

***Battles with the Gringos Errata and Clarifications***  
**With Special Thanks to Jim Harkonen and Clinton Ray**  
**5/12/24**

**Introduction.** Some of the entries in this document are more in the nature of suggestions for play rather than true errata/clarifications. All such entries are marked with a “\*\*\*”. We hope they enhance your enjoyment of the game. **Note:** “SR” = *Series Rules*

**Range Effects Chart for Palo Alto, Resaca, and Contreras** (corrections).

- The +2 for Muskets at 2-hex range should be -2.
- Max/Prep for Escopetas should be [1/na]. (*There are no dismounted Mexican cavalry in the game*)
- The Small Arms section should include a fifth entry, “MR” for Mississippi Rifles. Max/Prep is 3/1, with a +1 at 1-hex range, a 0 at 2-hex range, and a -2 at 3-hex range, per the *Gringo!* Range Effects Chart.
- Ignore the [sa] designation for Mexican heavy artillery firing at range 2-3. Per Note “e”, use the Artillery section of the Fire Table.

**Terrain Effects Charts for Palo Alto, Resaca, and Contreras** (corrections).

- Replace Note “a” with: See BB 14.45, third bulleted point.
- Cavalry may not enter Chaparral. Infantry may enter Chaparral but must UDD for possible Step Loss (**exception:** see 9.4 below). Whether or not a Step Loss occurs, the unit rolls a second UDD and Disorders if it fails.
- Cavalry under Advance Orders pays 2 MP for Trail movement through hexes otherwise prohibited. Wagons/Artillery pay 4 MP for Trail movement through hexes otherwise Prohibited. For trail movement through other terrain follow SR 9.44.
- Leaders pay 1 MP for Trail hexes.
- For Trails, Combat effects should all be OTIH.

**Counters**

- \*\*\*The Chrchll artillery unit’s Movement Allowance should be 6 rather than 9. See Note [b] under the Initial Deployments for the USA. (*The new MA was extrapolated from Berg’s Rough & Ready game in S&T 212.*)
- **Skirmishers.** The Mexicans Skirmishers are marked "PA". They may be used in Contreras, but not for the initial deployment. They may also be used in *Gringo!*.
- The **Arista In Tent** counter should be marked “R” rather than “PA”.

**14.41** (clarification). Parent units Collapse when their strength drops below 50% of their total SP, minus any detached skirmishers. **Example:** A 5-SP unit detaches 2 SP as Skirmishers. It collapses when two of its remaining 3 SP are eliminated.

**14.43** (clarifications)

- Skirmishers can stack with the parent even when it is stacked with artillery.
- If a Skirmisher's parent unit is eliminated, the Skirmisher(s) from that unit can reconstitute the parent unit. Two skirmishers from that unit reconstitute it by stacking

together (*exception* to 14.43). Immediately replace the Skirmisher(s) with the parent unit at the SP level of the combined SK (Collapsed if necessary).

- If using the Fatigue rules, Skirmishers share their parent unit's Fatigue level upon formation. Their own Fatigue does not change the parent's level upon absorption.

#### 14.45.

- **5<sup>th</sup> bullet** (clarification). The -2 DRM is cumulative with the Dispersed Target DRM.
- **Addition:** Skirmishers may move through friendly units without penalties.
- **Correction:** Skirmishers may Reaction Move only when enemy units will move adjacent to them (*Note: The rule for Cavalry reaction move changed in the 2019 series rules*).

**14.46** (clarification). Skirmishers may also Retreat Before Shock normally.

**14.48** (clarification). Determine Skirmisher command status at the start of each friendly activation.

#### Clarifications applicable to Palo Alto and Resaca

- **4.0.** Treat subordinate commanders as brigade leaders.
- **4.3 (addition).** The US may assign one battery to each of its brigades. Artillery not so assigned activates as if it were a separate brigade. Mexican artillery may be assigned to either infantry brigade or divided between them for activation purposes. Artillery not so assigned activates as if it were a separate brigade.
- **5.1 (Clarification).** If the Initiative rolls are tied, the Mexicans get 3 AM for the turn.
- Units under Attack Orders and in the Chaparral follow SR 7.22 when changing facing.
- **9.4** The UDDs applicable to movement into Chaparral also apply at the end of Advance or Retreat into Chaparral hexes. Units under Advance Orders and moving along a Trail do not suffer the penalties for entering a Chaparral hex.
- **14.5** The Dragoons activate as if they were a separate brigade. The US Dragoons do not incur the -1 DRM for No Brigadier when shocking.
- **17.0.** Mexican cavalry brigades incur Fatigue according to the series rules. Independent cavalry incurs Fatigue by individual unit.

