

Dequello at Dawn

1824

Col. James Bowie



Lt. Col. Travis



The Battle of the Alamo, March 6, 1836

Player's Handbook

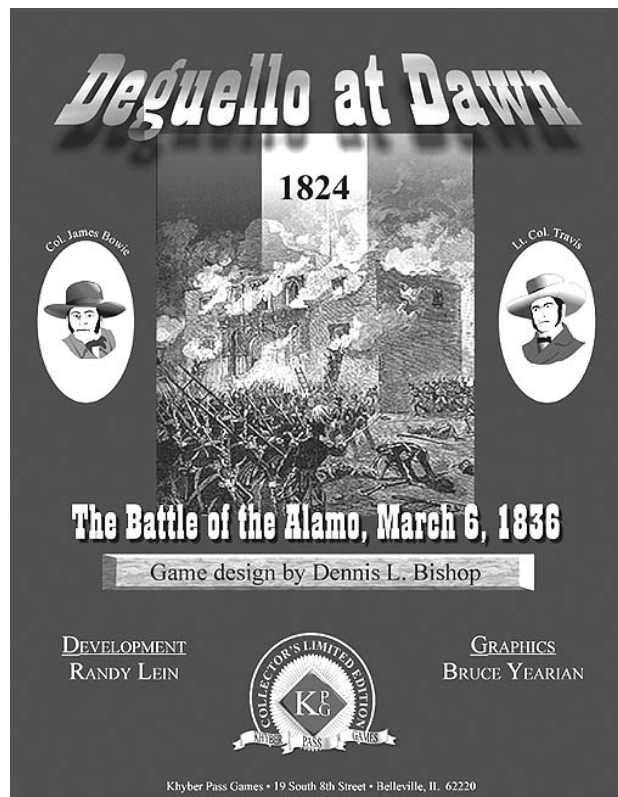
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INTRODUCTION: This Playbook was written subsequent to the initial release of Deguello at Dawn and is intended to be used to assist players in understanding the play of the game and includes the following parts:

1. Rules Addendum & Clarifications
2. Game Errata
3. Optional Rules
4. Roof Area Map
5. Extended Example of Play

We hope that the inclusion of this Playbook in the game will help you understand the mechanics of the game more quickly and enhance your enjoyment in reliving one of the epic battles in American History.

PART 1: RULES ADDENDUM & CLARIFICATIONS:

The following rules are an addendum to the original set of rules and supersede those rules in all cases where the two rules conflict. The addendum rules are grouped first by the Section where they can be found in the Original Rules Book, followed by the sub-section rule number.

SECTION 4.0 – SEQUENCE OF PLAY

Rule 4.1

While officers can activate units from their command in areas adjacent to them, the following areas are not considered adjacent:

1. Areas that touch only at the diagonal corners.
2. Areas between which movement is prohibited, to include rooms with no adjoining door.

Rule 4.11

Mexican units that are activated due to being in an adjacent area but which have no officer in the area with them may only engage in Fire Combat (see 5.1). A column which has lost all of it's Officers in considered to be stalled. It can be started again by releasing the Mexican staff officers. A Mexican staff officer may activate all Mexican units, (except cannon crews) even if from different commands, within or adjacent to the area that he occupies. Mexican staff officers can activate other, adjacent staff officers. Only Mexican artillery officers may activate Mexican cannon crews to load or fire cannons.

Note: Mexican Staff Officers are listed in Section 18 - Mexican Set Up, under Reserva Columna and are subject to the release restrictions as noted there.

Rule 4.12

While Lt. Colonel Travis and Captain Baugh can activate almost any command, it should be noted that **only** Artillery Officers may activate cannon crews for the purpose of **loading** a cannon. (Lt. Colonel Travis and Captain Baugh were cavalry officers, not artillery officers.)

Rule 4.13

Artillery Commands are those areas with cannons located in identified batteries, Bateria Cos, Bateria Condele, Bateria Teran, Bateria No. 1, as well as the Fortin Carronade. They are considered to be independent of each other and must be activated individually to load and fire cannons.



For the Texain player, **only** the Officers that begin the game in an Artillery Command area are considered to be Artillery Officers and they are identifiable as being all White with 2 stars in the background. Artillery Officers may activate **any** cannon crew even if they did not begin the game stacked with them.

The Battle of the Alamo, March 6, 1836

Rule 4.2



Crews are considered to be “units” and can engage in Fire and Melee Combat as well as load and fire cannons. Add the following to the list of activities that a unit may perform while activated but note that this action is different from the others on the list in that it only applies to “crews” and it is the **only** action allowed by a crew during that AP.

f. Loading a Cannon

Rule 4.2a

Fire Combat: A unit that engages the enemy with musketry Fire **or** fires a single cannon is considered to have “Fired” for that AP. A unit can not do both.

