

**GRINGO! AND CHURUBUSCO**  
**Revised Errata, version 2, May 12, 2024**

**With Special Thanks to**  
**Jim Harkonen, Jim Anderson, Clinton Ray, and Gary Scharp**

*Note: "SR" = Series Rules.*

**Part 1. Gringo!**

**The Maps.** Some maps' hex numbers are missing their last digits.

**The Counters**

- Sheet #3 (Monterey) includes 6 Mexican counters without Command color stripes: Ampudia/1, 2, 3 and 4 Ligerio; Perez/Mchcn Act; and Conde/Jlsc Act). These do NOT belong in Monterey. They are units from Buena Vista, and the counters for them (correctly colored) are already there. So, these are extra, unneeded counters.
- The "R" weapon indicator is Revolver. It has a range of 1 hex and a +1 modifier.
- A post-publication design change gave Disordered artillery the same Movement Allowance and Cohesion rating as non-disordered. The counter set includes replacements for the artillery in Buena Vista and Chapultepec, but not for the other scenarios. *Given the changes to the artillery rules that first appeared in the 2019 series rules, using the original counters could be an interesting alternative.*

**Player Aid Card**

- The **Rally** DRM for Mounted Cavalry should be -1, not +1.
- Replace the DRM on the **Brigade Coordination** table with: +/- Division Leader's Coordination Rating.
- [Max/Prep for E \(Escopetta\) on the Range Effects Chart should be \[1/na\]](#)
- **The Small Arms Fire Table** is in error for the "7" row for 4-5, 6-8 and 9-14 SP. The correct values are:  
4-5 SP "d+2" ; 6-8 SP "D" ; 9-14 SP "1d+2"  
We recommend using the Fire Table appearing in *Death Valley* and later games.
- [Defender's Pre-Shock DRMs \(correction\).](#) The DRM for units stacked with Leaders in their chain of command equals the Leaders' stars.
- **Shock Adjustments.** Ignore the +1 DRM for "Down Slope" under "Pro-attacker". Follow the Terrain Effects Charts instead.

**Battle Book**

**Applicable to all Battles**

**8.29**

- [3<sup>rd</sup> bullet.](#) Change "artillery" to "mortar".
- [5<sup>th</sup> bullet \(clarification\).](#) "Controlled" means adjacent to an enemy unit.

- (clarification) The counter depicted in the first illustration is actually that for a 24-pound howitzer, but consider it as the mortar for purposes of the rule.

### 8.37 (additions)

- Sections of the same battery need not stack together, [but may move together](#).
- When stacked, treat artillery as separate batteries for UDDs and Rally rolls. When small-arms fire targets stacked artillery, assign any SP losses randomly.

**10.63** (addition). Stacked sections of the same named battery may combine fire at canister ranges. The generic Mexican batteries (those identified only by battle; example, "CG") may not.

**11.5** (addition), [Lance-armed cavalry \(L\) adds a +1 DRM when Charging](#). This means the Mexican Lancers have a +2 DRM for when Charging, rather than +1.

### 11.84. Square (additions/corrections)

- Units in Square may not use Extended Line; they must leave Square first. However, units in Extended Line may go into Square, the Square being formed in the hex that the actual combat unit is in.
- Units that are charged while in Extended Column may NOT go into Square.
- [The reference to SR 11.54 was correct when the game was published, but the current series rule is 11.53.](#)

### 11.86, 5th bullet.

- As ZOCs are not defined in GBACW, read this rule as prohibiting units in Square from moving adjacent to the enemy.
- Squares which must retreat due to shock or 2nd Disorder automatically and immediately leave square.

**Courage** (addition). Use this rule from Buena Vista for all scenarios featuring brigadiers with a "+" after their profiles.

### [Applicable to El Molino del Rey, Cerro Gordo, and Chapultepec](#)

### 4.3 (addition).

- [Artillery is in command if within the range of any brigadier at the start of the turn. Up to nine guns may be attached to the brigade for that turn. If within the command ranges of two or more brigadiers, the player has his choice of brigades to which to attach the artillery. Attachments may vary from turn to turn.](#)
- [Artillery is also in command if it starts the turn within command range of a division leader or the army leader.](#)
- [Artillery not assigned to a brigade activates as a separate "brigade". If out of command, it must skip one of the army activations.](#)
- [Artillery starting the turn within the command range of a brigadier \*and\* a higher leader may be assigned to either, provided no more than nine guns are assigned to a brigade.](#)

**5.3** (clarification). Treat brigades of both sides as always in command for activation purposes. However, combat units out of command during Phase II.A activate one less time than their brigades.