#### Clarifications applicable to all scenarios

- **5.0.** While AMs activate the entire army, follow SR 5.32 for individual brigades.
- **\*\*\* 17.0.** If players wish to reduce counter clutter, we suggest that Mexican and French cavalry brigades incur Fatigue according to the SR. Independent Cavalry (units lacking a brigadier) incur Fatigue by individual unit. For infantry and independent cavalry, apply SR 13.45 and 17.42 by unit rather than by brigade.

#### Palo Alto.

#### 5.36 (clarifications).

- Skirmishers can be out of command and are thus an exception. Follow BB 14.48.

- While units are never out of command for activation purposes, they can be out of command for Orders purposes (SR 4.23).

### Special Rules for the Palo Alto Battle

**14.7** (addition). Units under Advance Orders may move adjacent to wagons unless the latter are stacked with a non-artillery unit. Movement allowance for Wagons is 4. Wagons adopt the facing of any unit that stacks with them, always stack on bottom, and cannot use Reaction Movement.

### Optional Rules

- **Grass Fire** (change). Apply this rule only if the artillery is firing from a Grass hex or is adjacent to a Grass hex. A Grass Fire can happen only once during a game. (***Note:** Burning shards from powder bags could set the grass on fire, but did not fly very far.*)
- **7.0 Victory**. Neither side has any incentive to engage the other. To avoid endless maneuver, limit the game to ten (10) 45-minute turns, 1200 to 1845. If the US does not win, the Mexicans do. The Mexicans also win if both sides Withdraw simultaneously. (***Historical Note:** The battle began late in the morning and ended late in the afternoon. As the sun set at 7:05 PM that day, there is no need for a Dusk turn, as sufficient daylight remained by 7:30 PM. Taylor's goal was to raise the siege of Fort Texas, which had provisions for only two weeks. Nearly a week had elapsed from the start of the siege to the date of the battle.*)

### Resaca de la Palma.

#### TEC (Clarifications/Corrections)

- Resaca and Lagoon are two different terrain features, but share the same TEC value.
- Apply 10.8's -2 DRM when firing at a unit in a Resaca hex from a non-Resaca hex, instead of the TEC's -1 DRM.
- The TEC omits costs for mixed Resaca/Woods hexes. Those costs are 3 for Infantry, 2 for Skirmishers, and 2 for Leaders.

### Special Rules for the Resaca Battle

#### 4.25 (clarifications)

- Arista may move in the same Commander Movement phase in which he alerts.
- Once Arista alerts, Mexican brigades can change orders during the Division Orders phase (II.C), if within Arista's command range.

**\*\*\* 4.29** (clarification). The Flanking Regiment may attempt to change orders without a brigadier. Treat a DR = 4 as "Retain".

**10.2, 2<sup>nd</sup> bullet (correction)**. Small-arms range may not be traced through a hex occupied by another combat unit, unless the firing unit is on a hex of higher elevation.

#### 10.8 (clarifications & additions)

- In all three bullet points, read “Resaca/Lagoon hex” for “Resaca hex”.
- \*\*\* Wooded Resaca hexes block LOS only between Resaca hexes. Do not apply the Canopy of Trees series rule. (*Historical Note: The trees in the wooded Resaca hexes were probably not tall enough to block, except when both the firing and target units were at the same level*).
- Cavalry cannot shock or charge an enemy unit in a Resaca/Lagoon hex.

\*\*\* 14.6 (addition). Mexican Detachments are never out of command (ignore 14.48).

#### **Initial Historical Deployments/Mexican Army of the North** (corrections).

- The two Ranchero units violate stacking rules. Set up one of them in 6115.
- Note “f” should read, “Use units marked PA or R.”

#### **\*\*\* Initial Variable Deployment Scenario Variant** by Jim Harkonen

1. The US player secretly records one or more of his entry points (hexes 4126, 4408, and 5533), and the units which will enter via each. Infantry entering without a brigadier may follow rule 4.29 (US Flanking Maneuver). The US player receives two “pre-game” activations for all units that enter through hex 4126 (as he's starting about that much further back than in the historical scenario).
2. All Mexican units set up on or south of hex row 5100 and on or east of hex row 6129-5124.
3. The “Mexican Command” rule does not apply to this variant.
4. 4.25 (the Arista rule) remains as is, but Arista must set up at least 12 hexes from the boundaries of the Mexican set-up area (see #2, above).
5. All Mexican units start with advance orders.
6. The turn limit is 10 turns. The Mexicans win if the US doesn't.
7. Withdrawal points are awarded for Skirmishers lost, but not for detachments.

#### **\*\*\* Hidden Mexican Deployment**

- A US unit under Advance Orders with no LOS to a hidden Mexican unit may spot it by moving adjacent to it, but must immediately and without penalty withdraw one hex and cease movement.
- Treat Loose Cannon results for Garland as “Retain” unless his units have spotted at least one Mexican unit. If Garland charges as a result of a Loose Cannon, his units must charge Hidden units if moving adjacent to them.

