoming a Mason. For reasons that are not entirely clear, he abandoned his wife, young son and unborn daughter in 1831, and left Alabama for Texas to make a new life. There he settled in Nacogdoches and quickly made a name for himself as a lawyer and staunch supporter of Texan independence. On the outbreak of the Texas Revolution he was commissioned a lieutenant colonel in the Texan Cavalry Corps and sent to reinforce the Alamo. Shortly after his arrival he found himself in command of the fort, and was to make his name in its defence, writing his famous 'Victory or Death' letters. Travis was shot and killed while fighting on the walls of Alamo during the final assault – he was just 26 years old. However, despite his tale of heroism, his sacrifice was almost overshadowed by several frontier 'celebrities' who also manned the walls of the Alamo...



DAVID CROCKETT



A frontier legend in his own time, David Crockett was the source of many tales, both tall and true. Born in 1786, the son of a veteran of the American War of Independence, Crockett grew up in rural Tennessee getting little in the way of schooling, but learning about life in the wilds. In 1813 he joined the militia and fought in the Creek War against the Indians, but left the army soon after. In the following years he turned his hand to

many things, including raising a family, and eventually made his mark in local politics, being elected to the magistracy. During this time he would also continually disappear into the woods, penning fanciful tales of his adventures. These stories of Crockett's exploits in the wild frontier were spread far and wide across American, earning him the title of 'Lion of the West'. In one such tale he claims to have killed 108 bears in a single season! Crockett also served several terms in congress from 1827-1831 and 1833-1835. However, it was after losing the election for a third term that he gave up politics, saying to his constituents, 'I'm going to Texas and you can all go to hell!' Naturally siding with the Texans in the struggle for independence, he ended his days fighting to defend the Alamo.



JAMES BOWIE

Most famous for the knife that bore his name, James Bowie was a bold frontiersman and legendary figure in early America. Born in 1786 in Georgia, before moving to Louisiana with his family when he was six years old, James grew up a wild and untutored youth. Along with his two brothers, Rezin and John, he gained a formidable reputation, making a fortune with such nefarious dealings as smuggling slaves, land swindling and even as a fence for the notorious pirate Jean Lafitte. By 1828, however, broke and having made scores of enemies, he set off for Texas, settling in San Antonio. There he reinvented himself as a sophisticated gentleman, charming the local social elite and marrying into a wealthy family. This, too, turned sour for James and, in 1833, his wife died and he broke ties with her family, losing much of his wealth. When the Texas Revolution began he joined the Texans with the rank of Colonel, and went to defend

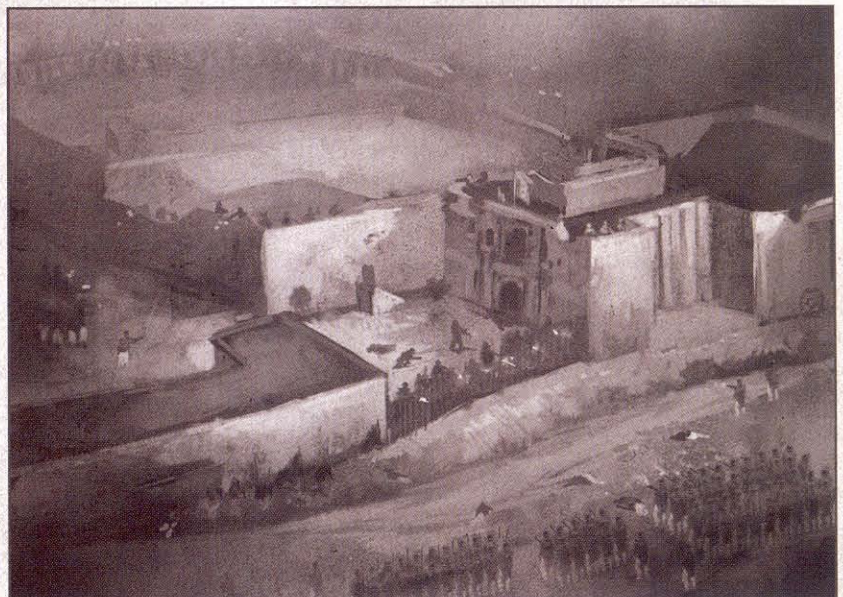
the Alamo. Unfortunately, shortly after arriving he fell ill and was forced to spend much of the siege in his sickbed, where he eventually met his end during the final assault.



THE SIEGE

Santa Anna's abrupt arrival in San Antonio on the 23rd of February had taken the Texans by surprise, leaving them only the barest time to retreat to the relative safety of the Alamo. Despite the size of the Mexican army, however, the defenders felt secure behind the walls and guns of the Alamo. They were also confident that they would be able to hold their position until reinforcements arrived to lift the siege. Conversely, the Mexicans thought little of the Alamo as a defensive position and believed that it would be a simple matter of starving the defenders out. Alternatively they could wait for their heavier artillery to arrive and reduce the walls to rubble. In the interim though the Mexicans moved their lighter guns close to the walls and entrenched them under cover of darkness, beginning a constant barrage of cannonballs against the walls of the fort. Almost as soon as the siege began, Travis sent out letters

calling for reinforcements. In his pleas to the people of Texas, he urged them to come to his aid and defend their homeland, at the same time proclaiming that he would never retreat and never surrender, citing 'Victory or Death!' Tragically for Travis there was little immediate response from the disorganised Texan forces – though a handful of volunteers and army 'deserters' are reported to have slipped into the Alamo during the siege, he was on his own. For 11 days the Texans and the Mexicans exchanged sporadic fire, all the while Santa Anna's guns pounding the walls of the Alamo. During this time more of the Mexican army arrived, further strengthening their force, until they numbered several thousand compared to the paltry few hundred defenders. The Mexicans were in a clear position of strength and only needed to wait out the defenders. However, this was not the solution Santa Anna wanted. A quiet, peaceful surrender would not send the message to the rest of Mexico that he required; the message that traitors to the nation would be given no quarter. Dismissing his officers' protestations of unnecessary and heavy casualties, Santa Anna declared that the army would assault the Alamo on the morning of Sunday the 6th. Under cover of darkness the Mexican





army crept forward while, after twelve days of constant bombardment, the Texans took what rest they could. While Santa Anna sent out feints towards the west wall, the bulk of his forces made their assault against the northern defences. The approaching Mexicans did not go undetected for long and soon the Texans were rushing to the walls. In the brutal battle that followed, the Mexican forces hurled themselves against the walls under a withering hail of musket and cannon fire, scatter shot from the Texan guns reaping a bloody toll on the tightly ranked soldados. Eventually, however, the Mexican numbers were telling – the north wall was breached and the defenders were pushed back into the Alamo courtyard in disorder. During the fall of the wall, Travis was shot in the head and slain. Falling back to the long barracks the Texans tried to stage a final defence. Among them Crockett and his riflemen continued to fight bravely, but to no avail. The Alamo had fallen. In the last few bloody moments of the siege, Crockett was killed along with the last of the Texans. Santa Anna had taken the Alamo, but it had cost him both time

and the lives of many of his soldiers, while for Texas his brutality had created an everlasting symbol of their independence.

URREA'S ADVANCE

While Santa Anna was attacking the Alamo, Urrea was striking up the coast deep into Texan territory. He had originally been dispatched with over 600 men and several cannon to secure the town of Matamoros, which the Mexicans believed was under immediate threat from the Texans. However, when he arrived, Urrea discovered this was not true, and that the Texans were still trying to organise their forces in the north. Taking the initiative, Urrea immediately set out across the Rio Grande for the Texan village of San Patricio. Meanwhile, in the village, the two Texan commanders Grant and Johnson were unaware of Urrea's rapid advance, and shortly before the Mexican's arrival Grant took some of his men out of the town to

round up horses, leaving Johnson with only about 60 men. Early in the morning of the 27th of February and under cover of heavy rain, the Mexicans swept into the town, quickly defeating the defenders and capturing it. When Urrea learnt that Grant was due soon to return he laid an ambush for him, taking him and his riflemen by surprise and wiping them out. With all resistance at San Patricio taken care of, Urrea moved on to Goliad, which was held by the Colonel Fannin and a much larger force of Texans.