## **Buena Vista**

**The map** omits a US Recovery Box for routed units. Use an off-map area, instead.

## **TEC**

- Ignore Note “f”. Apply instead SR 10.81/General Terrain Notes, 3<sup>rd</sup> bullet, and the last paragraph of Terrain in the Buena Vista section of the battle book.
- Ignore Note “h”.
- Replace Note “i” with the following: “Artillery may not fire across into adjacent hexes, either up or down.”
- Apply SR 10.26’s second and fourth bullet points and SR 10.81 as if the elevations of hexes adjacent to Steep and Sheer slope hexsides differed by two levels.

## **Battle Book**

**Special Facing Rule** (correction). The firing arc for units in 1632 should be defined as 1035-1532 and 1732-2335.

**Courage** (clarification). Roll for the Leader immediately prior to Shock Step 6b.

## **Movement Into/Out of the MSA**

- (clarification) Mexican units may retreat off map from hexes 1549-1949 (exception to SR 12.44).
- (correction) As units may not otherwise move or retreat off-map (SR 9.13 and 12.44), ignore the clause, “all other units are eliminated if they leave the map through any other hex”.
- (addition) No US unit may enter hexes 1549-1949.

**Fatigue and Disorder.** If using the 2019 or later rules, refer to 17.42 rather than 17.43.

## **Santa Anna's Personal Guard**

- (change) The Hussars may never move more than one hex from Santa Anna. They may Advance or Retreat beyond one hex from Santa Anna.
- (addition) The Hussars may attempt Rally or Recovery from Rout during the Replacement/Recovery Phase (IV.B) of any turn in which Santa Anna has not moved in the immediately preceding Commander Movement Phase (IV.A).

## **Mexican Off-Board Movement** (clarifications)

- The brigade undertaking this movement is treated as in command while off-map.
- Read “an enemy ZOC” in the first option as “a hex adjacent to the enemy”.

**Mexican Small Arms Fire (correction).** The -1 DRM applies to *all* Mexican small arms except the Escopetas.

**Los Zapadores** (addition to second bullet). The Zapadores may change orders during the Division Orders phase (II.C) if within Santa Anna's command range at that time. When activated, the unit may use the Brigade Orders Change Table, treating a Loose Cannon result as "Retain".

### **Minon's Marauding Minions**

- **3<sup>rd</sup> Paragraph (corrections).** There is no "Minon AM". Minon and his cavalry enter with the one Cavalry AM used that turn. No other Cavalry AMs are used. When you That AM brings in Minon and does not activate any other units. Afterwards Minon functions like any other cavalry brigade, activating with the cavalry AMs.
- **Last paragraph (addition).** 2 Illinois can use Division Orders only to switch itself from March Orders to Attack or Advance, and the 6-pounder from March to Advance. It may use Brigade Orders Change when activated, both for itself and the 6-pounder. Treat a roll of 4 as Retain.

### **U.S. Efficiency and Activation System**

- (clarification) In later series rules editions, the Activation Efficiency Determination Phase is II.B, not II.A.
- Ignore Taylor's +1 rating, per the sixth paragraph.
- Independent US artillery activates as a separate "regiment".
- (observation) The Independent markers have information on both sides. Unless covered by some other marker, the Mexican player can easily determine US Efficiency. In addition, as soon as an Independent command skips an activation, the Mexican player will again know what the US Efficiency is. Therefore,
  - Place all 4 Independent AMs in the cup each turn.
  - Ignore the numbering on the Independent AMs.
  - The US player must track how many AMs each Independent command can use, and skip AMs for them as appropriate.

### **Saltillo, 2<sup>nd</sup> paragraph, 2<sup>nd</sup> sentence (replace).**

If he rolls the DR listed on the Turn Track, immediately remove Taylor, Davis, the 1 MS Rifles (both units) and the 2 Dragoon of May's force (but without May) from play.

### **The One-Day Battle/US Deployment (corrections)**

- Hex 1912: the 2 Dragoons set up Mounted.
- Hex 3541: this should read "C, 3 US (a and c)" since b is part of the Saltillo garrison covered under the Minon rules.

### **The Two-Day Battle / Initial Deployment, US Army of Occupation (additions, deletions, & changes)**

- W/i 1 hex of 2936: 2<sup>nd</sup> Illinois (a, b, c), 1<sup>st</sup> Texas Foot, Bissell [e]

- Note [b] should list May's 2<sup>nd</sup> Dragoons, not his 1<sup>st</sup> Dragoons. Also, the Saltillo rules are above, not below.
- Delete Note [c]
- Note [e] should list 2<sup>nd</sup> Illinois-d (from Bissell's regiment) and C, 3 US-b as being with the Saltillo garrison.