SECTION 5.0 – OFFICERS

Rule 5.2

Once a Mexican unit moves out of an area with an Officer into an area without an Officer it may continue moving during the current AP but can not engage in any other activity that requires the presence of an Officer. For example, if a Mexican unit moves into an area without an Officer it may continue moving if it has remaining MPs or it may engage the enemy with Fire Combat but it is prohibited from engaging any units in Melee Combat or performing any “special action”.

Rule 5.3

When a “hit” is secured on a unit and an Officer is located in the same area as that unit, there is the possibility of the Officer being killed. One die (1D6) is rolled for each “hit”, not Officer located in the area, and a roll of 6 eliminates one Officer of the owning players choice. If **all** of the combat units in an area are eliminated, either by Fire or Melee Combat, **all** officers in that area are also eliminated. If there is an Officer, or multiple Officers, in an area without combat units they may be fired upon and a single “hit” will eliminate only one Officer.

Rule 5.4

Upon agreement between both players this rule can be used as an optional rule.

SECTION 6.0 - NIGHT/DAY ACTIVATION PHASES

The first **10 AP Rounds** of a game automatically consists of a Mexican *Night Activation Phase* (NAP) followed by a Texian NAP. A die roll must be made on all subsequent Mexican Activation Phases following the **10th** Mexican/Texian NAPs until a *Day Activation Phase* result is achieved.

Rule 6.1

Beginning with the **eleventh** Mexican AP, the Mexican player rolls two six-sided dice (2d6), to determine if the current round will be a Night Activation Phase (NAP) or a *Day Activation Phase* (AP).

SECTION 7.0 - MOVEMENT

Activated units in an area with an Officer can move from one area to another up to the limit of their Movement Points. Movement is *never* automatic into an adjacent area, a unit must have the necessary Movement Points to enter the area.

Rule 7.12

Mexican Company sized units can not enter the Alamo and therefore must break down into fleches in order to do so. They may only break down into fleches after they are moved adjacent to an exterior wall in preparation of breaching the wall and may not break down before that time.

Rule 7.2

As a unit moves from area to area it pays a certain cost for entering each area. Most areas cost one movement point to enter with the exception of the following which cost two movement points:

- **Aquia-** Only the Aquia areas outside the Alamo walls, disregard the Aquia areas inside the Alamo.
- **Rubble**
- **Ruins**
- **Trench**
- **Marsh-** In addition to the 2 MP it costs to enter the Marsh, it also cost 2 MP to leave the Marsh.
- **La Vilita-** The buildings outside of the Alamo are part of La Vilita and were partially destroyed by the Texans.

Note: The tree and brush terrain features are purely esthetic and have no effect on Movement, Fire Combat or Melee Combat.

Rule 7.4

In order for a unit to move from inside a building to the roof it must first exit the building. Units may move to the roof of a building (Level 2) from a Level 1 area by expending 2 MPs. Units can also move from a Level 2 Roof to a Level 3 Roof by expending 2 MPs. See Roof Area Map in this handbook.

Rule 7.41

Understanding how buildings work:

Level 1 Buildings are depicted on the map. Each divider represents a wall and denotes a separate area or "room" as it were. Units may only enter these areas through doors depicted on the map. Units may only conduct Fire Combat and Melee Combat, out of and into these areas, through doors once they are breached.

Level 2 Buildings:

The roofs of all buildings, except the el Cuartel, are considered to be Level 2 and are depicted on the "Roof Area Map" included in this playbook. These areas are larger than Level 1 (room) areas as they represent the ability of combat units to move more easily over the roofs of the buildings. With certain exceptions and restrictions treat movement of units from one roof area to another in the same manner as normal movement at a cost of 1 MP per roof area. See the "Roof Area Map" for information regarding movement costs and prohibited movement to certain roof areas.

Other Building Features:

The Chapel and Bateria Cos cannot be scaled by the Mexican units using ladders. These areas may not be entered from any Level 2 (roof) building, they must be entered through one of the Level 1 doors. See Roof Area Map in this handbook.

Note. The Chapel walls were too high for the Mexican ladders to reach the top, and too high to be reached from roofs attached to the Bateria Cos and the Chapel areas.

Convent Compound:

There are 7 areas that make up the Convent Compound (see Roof Area Map). The Parapets on the inside of the walls of the Convent Yard and the unnamed yard to the North are considered Level 2 areas that are separate from the yards themselves. Once a unit has moved off of the parapet to either of the two yards, those units are considered to be on Level 1. The outhouses, in the unnamed enclosure north of the Convent Yard, blocks LOS from units on Level 1 which are positioned so that they must fire through the row of outhouses. The dividing wall between the two open yards blocks movement and LOS for units on Level 1.

Rules 7.41

The el Cuartel Level 2 (2nd floor) **cannot** be moved into like other buildings in the Alamo from Level 1. It can **only** be moved into using the staircase in the Convent yard, at a cost of 2 MPs, 1 MP to move up the stairs and 1 MP to enter the 2nd floor room area. Units occupying the 2nd floor of the el Cuartel may move **directly** to and from the roof of the el Cuartel, without exiting the building, by expending 2 MP.