COLETO CREEK

Fannin was generally regarded as a poor commander, something that became readily apparent when he learned of the impending approach of the Mexican army. At first he dithered, unsure of what to do having been ordered to hold the town by the now disbanded Texan Council. Then, when he eventually decided to retreat, leaving the protection of the town's fort, he wasted days trying to organise his force. All this indecision gave Urrea plenty of time to swell his force with reinforcements from the Alamo and descend upon Goliad. So close were the Mexican forces to the retreating rebels that Fannin's force only managed to travel a short distance from the town before Urrea's cavalry caught up with them near Coletto Creek on the 19th of March. Trapped in open ground, Fannin's men formed a square and were quickly surrounded by the Mexicans. The situation proved to be dire for the Texans as they were completely encircled by a superior force and without adequate supplies. For a single miserable night the Texans held out. However, in the morning Fannin, realising the situation was hopeless, surrendered unconditionally to Urrea.



THE GOLIAD MASSACRE

Urrea marched the prisoners back to Goliad where they were placed under guard within the fort. There they stayed for a week until word arrived that Santa Anna had ordered their immediate execution. This order appalled Urrea, who argued that they had fought bravely and deserved more respect. However, Santa Anna was adamant that their actions were those of traitors and deserved no less. Consequently, 342 Texans, including Fannin himself, were shot. This act of barbarity had a profound affect on Texas and the US, much in the same way as the Alamo had, cementing opinion against Santa Anna and the Mexicans. It helped to both swell the ranks of volunteers against the Mexicans as well as grant the Texans the resolve to struggle harder for their independence or die fighting.



SAN JACINTO

While many Mexicans had perished so far during Santa Anna's Texas campaign, his forces remained undefeated and the Texans had yet to win a major engagement. The Texan's resolve had never wavered, however, and they remained eager to fight. On the 11th of March, Houston arrived in Gonzales ready to

*"Rally to the standard.
Be men. Be free men!"*

— Sam Houston

go to the aid of the Alamo defenders, unaware it had fallen some five days before. He was to quickly learn of their fate, as well as the fact that Santa Anna's army was closing fast. Houston's reaction was to retreat in an attempt to avoid a battle that would surely crush his much smaller force of Texans. It was also his hope that he could join up with Fannin's men in

Goliad, swelling his numbers. By this time, the story of the Alamo was emerging and the Texans under Houston's command were eager for combat. When the Texan general learnt the further ill news of Fannin's capture, he resolved to pull his army as far away from the Mexicans as he could. This period of retreat also heralded what was known as the 'Runaway Scrape' in which many Texan families fled toward the Louisiana border before the advancing Mexican forces. Houston's men could not retreat from the enemy forever and eventually, under pressure from his men Houston turned back toward the Santa Anna's forces heading for the town of Lynchburg. Meanwhile, Santa Anna had been searching for the rebels and had split his force up to do so, personal taking command of one of the advance detachments. Through a stroke of luck Houston was able to learn the Mexican general's position and moved his army to intercept him near the Lynch ferry, encountering the Mexicans on the 19th of April. This move took Santa Anna by surprise, as



he found himself unexpectedly facing the entire rebel army. The following day saw some skirmishes but no decisive actions as both sides decided what to do. The 21st of April saw about 900 Texans facing some 1200 Mexicans, Santa Anna's force having been reinforced overnight. Nothing happened throughout the morning and Santa Anna, believing that if an attack was coming it would have already commenced, ordered his men to stand down. However, at this same moment the Texans were ready to fight, sensing the end was near, and Houston finally ordered an attack in mid-afternoon. The Mexicans were taken completely by surprise with the Texans in among them before they knew what was happening. Mexican resistance lasted only minutes and soon it had turned into a wholesale rout, with vengeful Texans cutting down fleeing Mexicans, crying 'Remember the Alamo!' Over 600 Mexicans were killed to only 9 Texan casualties, in what would become known as Santa Anna's Waterloo. The true victory was to come the following day, when Santa Anna himself was captured and taken before Houston. Despite calls to execute him, Houston saw this as a chance for a more political solution. In return for clemency, Santa Anna immediately ordered the retreat of Mexican forces from Texas.



"Santa Anna living, can be of incalculable benefit to Texas; Santa Anna dead, would just be another dead Mexican."

— Sam Houston



THE MEXICAN WITHDRAWAL

Santa Anna's capture at San Jacinto marked the end of any serious threat to Texas from Mexico. His second in command, Filisola, who even then controlled a sizable force of soldiers still on Texan soil, chose to heed his general's orders, despite them being invalidated due to Santa Anna's captive status. Filisola made the strategic decision to gather together the remaining Mexican forces in Texas and retreat back to Victoria, there to await further instruction from the government. However, the weather and terrain continued to wear down the spirits of the men as they waded through the rain and mud. Many of the soldiers had also been struck down with illness. Such was the state of his force that Filisola made the decision to retreat back across the Rio Grande into Mexico, leaving Texas to the 'Texians'.



AFTERMATH

Santa Anna carried the blame for Mexico's loss. The Texas War for Independence ultimately led to the Texans joining the Union in 1845, and the Mexican-American war of 1846-48, in which Mexico tried to reclaim this disputed territory, ultimately losing it and much of its other northern territories to the United States. However, Santa Anna recovered from the campaign and was eventually freed by the Texans and returned to Mexico to continue his political career.

The enduring legacy of the war, however, was to be the Alamo. Synonymous with courage and determination, it will live on in the hearts and minds of Texans, and all Americans, as one of the defining moments in their history.



SKIRMISH RULES



SKIRMISH GAMES

The following material is intended for use with the original Legends of the Old West campaign system. Here you will find new Posses, Hired Guns, equipment and campaign advice.



Although most of this volume has dedicated itself to Massed Battles, aficionados of skirmish-level campaigns will find what they're looking for in the following pages. Here you will find a brand new Posse, plus variants to make two others, three new Hired Guns, and a new income and trading expansion.

As with *Frontier: Blood on the Plains*, all of the rules presented here are fully compatible with *Legends of the Old West*, and can be freely incorporated into your campaigns. However, for those who like more theme and historical flavour, notes are provided about running a dedicated Texas campaign, including advice on choosing an historical period in which to game, and theming your terrain collection to suit.



Mountain Man



Comanche Renegade



Mexican Bandito

GATHERIN' THE POSSE



The Posses on the following pages are themed for use in Texas and Mexico based campaigns. As in *Legends of the Old West*, these lists are used to recruit and equip your Posse. If playing a Campaign, you have \$200 to spend on fighters, and you must include a minimum of three models in your Posse, one of which must be the leader.

Variant Lists

Two of the new Posse lists – the Bandidos and Comancheros – are variations of ones from *Legends of the Old West*. The list contains information on where the new Posse differs from the original. Where the entries are the same as the original list, you will be referred back. Obviously, the miniatures used to represent these fighters should be suited to the new theme.

Of course, these lists are mere starting points for your Texas and Mexico campaigns. If you wish to theme an entire Old West campaign around this location, then why not use the Lawmen list from *Legends of the Old West* to represent Mexican Federales? Likewise, the Outlaws

could simply be a gang of miscreants headed for the Mexican border, while the Cowboys could be converted into the legendary Vaqueros. All you need are the relevant miniatures, and your campaigns will take on a whole new flavour.

NB. Two very appropriate Posses for this setting – the Texas rangers and the Desert Tribes Native Americans – were covered in the first *Legends of the Old West* supplement, *Frontier: Blood on the Plains*.



Texas Ranger



Apache, Native American

Presented here are several new Posses to expand your games of Legends of the Old West. These can be incorporated into any campaign, simply by using the guidelines and scenario tables from the main rulebook.

MOUNTAIN MEN

The pioneers who settled the West were hardy frontiersmen, fearless pathfinders accustomed to harsh conditions. Few of these men still exist in the wild regions of the frontier, and those that do are often solitary types who survive off the land in the big woods or mountainous terrain.