**Addition.** 3-star Mexican division leaders move when their divisions activate, rather than during the Commander Movement Phase (IV.A).

## Monterey

### Counters.

- The following should be omitted from the scenario.
  - Celaya and Leon Activos (Uraga; 4 counters)
  - Morelia and San Luis Potosi (Mejia; 4 counters)
  - Ampudia/1, 2, 3, 4 Ligero, Perez/Mchen Act, and Conde/Jlsc Act. All six lack Command stripes
- Staniford's brigade has two "Arty a" units. Use both.
- There is no "LA Volunteers b" for Smith's brigade.

**TEC.** The "Fortification Effect Chart" lacks an entry for destroyed bastions. Use the entry for "Destroyed Citadel Wall" in the "Monterey TEC (Points/Blocks)" chart.

## Battle Book

**5.1** (addition). The US Player automatically has the Initiative for the first Turn in each Assault Period.

**5.2. Mexican Efficiency** (clarification). Artillery not assigned to an infantry brigade, or assigned but out of command, may activate twice using the Artillery AM, no matter where it is on the map.

**7.14** (replace the first paragraph). Units in fortified hexes that have *more* than two protected hexsides face a hexside rather than a vertex. If facing a protected hexside, *all* protected hexsides are treated as frontal, all unprotected as Flank. If facing an unprotected hexside, *all* unprotected hexsides are treated as frontal, all protected as Flank.

**7.15.** Ignore the Play Note.

### US Siege Guns.

- The Siege Gun Table is missing. The H24's of C, 1 US can only fire at the Black Fort from Staging Area #2 or closer (ignore the printed range of the 24's for this purpose). Roll one die. If both strength points are firing, the DRM is +1. If the result is 9 or more, the result is 1 hit on the targeted wall of the Black Fort.

- C, 1 US's Mortar is an anti-personnel weapon and may fire only at units. As part of C, 1 US, it, too, returns to a staging area in the interphase.

**M.27** (correction). Increase each Level by one. Streets, Open Blocks and Plaza Blocks are at Elevation Level 2; Partial City is at Level 3, and Urban City is at Level 4.

**M.3** (correction). The title of this rule should be, "City Movement".

**M.31** (clarification). For block-to-block movement, Block Dividers add nothing to the MP cost.

**M.33** (correction). Replace "Urban City" with "City".

**M.4** (correction). The title of this rule should be, "Facing and Stacking in City Points/Blocks".

**M.51** (correction). The rule should start, "Inside the City", not "Inside the Urban City".

**M.64** (clarification): Disordered units cannot use Prepared Fire.

#### **M.67**

- "Moving along streets" means moving to a point from a point or hex.
- "ZOC" in this context is exerted by an enemy unit in any block adjacent to the moving unit.
- Replace "Full City Hex" with "Urban City Block".
- The +1 DRM for units under Attack Orders should be for units under Advance Orders. Units under Attack orders cannot be ambushed [M.33].
- The +2 DRM for March Orders applies only when using Mexican Hidden Deployment. For purposes of that rule, allow units under March Orders to move adjacent to the enemy.
- (addition) The reference to 12.24 is to a rule intended for the Battle Book but omitted. The Monterey TEC for Points/Blocks defines "Cautious Movement" as paying 2 MP to move to a point, rather than 1. The phasing unit may choose to move Cautiously. If it does, the DRM for Adobe Ambush is zero.

**M.71**, 1st bullet. Ignore the parenthetical phrase, "(including Points bordering a block the unit wishing to shock is in)". M72 covers shocking from a Block.

**M.72** (clarification). Units under Advance Orders may not shock when in the city.

**M.75**. There are 7 Barricade counters, not 10.

#### **Monterey Victory Chart** (clarifications).

- The 25 VP award for "any hex inside the Black Fort" is counted only once, even if both hexes (2116 and 2117) are occupied.
- Replace, "Each Full City Block controlled" with Each Urban City Block Controlled".

- Note "a" (clarification). Despite being the tallest building in town, the Cathedral block is still a Level 4 block for LOS.

## **El Molino**

### **Counters.**

- The Los Pintos unit has NO small-arms (ignore the 'M')
- Sumner's US 2 Dragoon's cohesion rating should be an "8".