Rule 7.42

There are only **two** building areas that do not have a 2nd Level roof area, these are the Chapel and Bateria Cos. See "Roof Area Map" in this playbook.

SECTION 9.0 – FACING

Rule 9.1 A unit cannot change facing during the other player's AP. Facing changes are part of movement and do not expend any Movement Points. However, even if a unit **only** changes facing without expending any MPs, and then decides to engage in Fire Combat, or any other activity, it is marked as "Moved" for that AP and may not Move again.

SECTION 10.0 – FIRE COMBAT

Rule 10.2 If a unit conducts **Fire Combat** into the side or rear of an enemy unit, there are no DRM modifications for a flank or rear attack, (outside the Facing V).

Note: With the lack of real formations, it doesn't matter what direction a unit is fired upon. It would take the same casualties receiving fire from its front, flank, or rear.

Rule 10.3

Fire Combat DRMs

Firing across Exterior Wall from outside Alamo	-5
Firing into 2 nd level area of the Fortin Carronade	-5
Firing into an area through a Door or 2 nd floor window of el Cuartel	-4
Firer Exposed	-3
Firing into Trench* or Aquia* area	-3
Firing into La Vilita area	-3
Through the Bastion from outside of the Alamo	-2
Firing into Marsh* area	-2
Firing into Rubble or Ruin area	-2
Firing through Palisade or Redoubt fortification	-2
For each area over 2 a unit (not cannon) fires though	-1
Firing into a clear area	0
Firing at units on any Roof or 2 nd level section of a Bateria from inside the Alamo	0
Firing at Mexican Company sized unit	+1
Firing at a unit on the exterior staircase	+1

***Important** - Only those units that are actually covering these terrain features will benefit from the defensive DRM. Other units in the same area are considered to be in Clear terrain.

The Battle of the Alamo, March 6, 1836

Example 1



Example 1 renders the following DRMs for Fire Combat:

Firing

Unit	Target	DRM	Explanation
A	T1	0	fire not traced through Redoubt
A	T2	-3	fire traced into Trench
A	T3	-1	fire traced through 3 areas
B	T1	-2	fire traced through Redoubt
B	T2	-3	fire traced into Trench
B	T3	0	fire into Clear area

SECTION 11.0 – CANNONS

Rule 11.1

Texian Units: Any activated Texian combat unit may fire a cannon, but they must be stacked with the cannon counter to do so.

Mexican Units: The Mexican player may capture and use Texian cannons. Only Mexican Cannon Crews may fire or load a cannon and they must be stacked with the cannon counter and a Mexican Artillery Officer must be present in the same area to do so.

Rule 11.2

In order to reload a cannon, an Artillery Officer and Cannon Crew must be present in the same area for both the Texian and Mexican players. Only one Artillery Officer needs to be in an area, but each cannon being reloaded must have a cannon crew stacked with it.

Rule 11.3

No cannon may be both fired and reloaded in the same AP.

Rule 11.5

Firing a cannon at a “room” area of a building will not effect the units inside, but securing a hit will breach the door and thus Fire Combat and or Melee Combat can be conducted through this breach.

Rule 11.6

If a hit is secured on a “room” area of the building, it is not considered to be destroyed, so the roof remains intact and the building walls remain erect, there is simply a hole where the door used to be and a rubble counter is placed in that room area.

Rule 11.8

It costs 2 MP to move a cannon into **any** adjacent area. Cannons may **not** be moved into a roof area, inside a trench, nor inside any building area except through the arched doorways into the Chapel and the Main Gate.

SECTION 12.0 – BREACHING WALLS

Rule 12.4

If a Mexican flecha unit is successful in placing the ladder it must climb the ladder and Melee **all Texain** units adjacent to the ladder counter. If a ladder counter is adjacent to two Texian units then the Mexican unit must engage both units in Melee Combat applying the Multi-unit DRM to the Texian roll. If a Texian unit is adjacent to two ladder counters both Mexiacn flecha units can, but are not required to, scale their ladders simultaneously and engage that unit in Melee Combat applying the Multi-Unit DRM. If successful in eliminating the Texian unit(s) in Melee combat the Mexican flecha unit(s) is placed in the area occupied by the defending Texian unit, adjacent to the ladder counter, but it may move no further that AP. If the Melee Combat results in a tie both units remain in place until their next activation phase. In this case no other flecha may position itself at the base of a ladder awaiting it’s turn to scale the wall.

Rule 12.41

A Mexican flecha unit must begin the AP at the base of the ladder in order to scale it during that AP. It can not move, even within the area, before scaling the “emplaced” ladder.