Choice of Fighters

A Mountain Men Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse must never exceed 12. The number allowed of each type of fighter is displayed on their profile – the exceptions are Skinners, of which you may hire any number.

Preferred Skills

The Skill tables preferred by Mountain Men are Movin', Shootin' and Brawlin'.

Special Rule

Woodsmen: Mountain Men are used to hunting in all kinds of inhospitable terrain. Heroes and Henchmen chosen from the Mountain Men list ignore the penalties for moving through difficult terrain.

Heroes

HIVERANNO (1) \$30 to recruit



Wise old men of the mountains, a Hiveranno is a respected and grizzled mountain man. Having spent years living off the land in remote locations, the Hiveranno is tenacious and 'ornary – there's little he hasn't seen or done.

S	F	St	G	A	W	P	FA	FT
4+	4	3	4	2	2	4	1	1

Special Rules:

Leader: Any friendly model within 6" of the Hiveranno may use his Pluck value when taking Pluck tests. The Leader's Pluck value must always be used for Head for the Hills tests, even if his Pluck value is not the highest in the Posse.

Starting Experience

The Hiveranno begins a campaign with 8 Experience Points.

BUFFALO HUNTERS (0-2) \$21 to recruit



Although not the greatest fighters, buffalo hunters are valued marksmen. Recruited from all walks of life, they came at first for meat and furs, but later they arrived on the frontier in droves to kill the Native Americans' food source.

S	F	St	G	A	W	P	FA	FT
4+	3	3	3	2	1	3	0	1



Henchmen

INDIAN FIGHTERS (0-2) \$12 to recruit



There were those among the Mountain Men who paid the price for the fur traders' treachery against the Native Americans. Trappers and soldiers engaged in deadly skirmishes with the natives, learning much of the Indians' ways and tactics in the process.

S	F	St	G	A	W	P
5+	4	3	3	1	1	3

Special Rules:

Stealthy: This works exactly like the skill on page 90 of *Legends of the Old West*. Note that if an Indian Fighter is ever promoted to a Hero and earns this skill again as the result of an advance, then he must re-roll, as the effects are not cumulative.

SKINNERS \$7 to recruit



Many unskilled men and desperate miscreants arrived on the plains to seek a living as buffalo hunters. Skinners made their living by selling buffalo hides, leaving the carcasses to rot. These men were ill thought of by most civilised folk.

S	F	St	G	A	W	P
5+	3	3	3	1	1	2

WOODSMEN (0-3) \$10 to recruit



Woodsmen are those pioneers who settled far from the distractions of even the smallest towns, making their homes in the backwoods. Physically powerful and often slow to anger, woodsmen can make hearty comrades – or deadly enemies.

S	F	St	G	A	W	P
6+	3	4	4	1	1	3

HEROES EQUIPMENT

Hand Weapon	\$1
Two-handed Weapon	\$3
12-gauge	\$11
Flintlock Rifle	\$12
Rifle	\$16
Buffalo Gun*	\$20
Mule	\$12

*Buffalo Hunters only

HENCHMEN EQUIPMENT

Hand Weapon	\$1
Two-handed Weapon	\$3
Flintlock Rifle	\$12
Musket	\$8
Longbow*	\$6
Tomahawk*	\$3
Mule	\$9

*Indian Fighters only

COMANCHEROS

Dangerous outlaws who traded with the Comanche, the Comancheros were generally loathed. Known to dabble in the slave trade, and the sale of guns to the Indians, there was no low to which they would not stoop.

Choice of Fighters

A Comanchero Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse must never exceed 15. The number allowed of each type of fighter is displayed on their profile – the exceptions are Rowdies, of which you may hire any number.

Preferred Skills

The Skill tables preferred by Comancheros are Brawlin', Shootin' and Savvy.

Special Rule

Life is Cheap: Comancheros are lawless, desperate men, despised by many in the Old West. Unlike other fighters, members of a Comanchero Posse (including any hired guns currently in their employ) may shoot at a target even if there are friendly models in the way. Additionally, they may shoot indiscriminately into combats.

Comancheros Equipment

The Comanchero Posse is a variation on the Outlaws list from *Legends of the Old West*. As a result, they use the same starting equipment list.

Heroes

The choice of Heroes available to a Comanchero Posse is identical to those from the Outlaws list (see *Legends of the Old West*, pages 52-53).

Henchmen

Comanchero Poses may choose any number of Rowdies from the Outlaws list. In addition, they may choose Comanche Renegades, as detailed below.

COMANCHE RENEGADES (0-3) \$8 to recruit



Some Comanche were swayed from the traditional paths of their people by promises of the white men, led astray or beaten into submission. Whatever their reasons, there were some Braves of the Comanche nation who rode with the Comancheros, and others still who were born into that life, part Comanche, and part white or Mexican.

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

Special Rules:

Heathen: Native Americans believe in the power of the Great Spirit, and are unaffected by the ramblings of the Preacher.

Special Equipment: In addition to choosing weapons from the Henchmen Equipment list, the Comanche renegade may choose from a Tomahawk (+\$3) and/or a Longbow (+\$5).

MEXICAN BANDIDOS

The outlaw bands south of Texas were even more riotous and trigger-happy than their counterparts north of the border. With tensions high between Texans and Mexicans, raids across the border were commonplace.

Choice of Fighters

A Bandido Posse must include a minimum of three models, and you have \$200 to spend on recruiting and arming them. The number of models in the Posse must never exceed 15. The number allowed of each type of fighter is displayed on their profile – the exceptions are Peons, of which you may hire any number.

Special Rule

Life is Cheap: Bandidos are lawless, desperate men, despised by many in the Old West. Unlike other fighters, members of a Mexican Bandido Posse (including any hired guns currently in their employ) may shoot at a target even if there are friendly models in the way. They may also shoot indiscriminately into combats.

Preferred Skills

The Skill tables preferred by Bandidos are Movin', Shootin' and Savvy.

Bandidos Equipment

The Bandido Posse uses the same starting equipment list as the Outlaws Posse from *Legends of the Old West*.

Heroes

The choice of Heroes available to a Bandido Posse is identical to those from the Outlaws list (see *Legends of the Old West*, pages 52-53).

Henchmen

Mexican Bandido Posses may choose 0-5 Toughs from the Outlaws list, and 0-2 Rancheros (Wranglers, from the Cowboys Posse list). In addition, they may choose any number of Peons, as detailed below.

MEXICAN PEONS \$5 to recruit



Poor peasant farmers, turned to a life of crime through sheer desperation, peons are easily swayed by the promises (or bullying) of a charismatic Desperado. Risking life and limb by resisting the Federales, peons often rise up in the form of a frenzied mob, and are unfortunately used as cannon fodder by the bandido boss.

S	F	St	G	A	W	P
6+	2	3	3	1	1	2

Special Rules:

Poor Equipment: Peons may not choose equipment from the Henchmen Equipment list. Instead they may choose from the following: Hand Weapon (\$2), Musket (\$6), and/or Flintlock Rifle (\$10).

Safety in Numbers: Peons add 1 point to their Pluck value for every other Peon within 3", up to a maximum total value of 7.

CAMPAIGNS

In this section you will find guidelines on how to theme your games and campaigns of Legends of the Old West to a Texan and Mexican setting.



Campaign Settings

Although most *Legends of the Old West* campaigns have a generic setting, and allow any Poses to take part, sometimes it can be great fun to follow a common theme throughout. As this book focuses on Texas and Mexico, this will provide the basis for these guidelines. Using some of the ideas presented here, you could just as easily set your campaign on the Great Plains, in the cow-towns of Kansas, or even as far afield as Canada.

Historical Period

The first thing you need to decide on is the historical setting. Most *Legends of the Old West* games are set between 1865 and 1890 – the ‘golden age’ of the Old West. If you wish to set the campaign earlier than this, in the 1830s-40s perhaps, then this will impact a few things. Firstly, not all Poses will be available at this time. Lawmen and Comancheros would simply not exist in the form they are given in the rulebooks. Also, many weapons would not be available – only those used by the armies on pages 25-34 would be in common use. Finally, if you like to use *Legends* in your campaigns, then you will be limited to those presented in this book if you set your campaign in an earlier dateline.