**TEC Note d (replace):** Units required to retreat may take a step loss instead. (apply this also to the DRM listed for Fortifications under the “Effect on Small Arms/Grapeshot” and “Effect on Artillery Shot/Shell” columns).

## **Battle Book**

### **14.1 (additions)**

- The Light Battalion and the Storming Party (a and b) constitute one brigade for purposes of activation and Victory.
- The Storming Party and Light Battalion do not suffer the "-1 Attacker has no Brigadier" penalty when Shock Attacking.

### **Special Rules for the Battle**

- **Strongpoint Buildings, second paragraph (correction).** Mexican units, if required to retreat from Casa Mata, El Molino, the Colegio Militar, or fortifications may take a step loss instead.
- **Trench.** For LOS purposes, units in the trench are considered to be at a lower elevation than the elevation of their hex.

### **Mexican Deployment & Reinforcements**

- 1817-1819. The 8-pounder has 2 SP, not 3.
- The cavalry enters via hex 2034, the Hacienda road on the west side, not 3201.
- 1917-1927 (clarification). Ramirez has his choice as to which of these 10 spaces his units deploy in.

## **Cerro Gordo**

**Counters.** 1 Art "a" (Harney), 3 US "a" (Harney) and 3 Vol Artillery "c" are the only counters for these three units. Disregard the "a" and "c" designations.

### **TEC**

- **Note “a” (replace):** Units may ignore Retreats required by Shock and additional Disorder.
- (addition). Treat the town with the same Terrain effects as the village in Molino.

## Battle Book

**Initiative.** The reference to 9.33 is correct for the series rules through the 2014 edition. For the 2019 rules onward the reference would be to 9.32.

**14.0** (addition). Santa Anna's Personal Guard

- The Hussars move when Santa Anna moves and at his rate. They may never be more than one hex from him.
- The Hussars may attempt Rally or Recovery from Rout during the Replacement/Recovery Phase (IV.B) of any turn in which Santa Anna has not moved in the immediately preceding Commander Movement Phase (IV.A).

## Special Rules for the Battle

- **Fortification/Play Note (replace):** Units defending inside fortifications receive a -1 DRM to pre-Shock Cohesion checks and may ignore Retreats required by Shock and additional Disorder.
- **Mexican Activation** (clarifications)
  - When Mexican brigades are taken out of Reserve, they go into Inactive status.
  - **4th paragraph.** The Mexican Player may use one AM per turn to activate any one brigade whose leader is within Santa Anna's command range. If he does, no other brigade's units may activate during that AM, except Artillery, which may only fire.

**Initial US Deployment** (clarification). Treat K, 1 US as one unit for purposes of set-up.

**US Reinforcements** may enter through 4637-40, rather than 4836-4838. Any units entering via 4637-4640 expend 3 MP for the first hex of entry.

## Chapultepec

**Counters.** Use the Leon leader from the El Molino mix as the brigade leader for the three Mexican units with an orange color command bar and designated, "Len/Brvo".

## TEC

- **Note c (replace):** Units may ignore Retreats required by Shock and additional Disorder.
- (correction). The Artillery table's 1st DRM applies to the firing unit (not the target).

**6.12** (addition). US brigade leaders out of command at the start of a turn may not change orders during the Division Orders phase (II.B).

**Special Rules for the Battle/ Fortification/Play Note #1 (replace):** Units defending inside fortifications or the Colegio Building receive a -1 DRM to pre-Shock Cohesion checks and may ignore Retreats required by Shock and additional Disorder.



## Part 2. *Churubusco*

**Introduction.** Some of the entries in this section 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.

### The Map

- The top of the map is the north edge.
- Hexes 3705 and 3807 are playable and considered Clear; i.e., units in these hexes are not behind the Convent wall.

\*\*\***4.0** (optional addition). Scott's role is limited to the assistance his four stars can lend to Rally and UDDs. However, an expert GBACW player commented thusly: *Scott was not on the field of battle at Churubusco*. His counter may be omitted from the game.

**5.36** (clarification). Only individual units out of command range of their brigadier at the start of the turn lose 1 AM. As Mexican cavalry activate only once, the only effect of being out of command is that they do not change orders if their brigade does.

**7.21.** Use the current series rule.

**10.61** (clarification). Mexican artillery may change facing one vertex before firing.

**11.0** (addition), Lance-armed cavalry (L) adds a +1 DRM when Charging. This means the Mexican Lancers have a +2 DRM for when Charging, rather than +1.