Rule 12.5

Designer Note: The field-constructed ladders evidently were not too sturdy. It appears from witnesses, that ladders that were knocked down were crushed under the milling of the near panicked Mexican soldiers at the base of the wall. Regardless, once something hit the ground, Cor. Duque, or a ladder, it was trampled, and in the case of the ladders, destroyed.

Rule 12.6

The Axe & Bar counters stay with the flecha after they break down doors so that they may be used again.

All doors (and archways) are considered barred and must be broken down regardless of whether there is a Texian combat unit adjacent or not.

SECTION 13.0 – LINE OF SIGHT

LOS is traced in a straight line from unit center to unit center.

Rule 13.2

Level 3: Units in a Level 3 area, (the only Level 3 area is the roof of the el Cuartel) **do** have their LOS blocked by **intervening** Level 2 building areas between the firing unit and the target unit.

Level 2: The second floor of the el Cuartel only has windows on the South and West sides. Fire Combat may be only be directed out of, or in to this area from those directions.

Level 1:

- Units in Level 1 areas can Fire over units “inside” a Trench or Aquia, (actually placed on the terrain feature not just in the area).
- LOS is blocked by the “low wall” unless either the target unit or the sighting unit is adjacent to the low wall.

Rule 13.4

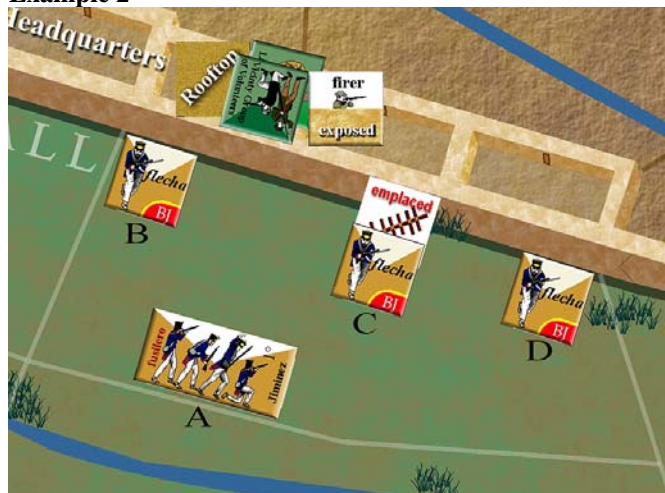
Firer Exposed: Any Non-Artillery unit may fire from a Level 2 area at units on Level 1 and adjacent to an **exterior wall** by “exposing” itself. When this is done, the unit firing at a Mexican unit is marked with a “Firer Exposed” counter. However, other units located in the same Level 1 area, but not adjacent to the wall, may be fired upon without becoming “firer exposed. A unit with a “Firer Exposed” counter on it has a -3 DRM on the Firing Table for Mexican units firing at it. Any Texian unit with a “Firer Exposed” counter on it is unaffected by the counter during Melee. The unit maintains its Melee DRM as if it was not exposed.

The “Firer Exposed” counter remains on the Texian unit until the unit is activated again. Then it is removed and the Texian unit is free to take any other action. The Mexican units on Level 1 adjacent to the wall dividing them from the Texian units cannot fire back. However, other Mexican units in the same area, but not adjacent to the wall may fire at Texian units in the Level 2 area adjacent to the wall like any other units with LOS and Range restrictions.

Note. The “Firer Exposed” counter represents the Texans reaching over the wall and firing down into the Mexicans beneath them. It wasn't aimed fire, but with the Mexicans crammed next to the wall in a small space, any shot was likely to hit someone. However, to do this the Texans exposed themselves to the gunfire of the Mexican soldiers

who were providing “overwatch fire” or who had not yet reached the wall.

Example 2



In example 2, the Texian unit can engage unit “A” without becoming “Firer Exposed” and unit “A” can Fire at the Texian unit with a -5 DRM. In order for the Texian unit to Fire at any of the fleches against the wall it would have to become “Firer Exposed”. It could then Fire at fleche “A or B”, (as they are within the units facing arrow), without the fleches being able to return Fire. If the Texian unit does become “Firer Exposed” then unit “A” could Fire with a DRM of -3 instead of the normal -5.

SECTION 14.0 - MELEE COMBAT

Rule 14.1

An Officer cannot be substituted for a loss to a combat unit during Melee Combat. If all units are eliminated in Melee Combat in an area with an Officer the counter is flipped to its casualty side.

Rule 14.2

An enemy unit may be attacked using Melee Combat any number of times during a single AP by eligible units in the same or adjacent areas, but may only be attacked once by any given enemy unit.

Rule 14.6

Melee combat is not allowed between units that occupy different levels.

The Battle of the Alamo, March 6, 1836

Example 3



Melee in Open:

As per rule 14.6a, fleche “A” on the roof must move into the roof area occupied by Texian unit “B” in order to engage in Melee Combat. Once there, fleche “A” will be attacking unit “B” outside it’s facing arrow and will receive a +2 DRM. Fleches “C & D” can not move into the area with the three Texian units so they are allowed to Melee across the area line.