Posses

In the Posses section on page 72, some advice was given on the types of Posses available in Texas and Mexico settings. A themed campaign should draw predominantly from those suggested. However, there is nothing to stop other Posses being used – the US Cavalry would have maintained a presence in Texas, if not Mexico, for example.

Hired Guns

Equally as important as getting the right flavour from your Posses is the selection of Hired Guns available. In a Texas or New Mexico setting, almost all of the listed Hired Guns would be available. In a pure Mexican setting, however, some – like the Berdache, the Prize Fighter and the Chinese Rail Worker – would be very scarce indeed. Campaign organisers who choose a Mexico setting should either remove these Hired Guns altogether, or increase their retainers to represent their rarity.

NB. Legends are also limited geographically – although most could be placed in Texas or Mexico at some point in their careers (such as Billy the Kid or John Wesley Hardin) – others, such as George Custer, may not be appropriate for the setting or period.

Scenarios

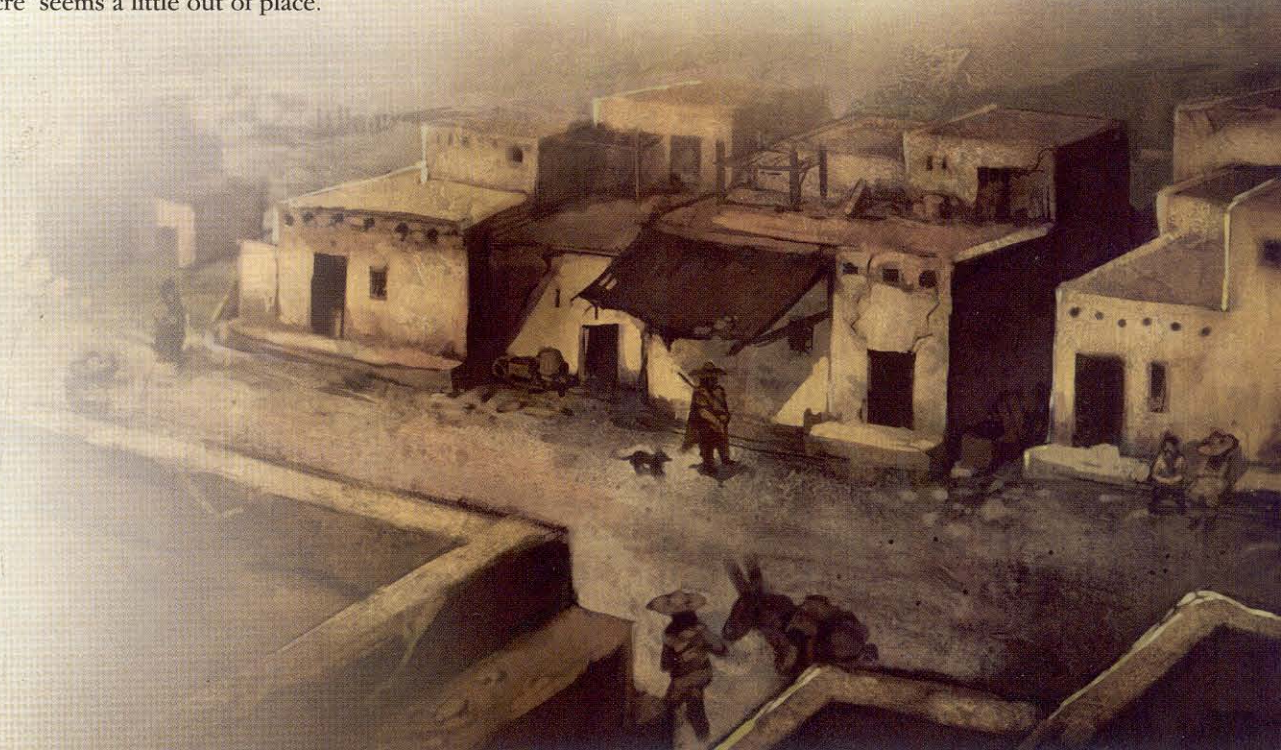
The skirmish-level scenarios presented in *Legends of the Old West* and *Frontier: Blood on the Plains* cater for all types of settings. Some are more appropriate than others, however. For example, 'Hang 'em High' is ideal for a setting in the dusty towns of Texas, but 'Avert the Massacre' seems a little out of place.



A Desperado leads his Posse to raid and pillage a small pueblo.

Scenery

The look of a game can greatly enhance the enjoyment for all. When setting a game in Texas or New Mexico, remember that the terrain is generally dustier and a little more rustic and ramshackle than in more easterly towns. Outside of town, there were more areas of desert, although this was not always the case. Texas had (and still has) some of the most varied landscapes in the Old West, ranging from barren waste to verdant grassland. In 'old Mexico', however, the architecture is very different. Adobe-style buildings and Hispanic designs are the order of the day.



THE TRADIN' POST

Using this Section

The Price chart below uses all of the rules presented in *Legends of the Old West*. The new items are not necessarily intended for use only in Texas campaigns – they can be freely added to Posses regardless of setting.



The Price chart and Special Equipment rules that follow are used in addition to those presented in Legends of the Old West, providing your Posses with more options for spending their loot!

PRICE CHART

Fightin' Weapons

Item	Cost (\$)	Rarity
Bayonet	2	Rare 6
Pistol Bayonet	2	Rare 7
Spanish Sabre	5	Rare 8
Mexican Lance**	7	Rare 6

Shootin' Weapons

Item	Cost (\$)	Rarity
Flintlock Pistol	4	Rare 6
Flintlock Rifle	12	Common
Flintlock Carbine	11	Rare 7
Caplock Rifle	14	Common
Clubbed Rifle	15	Rare 7

Military Weapons

Item	Cost (\$)	Rarity
Howitzer**	70	Rare 11

Miscellaneous

Item	Cost (\$)	Rarity
Bath and Shave	11	Common
Elixir of Life	4D6	Rare 7
Holy Bible*	20	Rare 8
Marked Cards	10	Rare 6
Spanish Armour	12	Rare 10
Telescope	14	Rare 7

* May never be used by Native Americans, Chinese or Posses with the 'Life is Cheap' special rule.

** These items may only be used by military Posses, such as the US Army, Cavalry or Buffalo Soldiers (see *Frontier: Blood on the Plains*).



SPECIAL EQUIPMENT RULES

The rules for weapons were covered on pages 35-39. The new items of miscellaneous equipment available to Poses are detailed here.

Bath and Shave

A visit to the local barber or bathhouse can do wonders for the confidence and charisma of a Posse Leader. Once during the next game, the Posse Leader may extend the radius of his 'Leader' ability by 6". This effect lasts for one complete phase, and the player can declare that he is activating it at any point in the game, even during his opponent's part of a phase. If this effect is not used in the very next game, it is wasted.

Holy Bible

The Hero with the Holy Bible can use it in exactly the same way as the Preacher from *Legends of the Old West* (page 97). However, as his faith is not as strong as a genuine clergyman, the effects only work on the D6 score of a 6, rather than a 4+.

Any model that is immune to the ramblings of the Preacher is also immune to this effect.

Marked Cards

Any Hero with the Card Sharp ability who uses a deck of marked cards generates an extra \$D6+3 for his Posse, rather than the usual D6.

Spanish Armour

The Hero acquires an ornate breastplate and/or helmet, like those worn by the Mexican Cavalry at the Alamo, or even the Conquistadors themselves!

This armour temporarily adds 1 point to the Hero's Grit value against all close combat hits.

Telescope

The Hero purchases a new-fangled brass telescope. From now on, he may re-roll all failed Spotting checks.