### Special Rules for the Battle

#### Terrain (clarifications and additions)

\*\*\***Fields.** Treat all hexes containing the Field graphic as Field, even if the graphic does not completely fill the hex. **Exception:** Ignore all partial Field graphics in Road hexes.

**Clear** hexes' movement cost is the same as that for Road hexes.

\*\*\***Defensive Walls.** While the Defensive Walls are hex terrain as opposed to hexside terrain, consider them located just inside and paralleling the nearest hexsides.

- Stacked units in Wall hexes must all be either atop the Wall or “Not on Wall”.
- Mexican units atop a Wall may partially face a hex not adjacent to the Wall. US units atop a Wall may face as desired.
- The combat effects of a Wall hex apply to Fire/Shock from a hex outside the Wall.  
**Example:** *an American unit atop the wall in 3704, attacked by a Mexican unit in 3605, 3705 or 3805, does not receive the benefits listed on the TEC.*

- Shock from a hex outside the wall versus a target “Not on Wall” incurs the -2 DRM; however, the defender does not benefit from the -1 DRM for its pre-shock cohesion check and incurs a -2 DRM for Pre-Shock Fire.
- Advance after Combat into a Defensive Wall hex places the advancing unit “atop the wall”.
- Fire from a hex outside the wall cannot target a unit “Not on Wall” and vice versa.  
*Exception:* pre-shock fire (see above).
- The MP cost listed on the TEC for Defensive Wall applies to units moving *atop* the wall from a non-wall hex, without "crossing" the wall, and vice versa.
- The TEC omits other MP costs involving the Walls. Those costs are as follows:
  - From a hex "outside" the Wall to Atop the Wall and vice versa: Infantry, 4d ; Cavalry & Artillery, NA ; Leaders, 3.
  - From “Not on Wall” to atop the Wall in the same hex (and vice versa): Infantry, 1 ; Cavalry and Artillery, NA ; Leaders, 1.
  - From Atop one Wall hex to Atop an adjacent Wall hex: Infantry 1, Cavalry and Artillery NA, Leaders 1. Add the cost of any hexside terrain.
  - From "Not on Wall" to an adjacent hex (and vice versa) without crossing a Wall: 1 plus any hexside cost.

#### **The Convent and Church** (clarifications)

- The one unit allowed on the Convent roof can be placed in hex 3706 or 3806.
- The Convent Wall does not block LOS to the Convent Roof (note: period paintings indicate why).

**Efficiency/Activation Markers** (clarification). Mexican Activations follow the Sequence of Play, III.C, omitting III.C.2.

**Small-Arms Fire, 8.45** (addition). Many Mexican regiments include a, b, and c units. Apply this rule to them, as well. For all three units of such a regiment to combine fire, their target must be two hexes away (see the diagram in SR 8.44 for an extended 3-hex unit). Additionally, they must not have moved (see SR 10.13).

**On-Map artillery** (clarification). Mexican artillery activates with the brigade with which it shares the same formation color bar.

#### **US Off-Map Artillery**

- (correction). Use hexes 3402 and 3411.
- (addition). Off-map artillery is always in command.
- (clarification). Off-map artillery may move onto the map anytime its brigade activates. Artillery belonging to the division entering on at 4501-4601 may not fire until Turn 4.

#### **Initial Mexican Deployment.**

- (Correction) Any 4 units from Perez's brigade set up in any hex north of and adjacent to the Churubusco River from 4413, east (not 4312, which is south of the river).

- \*\*\* (Addition) Treat the Tulancingo Curaissiers and the Light Mtd. Vera Cruz Regiment as a separate brigade under either Santa Anna or Torrejon for purposes of assigning Orders.
- \*\*\* (addition) The Hussars may attempt Rally or Recovery from Rout during the Replacement/Recovery Phase (IV.B) of any turn in which Santa Anna has not moved in the immediately preceding Commander Movement Phase (IV.A).

#### **TEC.**

- The River crossing cost for Leaders should be +3.
- \*\*\* See "Defensive Walls" (above) for addenda to the TEC's entry for this terrain feature.
- \*\*\* The "Change Facing" entry applies only to units under Attack Orders and changing facing in Fields.

#### **Churubusco Artillery Firing Table** (changes)

- The table on the map includes a -1 DRM for artillery that moved. Ignore this, per 10.61.
- \*\*\* To the DRM listed on the Table, add the -2 for Ammo Depletion [SR 10.69].

**Churubusco Small-Arms table** (clarification). Note "x" refers to 10.52 in the Churubusco rules. The limit on the Bakers' prepared fire range is an exception to this rule, as explained in Note "x" that appears on the Small-Arms table on the map.