Melee inside Buildings:

Fleche “E” has successfully breached the door and can now Melee Texian unit “F” with a -3 DRM. If Texian unit “F” had been positioned away from the door further inside the room, then fleche “E” would have had to enter the room to Melee them and there would be no DRM.

Rule 14.7

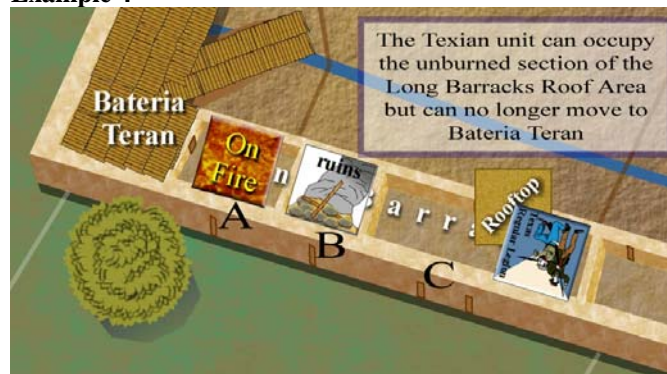
In the case of a tie during Melee Combat all units remain locked in combat until one or the other players units is activated. Once the units are activated, the phasing player can then decide to either continue or break off the Melee Combat. If the phasing player breaks off the Melee Combat and his units are in the same area as the defending units he must move out that area. If his units are adjacent to the defending units but in a different area he simply moves away from those units. As the active units move away, the enemy units that were engaged in the Melee have one opportunity to engage them in Fire Combat.

SECTION 16.0 – ARSON BUILDINGS

Rule 16.3

When arsoning a building it is the level 1 building area, or “room” that is set ablaze. Once a building area has been arsoned the roof area for that “room” **only** is considered either currently “On Fire” or “Ruins”, destroyed by fire. A Fire that spreads does so by “room” areas not roof areas. Units can not move into a specific “section” of the Roof Area if it is marked with a Fire or Ruins marker although they could occupy the unburned section.

Example 4



The Fire in example 4 was set in room “B” and spread to room “A” where it will burn out or possibly spread to Bateria Teran. The “Roof” area of the Long Barracks is now only covering room “C” and movement is prohibited into or across the roof areas of rooms “A & B”. Once an “On Fire” marker is flipped to it’s “Ruins” side that area may again be occupied on level 1.

SECTION 19.0 - TEXIAN SET-UP

All Texian cannons are considered to be loaded, and all Texian units are placed face up (non-casualty side). The exception is possibly the Bowie counter (See Rule 15.5).

PART 2: GAME ERRATA

19.0 Texian Set-Up:

- Bateria No. 1 should contain one 18 pound cannon, not one 8 pound cannon.
- The 3 cannon set up in the “Bastion” are set up **without** crews.
- The 6 combat units of the 1st/2nd New Orleans Greys set up anywhere in the Convent Compound (see Roof Area Map)

Player's Handbook

Deguello At Dawn:

- The 2 x 4pdr cannon that are set up in the Convent Compound are set up **on** the Parapets in the corners.

PART 3: OPTIONAL RULES

These rules have been included as some players felt they enhanced the play of the game. While these rules may make the game more “realistic” in some players eyes, they have not been playtested and may affect the balance of the game.

Rule 4.12

Texian units may also be activated by “areas”. In this case every Texian unit in **one area only**, not including adjacent areas, is activated as long as that unit’s Officer is also present in that area. In this way an entire roof area of a wall may be activated against advancing Mexican units.

Rule 5.3

On an Officer Casualty Roll of 6 the Officer is considered to have been wounded. A wounded Officer must immediately roll another die (1D6) to see if the wounds are fatal. On a roll of “6” the Officer is flipped to it’s casualty side, any other roll has no effect and the Officer is marked as “wounded”. A wounded Officer must check for fatality each time it is activated and a roll of “6” will eliminate him. If there are multiple Officers in an area that receives a hit the owning player chooses which Officer makes the Casualty Check roll.

Rule 7.2

Aquia, Marsh, and Trenches are treated as sub areas within an area. Units pay the 1 MP to enter the clear portion of an area containing one of these features and then must pay an additional 2 MPs to be placed in the specific Aquia, Marsh, or Trench area to receive the DRM benefit.

Rule 7.21

Mexican units can move into an area that contains an Abatis symbol at a cost of 2 MPs. While those units may enter the area, they are **prohibited** from breaching any walls with an Abatis symbol anywhere in the area.

Rule 10.3

- The defensive DRM does not apply for Trenches, or Aquias if the firing unit is above the Trench or Aquia, and firing along it’s length.
- Mexican units can not Fire at Texian units across an exterior wall from outside the Alamo until the Texian unit uses Fire Combat. After the initial use of Fire Combat by **each individual** Texian unit, the normal -5 DRM applies. Note: The Texian units are assumed to be fully concealed and holding their fire until they feel the time is right to engage the Mexican units. Additionally, players may want to use “hidden” placement of the Texian units on the wall until those units Fire.