#### **\*\*\* Mexican Command** (clarifications)

- The Mexican player may assign units on the road 4126-6918 to either De La Vega or Garcia during the Determine Chain of Command phase (II.A)
- If a unit crosses the road 4126-6918, it assumes the orders of its new brigade once starting an activation within command range of the brigadier.

#### **\*\*\* Mexican Losses** (addition).

- Do not roll for any 1-SP unit, including the Detachments.
- **Optional:** Losses cannot exceed 5 SP.

**Mexican Fatigue** (addition). Use a D6. Do not roll for the Detachments.

**\*\*\* Optional. 7.0 Victory.**

- Neither side has any incentive to engage the other. To avoid endless maneuver, limit the game to ten 45-minute turns, 1200 to 1845. If the US does not win, the Mexicans do. This includes the case in which both sides Withdraw simultaneously. (***Historical Note:** Taylor discovered the Mexican position early in the afternoon. The Mexicans were retreating across the Rio Grande by nightfall. As the sun set at 7:06 PM that day, there is no need for a Dusk turn, as sufficient daylight remained by 7:30 PM*)
- Count Mexican at-start losses when calculating Withdrawal Points.

**\*\*\* Clarification for Contreras and Puebla**

**15.0** (Addition). Neither side can build breastworks. Breastwork markers came with the game, but there's no entry for them on the TEC, and the 2019 breastwork rules make it unlikely the Mexicans will be able to use them.

**Contreras**

**\*\*\* Terrain Effects Chart.** Consider the Parapet hexside terrain despite the artwork. Units moving into a hex with a Parapet icon from hexes 2925 and 3025 or from an adjacent hex with a parapet icon do not pay the TEC movement penalty. Fire or shock incurs the negative DRM when it comes from or through hexes from which a unit would pay the +1 to move into the parapet. There is no benefit when both the attacking and defending units are in Parapet hexes.

**Changes to Series Rules**

**5.2, US Efficiency** (addition). Out-of-Command brigadiers and the 15th US roll on the table at the start of each activation to determine their capabilities. The result for 15<sup>th</sup> US applies to both the "a" and "b" units.

**Historical Victory**

- Clarification: Mexican regular cavalry includes the four line units only.
- Addition: If both sides withdraw during the same turn, the Mexicans win.

**What If Victory** (clarifications)

- If both sides withdraw during the same turn, the Mexicans win.
- **Victory** (clarification). Do not count routed infantry and cavalry SP.
- **\*\*\* Optional.** Neither side has any incentive to engage the other. To avoid endless maneuver, limit the game to ten 45-minute turns. If the US does not win, the Mexicans do.

**\*\*\* The Santa Anna Option** (additions)

- No US unit may set up north of the stream running 3901-1012.

- Santa Anna also becomes activated if any US unit fires at any of his cavalry units or Perez's units, or if any US unit moves adjacent to them.
- Santa Anna's Guard and Escort activate as a separate brigade. Santa Anna may change the orders of these units during the Division Orders phase if they are within his command range. They may attempt Recovery from Rout during the Commander Movement Phase, provided Santa Anna does not move.

## Puebla

### Changes to Series Rules

**5.36** (clarification). Brigadiers outside their overall commander's command range at the start of the turn may not change orders during the Division Orders phase.

**10.94.** Use SR 10.69 instead, but the French artillery cannot Resupply.

**14.5** (clarification). Each Chasseurs d'Afrique unit rolls separately to change orders.

### 7.0 Victory.

- **Automatic Victory** (correction). Delete the word, "Mexican", in the last sentence.
- **\*\*\* Withdrawal Victory** (clarification). Do not count routed infantry and cavalry SP.
- **\*\*\* Optional.** Neither side has any incentive to engage the other. To avoid endless maneuver, limit the game to ten (10) 45-minute turns. If the French do not win, the Mexicans do. This includes the case in which both sides Withdraw simultaneously. (*Historical Note: The battle began about 10:15 AM and ended sometime after 4 PM when the French withdrew.*)

### Terrain Effects Chart (corrections)

- The Trench value for Wagons/Artillery should be "P" rather than NA, but see Note "b".
- Note "c" should read, "May not fire at or be fired at by units in lower levels".
- Ignore the reference to 6.93 in Note "d".

### Range Effects Chart

- Muskets at 2-hex range should be 0.
- The weapon designation, "MR", on French units stands for Minie Rifles. Minie Rifles at 2-hex range should be +1. Award them Prepared Fire at ranges 1-2.
- For Escopetas, Max/Prep = [1/na].
- "U.S. Field Artillery" should be "Field Artillery", and the 8-11 column should be labeled "9-11".
- Ignore the parenthetical phrase in the "Max/Prep" note, "(usable only by US units that do not have an 'na' for their weapons)". Mexican units are eligible for Prepared Fire. For Minie Rifles, replace "5/na" in the Max/Prep column with "5/2".