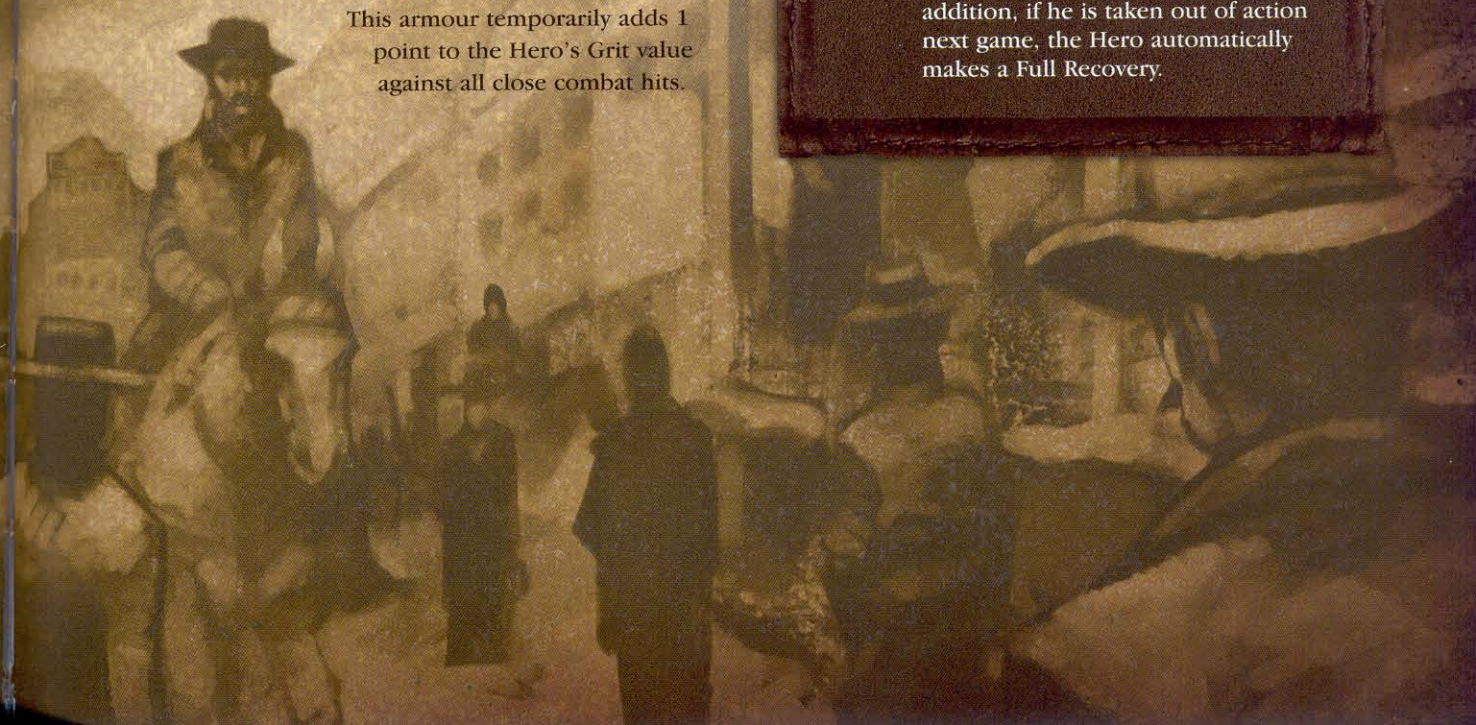
Elixir of Life

Offended by your disparaging comments about his miracle cures, a local snake oil salesman offers to sell you some of his 'special stuff'. Dubiously, one of your Heroes samples the foul-smelling liquid... Nominate a Hero and roll a D6 on the Elixir of Life table.

ELIXIR OF LIFE TABLE

Dice Result

- | | |
|-------|--|
| 1 | The Huckster's potion makes the Hero feel terrible, and he must miss the next game. |
| 2 - 3 | The Hero feels no effect whatsoever! |
| 4 - 5 | If he is taken out of action next game, the Hero automatically makes a Full Recovery. |
| 6 | If the Hero has any injuries, he may cross one of them off the roster sheet (except, of course, amputations). In addition, if he is taken out of action next game, the Hero automatically makes a Full Recovery. |



HIRED GUNS

TEJANO GUIDE

Recruitment Fee: \$15 Retainer: \$10

Equipment:

None (unarmed).

Options:

Saturday Night Special (+\$4);
Mule (+\$8).

Infamy:

The Tejano Guide adds 6 points to the Posse's Infamy rating for as long as he accompanies them.

Strangers to any pueblo on the Mexican border can bank on trouble, unless they hire a good guide to let them know where (and who) to avoid. Old Tejanos are canny companions – often elusive about which side they supported back in the old days, but honourable to a fault nonetheless.



S	F	St	G	A	W	P	FA	FT
6+	2	3	3	1	1	3	0	2

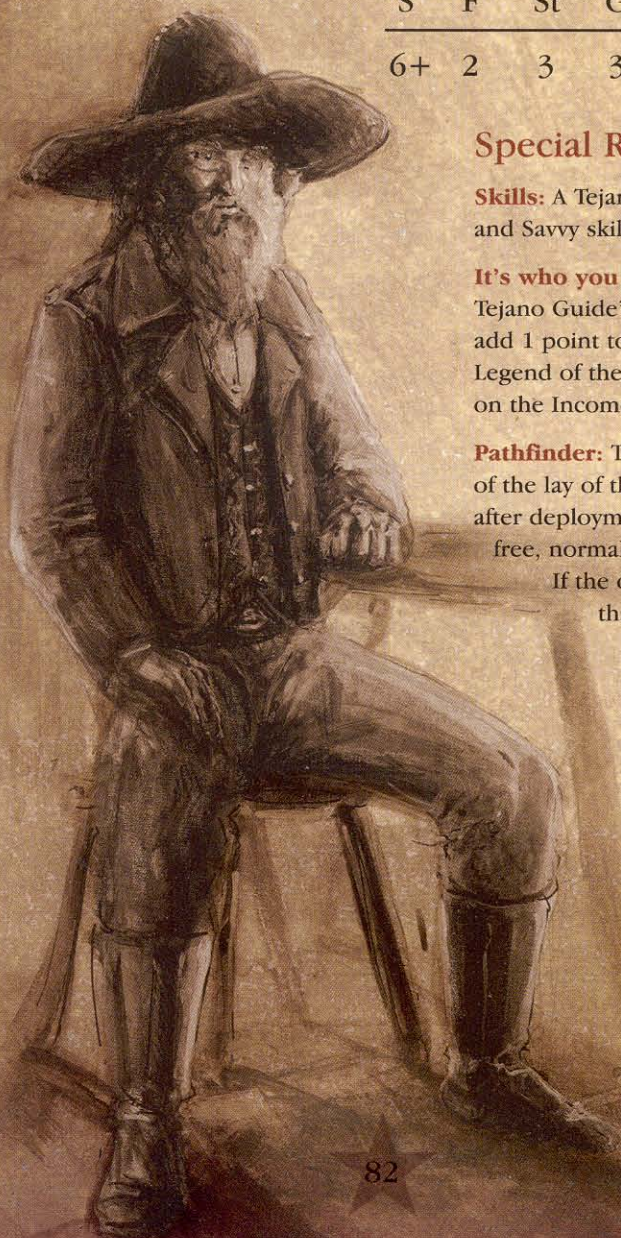
Special Rules:

Skills: A Tejano Guide may choose from Movin' and Savvy skills when he gains an advance.

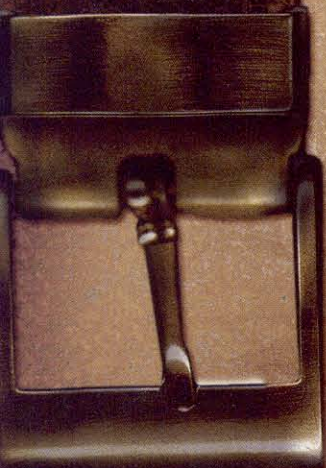
It's who you know...: Between games, after the Tejano Guide's retainer has been paid, you may add 1 point to every dice rolled to try to locate a Legend of the Old West, and to locate rare items on the Income and Trading price lists.