Unit “A” firing at “T2” would not apply the -3 DRM for trenches because he is above and firing down the length.

Rule 12.5

If a Company sized unit sustains a “hit” from Texian Cannon fire the ladder is lost on a roll of “5 or 6” and only on a “6” if the hit is from Texian Infantry fire.

Rule 12.6

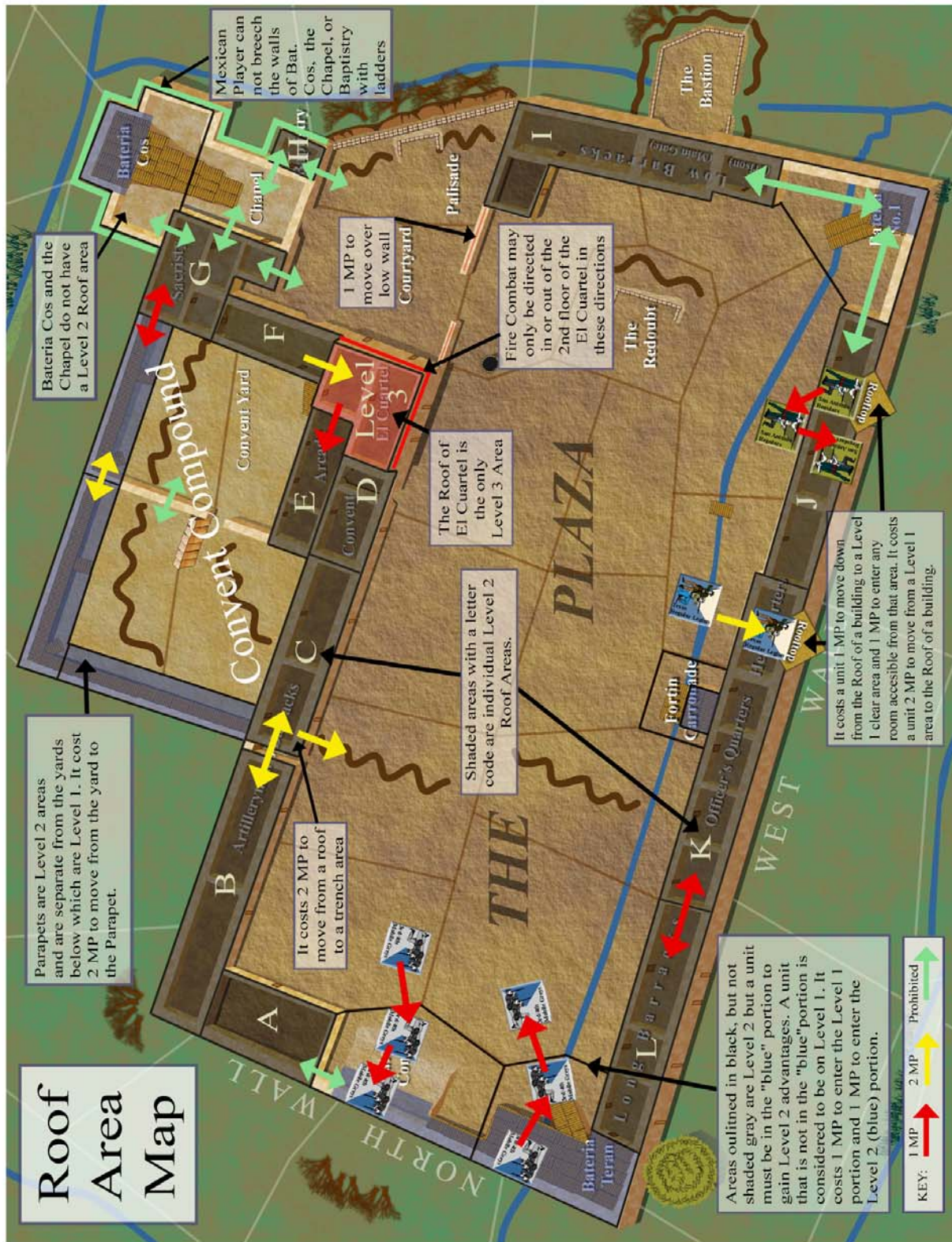
Treat the arched doorways of the Chapel and the Main Gate as “reinforced” and thus breached on a roll of “5 or 6” with an Axe/Crowbar counter, or with 2 MPs expended from a Zapadore unit, or with a “hit” scored by a cannon.

Rule 13.7 Ranged Fire Rule -

Players may use the following table to differentiate the different types of firearms used in the battle. The range is in clear areas during an AP. These ranges may be modified by LOS and NAP restrictions.

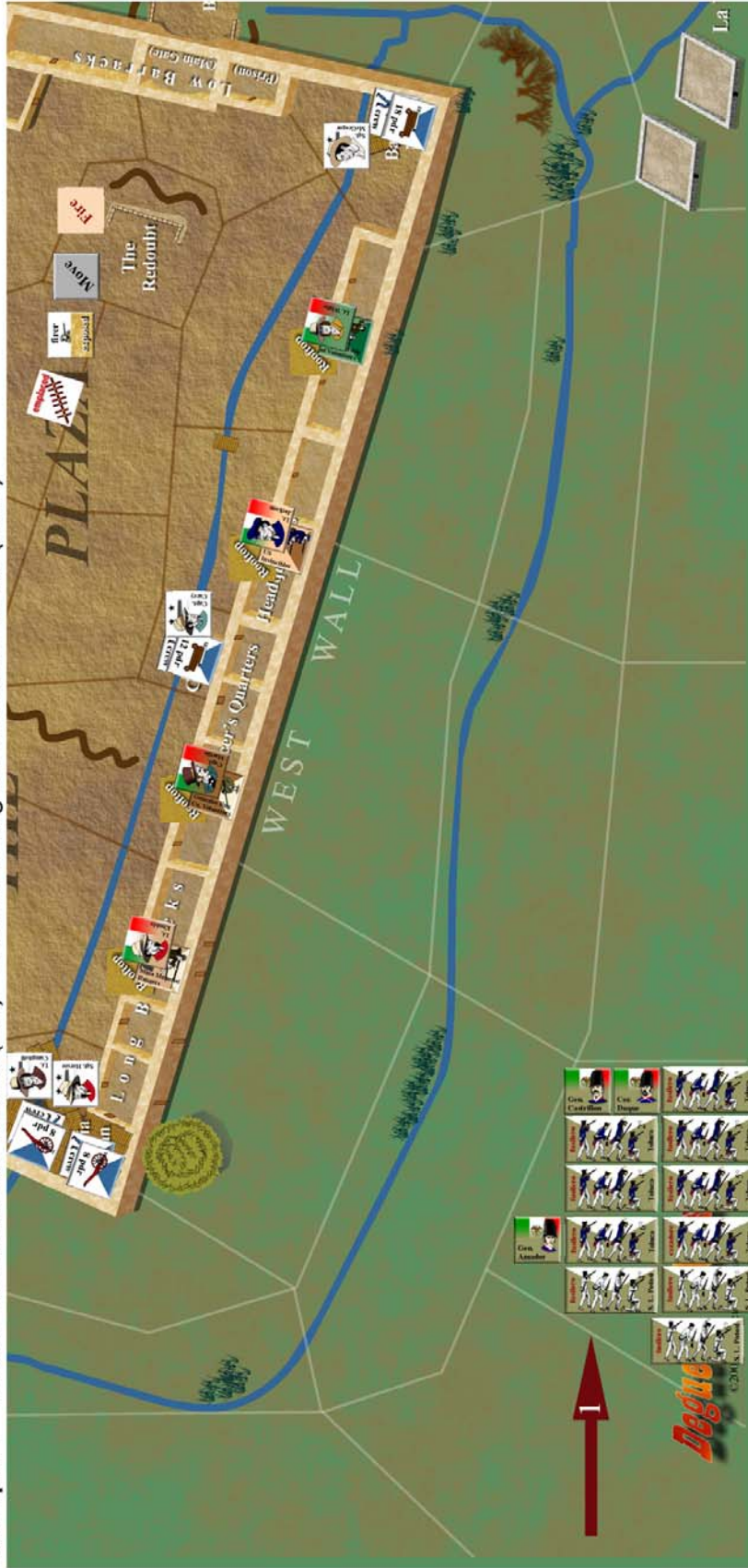
Unit	Weapon	Range
Harrison’s	“Poor Boy” Rifle	Unlimited
US Invincibles	“Poor Boy” Rifle	Unlimited
Vicinity Vols.	“Squirrel Rifle”	Unlimited
Patton	“Squirrel Rifle”	Unlimited
Tex. Field & Staff	1815 Flintlock Rifle	Unlimited
Mex. Cazadore	Baker Rifle	Unlimited
Tejanos	Brown Bess Musket	Four areas
Mexican Fusilero	Brown Bess Musket	Four areas
Mex. Granadero	Brown Bess Musket	Four areas
Mex. Zapadore	Brown Bess Musket	Four areas
Tex. Cannon Crew	Brown Bess Musket	Four areas
Patients	Brown Bess Musket	Four areas
New Orleans Greys	1816 Flintlock Musket	Four areas
Mobile Greys	1816 Flintlock Musket	Four areas
Gonzales Rangers	Shotgun	One area
Mina Rangers	Shotgun	One area
Reg. Tex. Legion	Shotgun	One area
Slave/Pow	Shotgun	One area

The Battle of the Alamo, March 6, 1836



Extended Example of Play: The following is included to help illustrate the basic concepts of Activation, Movement, Fire Combat, and Melee Combat. Other more specialized actions such as Breaching the Exterior Wall, Officer Casualties, and Ladder Loss Checks are also included. Each Example shows the units in their final position for that Activation Round (AR). As you read through each AR please refer back to the prior AR example to determine the position of the units at the beginning of the current AR.