Pathfinder: The Tejano Guide informs the Posse of the lay of the land. At the start of each game, after deployment, D3 of your models may make a free, normal move before the first turn begins.

If the opposing player also has models that are entitled to do this, then dice off or cut the cards to determine who moves first.



Presented here are three new Hired Guns for use in your Legends of the Old West skirmish campaigns. These follow all of the rules presented in the main rulebook, and are fully compatible with all the Posses detailed so far.



KNIFE FIGHTER

Recruitment Fee: \$24 Retainer: \$9



Whether they were raised in the backwoods where guns were scarce, brought up in a travelling show where knife-throwing was their thing, or simply have no truck with firearms, knife-men are deadly fighters. Armed with an array of small blades, it takes a certain kind of plucky individual to take on a gunman with a knife and win!

S	F	St	G	A	W	P	FA	FT
4+	5	4	4	2	2	4	1	1

Equipment:

Bowie knife (hand weapon), and Throwing Knives.

Infamy:

The Knife Fighter adds 15 points to the Posse's Infamy rating for as long as he accompanies them.

Options:

None.

Special Rules:

Skills: A Knife Fighter may choose from Movin' and Brawlin' skills when he gains an advance.

Knifeman: This skill works in exactly the same way as the Swordsman skill from *Legends of the Old West*, but only applies to the Knife Fighter's Bowie knife.

Throwing Knives: The Knife Fighter is never short of a blade. To represent this, he may use a throwing knife in every Shootin' phase, and his supply is never exhausted.



EXPLOSIVES EXPERT

Recruitment Fee: \$28 Retainer: \$15

Crazy inventors, crazy bank-robbers, or just plain crazy, explosives experts take their lives into their own hands every time they go to work. The skill lies with knowing exactly how short to cut a fuse, or how to safely pack nitro – but Posse leaders who hire these madmen quickly learn not to ask why only a shot of liquor can steady their hands...



S	F	St	G	A	W	P	FA	FT
4+	3	3	3	1	1	4	0	3

Equipment:

3 sticks of Dynamite.

Options:

Rifle and Scope (+\$15), a vial of Nitro (+\$16), and/or a mule (+\$8).

Infamy:

The Explosives Expert adds 18 points to the Posse's Infamy rating for as long as he accompanies them.

Special Rules:

Skills: An Explosives Expert may choose from Shootin' and Savvy skills when he gains an advance.

Explosives Workshop: The Explosives Expert makes his own dynamite and nitro. His supply of explosives is always replenished to its starting level whenever his services are retained.



ALAMO ARMIES

TEXAN ARMY

This \$1,000 Texan Army was painted by several volunteers especially for this book, and all the models were provided by Old Glory. The Army itself relies on Infantry Companies, with a few Ordnance Companies providing the long-ranged

support. The mainstay is formed by two large Companies of Regulars. It can be really hard to unify a Texan Army on the tabletop, as it's made up largely of rag-tag volunteers. Try using a limited palette of colours to lend the force coherency.

The Alamo: Victory or Death *has taken games of Legends of the Old West and introduced a more epic scale. Here, we look at some sample armies, as well as looking at a couple of new Posses.*



MEXICAN ARMY

Like the Texan Army, this Mexican Army was painted by various kind folk, with the bulk coming from the ever-industrious Pictors Studio. Again, the miniatures were supplied by Old Glory. The joy of a Mexican force is that its uniforms make the Army look splendid on the tabletop. Reference material is invaluable on an Army like this. This force lends itself well to batch painting, as it all about a powerful horde of nameless soldiers, rather than individualistic volunteers and characters.

WINNIN' THE WEST

The Mexican Army will always outnumber a Texan opponent due to the low cost of their troops. However, this all counts for nought unless Companies are used cleverly. Texans are sturdy fighters, so you need to use your Companies in tandem to beat them in the fightin' phase. Also, your shooting will be severely hampered by poor quality powder. Use Companies in teams to support each other, advancing as a unified horde.





JULIAN ELLIS'S BANDIDOS

Julian brought this Mexican Bandido Posse to the UK's 2005 Warhammer Historical Campaign day, and did rather well with it, coming second overall. The excellent paint job and well-chosen models certainly made a visual impact, and Julian was only too pleased with the news that the Mexicans would get their own Posse List in *The Alamo* book.



OWEN BARNE'S MOUNTAIN MEN

Owen has played with these Mountain Men since *Legends of the Old West* was originally released – in fact, he helped to playtest their Posse List when they were originally scheduled for that very book. Several setbacks meant that he's had to wait a long time for his Posse to become 'official', but now they're here in all their glory!

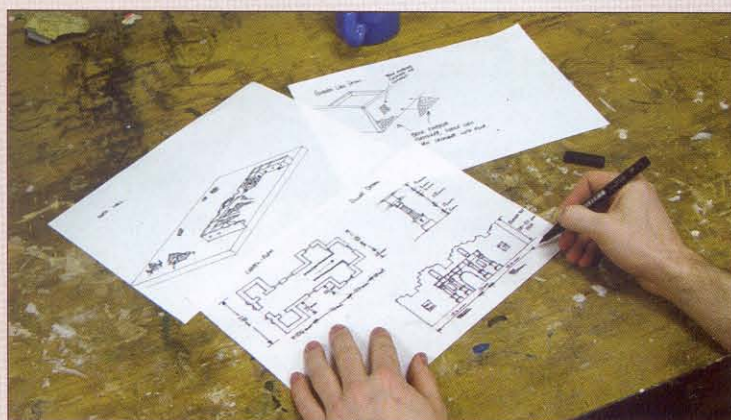


BUILDING THE ALAMO

In order to re-enact the siege of the Alamo, we needed more than just two armies with which to fight – we needed the Alamo itself! Luckily, Ray Dranfield and Mick Cudworth had the know-how and the means...

The Alamo is one of the most recognisable backdrops for any battle in history, and building it in 28mm scale is no mean feat! Ray and Mick, of Games Workshop's Warhammer World scenery team, bravely volunteered for the task of building the north wall, a set of barricades and redoubts, and the mission itself. The task took them several months, lots of wood and plaster and, of course, uncountable cups of tea!

Mick and Ray in the Warhammer World workshop.



Before starting work on the Alamo model, Mick and Ray spent a long time on planning the construction and gathering the right materials. Researching on the Internet, in history books and documentaries, and even several movies, the plans were painstakingly drawn up. Eventually, Ray was able to print off a blueprint of the chapel in exactly the correct scale, enabling him to transfer all the dimensions to the model's base.

The final blueprint for the mission.

While Ray worked on getting the proportions of the mission as accurate as possible, Mick began constructing the north wall. To lend strength to the model, he made the frame in one long section, using sturdy wood to prevent warping. The various buildings were then fleshed out, along with the battle-damaged wall. Even the positioning of the various scrapes and dents were taken from reference images to provide the most accurate possible translation of the 1836 wall to the 28mm miniature.

Mick constructs the north wall.



Once the basic wooden construction was complete, the entire model was clad in a brick texture. Some of this was made from pre-formed plasti-card, while most was made by painstakingly etching into plasterwork! Various extra details needed to be made to bring life to the Alamo – Mick and Ray created a host of crumbled walls, barrels and crates, water troughs, redoubts and gun emplacements to lend authenticity to their model.

It's all in the details!



The mission in all its glory.

The crowning glory of any Alamo model is the facade of the mission – this is the recognisable image from the front of many a history book. Ray and Mick pointed out that the arched 'bed-head' top piece of the mission was actually added long after the siege, and so it was omitted from their model.

The crumbling statues and twisted pillars were hand-sculpted once, then duplicated in plaster by using silicon moulds. Finally, the model was painted to match photographs of the present-day Alamo, with plenty of hand-painted weathering and battle-damage effects added for good measure.



DIORAMAS

These two pieces really convey the events of the Texas War for Independence. A simple conversion or small diorama can often tell as powerful a tale as a full-scale modelling project.



Adam O'Brien's Tennessean standard bearer reflects the passion that he has for the Alamo!



Mick Cudworth's James Bowie piece uses subtle repositioning of existing diorama miniatures to make the models interact with one another. The scenic base and backdrop really set off this legendary scene.

PAINTING UNIFORMS

When dealing with armies rather than individuals, it really pays to make the uniforms look as authentic as possible. Here are a few tips to get you started.



The pom-poms on the hats are often the only way to tell individual Mexican units apart on the battlefield.

This Permanante soldier wears the distinctive blue and white uniform of the Mexican Army in the 1830s. Neat, flat coats of paint are essential to provide a good base for the rest of the paintwork.



**MEXICAN
INFANTRYMAN**

Reference Material

There are a plethora of websites, books and wargaming guides available that are invaluable reference points for painting. A few of the sources we used are listed at the back of this book. Of particular use to the painter is the Osprey Men-at-Arms series.



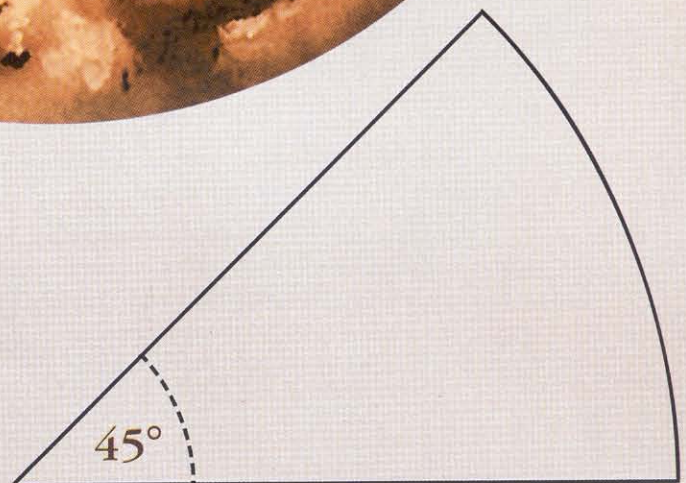
TEMPLATES & COUNTERS



Military
Weapon Template



Shaken Counters



Field of Fire Template

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ERRATA

The following points are omissions and mistakes, which sadly crept into the final proofs of Legends of the Old West. These corrections are 100 per cent official, and replace the relevant sections of the rulebook where necessary.

Starting a Game

Pg 9: The base profile for a cowboy should read:

S	F	St	G	A	W	P
5+	3	3	3	1	1	3

Heroes

Pg 36: The last line of Fortune reads:

“...nothing can save him and he is dead”.

It should say: “...nothing can save him and he is taken out of action”.

Weapons Locker

Pg 37: The text reads that double-action sixguns may be fanned. This should, of course, be single-action.

Pg 40: Add the following line to the Sawed-off rules:

“If the shooter is allowed to fire into combat and chooses to do so, then all models involved in the fight are considered to be hit, not just the models covered by the template.”

Pg 41: At the foot of the Lasso section, add the line: “When a lasso is thrown, the model may not fire another weapon in the Shootin’ phase.”

Gatherin’ the Posse

Leaders: Each of the Leader skill entries should read: “If any friendly model within 6” requires to take a Pluck test, the leader’s Pluck value may be used instead of his own. If a Head for the Hills test is called for, the leader’s Pluck must be tested even if his Pluck value is not the highest in the Posse.”

Pg 47: Replace the first line of the ‘Weapons’ rules with: “Any fighters you recruit may be armed with up to four weapons, and no more than two of these may require two hands to use.”

Pg 51: Safety in Numbers. The text should read: “Upstanding Citizens add 1 point to their Pluck value for every other Citizen within 3”. This will never increase a Citizen’s Pluck above the maximum value of 7.”

The Old West Chronicle

Pg 62: There is a missing page reference in the text – it should refer to page 77.

Scenarios

Pg 71: The rules for tethering horses are on page 19, not page 31 as stated.

Pg 71: The Grit value of the cell bars and surrounding wall is 7, and it has 3 ‘wounds’.

Pg 71: Under the historical participants, the shotgun Billy the Kid carries is a 12-gauge.

Campaigns and Experience

Pg 88: “...box that has thick borders” should read: “...coloured box”.

Page 89: The Kid Done Good – One Henchman per Posse per game can become a Hero, and not One Henchman per game.

Pg 89: The maximum profile mentioned should be:

S	F	St	G	A	W	P	FA	FT
3+	9	6	6	3	3	7	6	3

Income and Trading

Pg 92: The example of earning loot with three surviving Heroes should total seven dice, not five.

Pg 94: Remove the reference to Snake Oil on the table.

Pg 95: At the foot of the Doc’s description, add the following line: “NB. Amputated limbs can never be healed.”

Hired Guns

Pg 99: Change the Free Trapper’s Buffalo Gun option to: “May replace his musket with a Buffalo Gun for +\$20.”

Pg 103: The ‘Cook’ special rule should read: “A Posse with a Cookie may increase its maximum size by 1 model. Note that some Hero and Henchman types will still be limited in number, as described in the Posses section. For example, you may never have more than 2 Deputies in a lawman Posse.”

FREQUENTLY ASKED QUESTIONS

This section answers some of the most oft-asked questions received by Warhammer Historical and appearing on various Internet forums since the release of Legends of the Old West.

Q. As long as the total distance moved to the other side of an obstacle is less than or equal to 6", minus the weapon's move penalty, can you still shoot in the Shootin' phase. For example, if you start the Movin' phase 1" away from a fence, roll a 4 on your Jump test & arrive at the other side but may move no further, then can you still shoot a shotgun because the total distance moved is only 2"?

A. You can still fire as long as you don't exceed the move limitation for the weapon at hand. For example, you can leap a wall, climb a ladder and jump onto a horse and still blaze away with your trusty sixgun, which is quite appropriate I think.

Q. On p.25, it says that to fire a jammed or empty weapon, you must forego a Shootin' phase in order to ready it. Some argued that if a model's movement exceeded the maximum amount allowed to fire (net of the move penalty), then the model didn't 'forego shooting' and cannot reload. I don't see any link in the rules between movement and reloading. You should be able to move 6" and reload or un-jam any weapon (by not shooting or throwing anything) on the same turn. Am I right?

A. You are correct – there is no link between the two phases in this instance. This represents a fighter dashing to a better position because he's out of bullets.

Q. The lasso is listed as a thrown weapon in the book. Is it usable only one time?

A. Lassos 'count as' thrown weapons, but aren't actually thrown weapons. They're multi-use.

Q. Can you reload a shootin' weapon in the same turn you use a lasso?

A. No – throwing the lasso counts as shooting, despite the exceptions.

Q. Lasso – once entangled does the target figure become un-entangled next turn?

A. Yes it does.

Q. What happens when a blast from a sawed-off hits a mounted model? We roll to see if the horse is hit or not just like any other shot, but should we roll for the rider and horse separately?

A. Yes – in the Mounted Fighters section it states that a horse counts as being 'in the way' of the rider, and vice versa. In the sawed-off rules it states: "if the object in the way is another model, friend or foe, then it too is hit."

Q. Can you reload a shootin' weapon even if you're engaged in combat?

A. The intention is that as long as you don't shoot then you reload, regardless of whether or not you're in base contact with an enemy. Basically, it speeds up play. I can see the arguments against this, so feel free to make it a house rule.

Q. If a horse is hit but not wounded when the rider was the target and then fails its Pluck test, it goes towards the nearest cover (as normal) – but does this stop the rider from shooting? Technically it was the horse that bolted for cover so it could be argued that the rider should be able to shoot.

A. The rider can't shoot. Mounted Fighters are treated in the same way as other fighters except where noted – they count as a single model. The law of common sense applies here – if a horse bolts, the rider is holding on for dear life, so he can't turn around and shoot!

Q. If a horse or mule is killed during a game, does the player roll for injury for the beast as with a henchman?

A. Horses and mules are items of equipment, purchased from the equipment list, and should be treated as such. They are not Henchmen, nor do they count as additional models in your Posse. It's the same principle as a throwing weapon – if you use it in a game, you still get it back next time.

Q. Is a trapped character left in contact with his attackers if he loses (but somehow survives)? If so, are all the figures pinned in combat?

A. No – characters must always back away when the fight is resolved. If this is not possible (because the model is trapped), then other models move away slightly to make room. A model never starts a turn in base contact with an enemy. This is made explicit on page 29 under 'trapped fighters'.

Q. Whenever a Hero uses a Fame point to Quickdraw in his opponent's Shootin' phase (the opponent has the drop), is he able to shoot in his own shooting phase? Or is he only allowed to shoot once per turn?

A. He only gets to shoot once – the Quickdraw just allows him to go first regardless of who got the drop.

Q. In a campaign, if a character lost a wound but still had a wound left at the end of a scenario, does he start the next game with all of his wounds intact, or does he start with the number of wounds he had at the end of the last game?

A. Models begin each new game with their full quota of wounds.

Q. What about Fame and Fortune? Are they restored at the beginning of a new game, or are they lost forever once they are spent, like whisky and dynamite?

A. Fame and Fortune points are always restored at the start of the next campaign game.

Q. On Page 49, in the Henchmen Equipment list, it costs \$16 for a Rifle and \$12 for a Repeating Rifle. Is this a typo?

A. No, this is intentional. Some Poses have a more ready supply of certain items than others, and the cost reflects either their rarity or their popularity with the Posse in question.

Q. Is there a restriction listed somewhere on the total number of Heroes, regardless of class, a single Posse can have?

A. Nope, you can have as many Heroes as you like if you keep rolling 'The Kid Done Good'. For example, a Cowboy Posse is allowed to have 1 Trail boss and 2 Greenhorns as Heroes. If one of the Cowpokes gets the Kid Done Good advance, he is now a Hero, but is still a Cowpoke for the purposes of determining the force mix.

Q. When you start your first Posse, does the leader get to use the 8 experience points to buy extra skills or have they already being used?

A. No – the experience represents his better status within the posse. You don't get to roll for advances until he improves further after a game or two.

Q. What happens to a Henchman when he has filled in all the boxes on his experience line? Can he no longer gain advances or do we assume that he needs 6 more experience for the next advance and 7 after that?

A. He stops advancing. Unless he became a Hero earlier in a career, then he's now the best that he can be – that's why he's a Henchman.

Q. In the Stagecoach scenario, can the model riding shotgun dive for cover? If not, what happens to him?

A. He counts as already being in cover, and must lie down. If he later gets into a fight on top of the stage, then the normal penalties for being 'on the ground' apply. In addition, the fighter riding shotgun may never voluntarily lie down on the stagecoach – it can only occur as a result of a failed Dive for Cover test.

Q. When models make way for the stagecoach, can they remain in contact with the coach?

A. No, they have to be parted from it, even if it's less than 1".

Q. Pg 76, Bank Robbery Scenario – Can the second half of the attacking Posse deploy on the edge that the defender nominated as the 'escape edge'? The text can be read quite ambiguously.

A. Yes, the intention is that the rest of the Posse chooses any of the remaining three edges on which to deploy. It depends on your board layout whether or not it's advantageous to deploy on an edge other than the 'escape edge'.

Q. While thumbing through each of the scenarios, I noticed that all but one of them, Bank Robbery, awarded an experience point to a 'fighter' who puts an enemy out of action.

This verbiage I read to mean that Heroes, Henchman, and Hired Guns are all eligible for this type of experience award. However, in the Bank Robbery scenario it specifically states 'Heroes' for this experience award. Is this a typo?

A. It is intentional – it sets a precedent for future supplements when this distinction will be more commonplace.

Q. Why are Mountain Men mentioned in a few places in *Legends of the Old West*? Where are their rules?

A. The rules for Mountain Men Poses are in this very supplement.

Q. Can Heroes use any of the rare equipment, or only the guns and hand weapons listed in their Posse list?

A. Heroes may purchase any item they can find, as described in the Income and Trading section.

Q. Infamy rating: do you include models not able to take part in the game in the Underdog Chart?

A. No – missing models cause the Infamy rating to be adjusted.

Q. Can Hired Guns be mounted if mounts are not listed in their options?

A. No they can't. However, there's nothing to stop them mounting someone else's horse if it's left unattended during a game!

Q. Hired guns – can they use their Fame and Fortune points for calling Heroic Actions like a Hero, although technically they are not?

A. Hired Guns' Fame and Fortune is used in the same way as for everyone else. Hired Guns are only counted as Henchmen for the roster sheet and income parts of the campaign – they can't add to the income in the same way as Heroes, they can't look for Legends, and if a scenario specifically states that only Heroes gain experience for killing enemy models (like in the bank robbery scenario), then Hired Guns don't benefit. However, their stats, advances and skills are used in exactly the same way as normal Hero models.

Q. Since hired guns also gain experience on the Henchmen sheet, are they also limited to four advances (though these would be rolled on the Heroes' table, so no access to Kid Done Good)?

A. Correct – Hired Guns are already pretty powerful. We don't need to go giving them Hero-level experience bars as well...

Acknowledgements

Bibliography

The following books were indispensable while writing this book:

Nofi, Albert A., *The Alamo and the Texas War for Independence*, New York: Da Capo Press, 1994

Milner, O'Connor & Sandweiss (eds), *The Oxford History of the American West*,
London: Oxford University Press, 1994.

Nolan, Frederick, *The Wild West*, London: Arcturus Publishing, 2003

And the following titles from Osprey Publishing:

Elite 102: Santa Anna's Mexican Army 1821-48

Campaign 89: The Alamo 1836: Santa Anna's Texas Campaign

Men-at-Arms 398: The Texan Army 1835-46

Websites

The following sites from the worldwide web also proved very useful:

The Alamo Official Website: <http://www.thealamo.org>

The Houston Institute for Culture: <http://www.houstonculture.org/>

Heart of Texas: <http://hotx.com/hc/>

The Handbook of Texas Online: <http://www.tsha.utexas.edu/handbook/online/index.html>

Lone Star Junction: <http://www.lsjunction.com/>

The History of the Alamo & the Texas Revolution:

<http://www.tamu.edu/ccbn/dewitt/adp/history/hframe.html>

Legends of the Old West community forum: <http://uk.groups.yahoo.com/group/LOTOldWest/>

Miniatures

Many thanks to the following companies, whose miniatures are used throughout this book:

Old Glory USA, Box 20, Calumet, PA 15621, USA – <http://www.oldgloryminiatures.com>

Old Glory UK, Institute House, New Kyo, Stanley. Co. Durham, DH9 7TJ, UK – <http://www.oldgloryuk.com>

Atizan Designs, 5 Springwells, Mardy, Abergavenny, Monmouthshire, NP7 6NW, UK – <http://www.artizandesigns.com>

Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK – <http://www.wargamesfoundry.com>

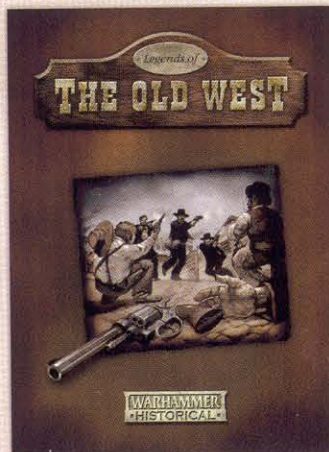
And a special thanks must go to Pictors Studio, hereby dubbed true legends of the Old West for painting nearly two hundred models for us: Pictors Studio, 443 N. Market Street, Ligonier, Pa 15658 – <http://www.pictorsstudio.com>

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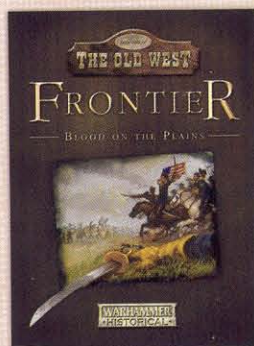
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ISBN 10 - 1844163369

ISBN 13 9-781844-163366



9 781844 163366 >