Example 1 - End of 1st Activation Round (AR) - Automatic Night Activation Phase (NAP)

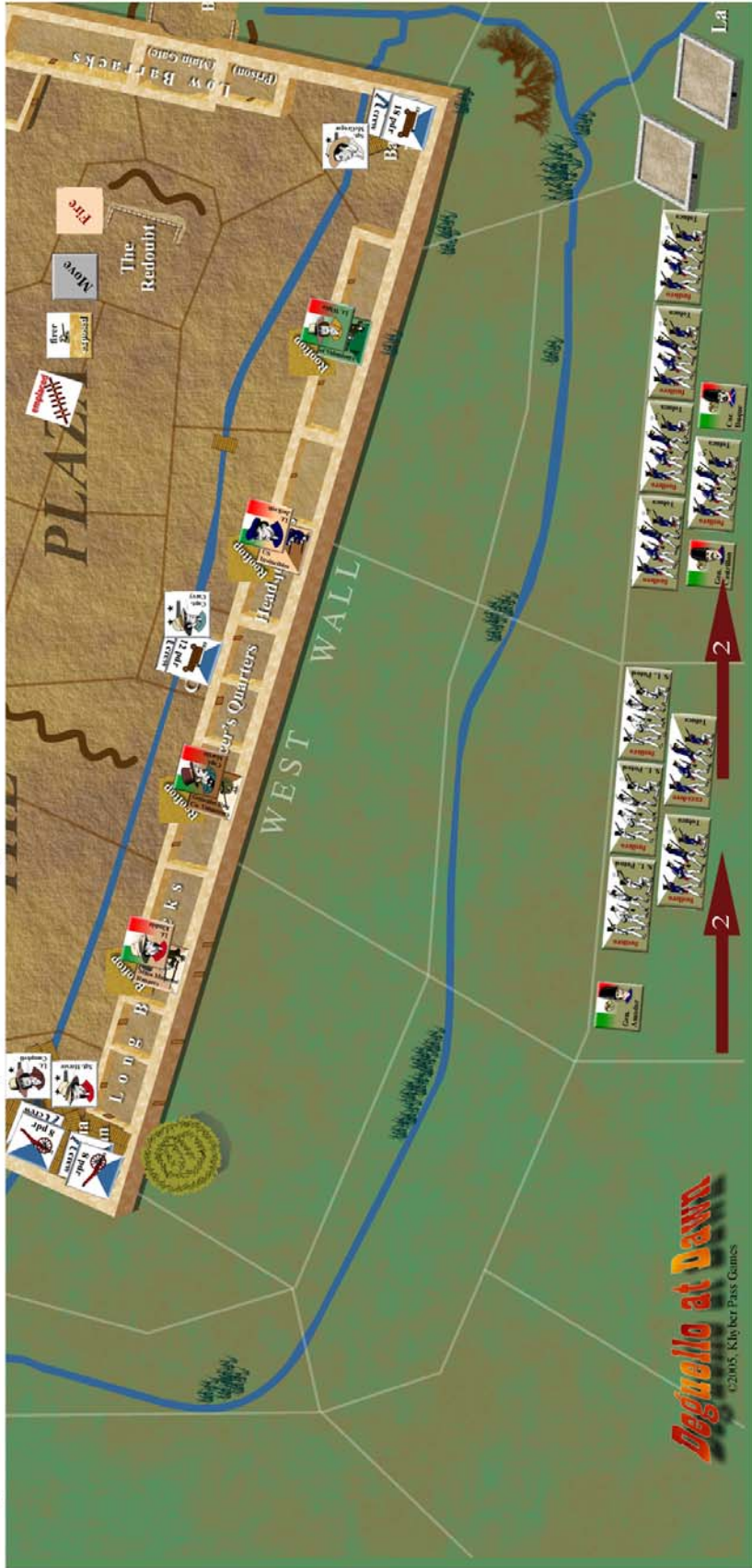


Mexican Player: Column 2 is activated and enters the map from the North edge with 2 Movement Points (MPs) available. The entire Columna moves into the first clear area at a cost of 1 MP and proceeds to enter a second clear area at a cost of 1 MP. The Columna is equipped with 10 Ladders and 2 Axe/Crowbar counters. They are not displayed in the example for clarity sake.
 Note: Red Arrows indicate the path of movement the units took and the AR in which they moved.

Texian Player: The Texian Player can not engage any Mexican units with Fire Combat because it is a NAP and thus Line of Sight (LOS) is restricted to a range of two areas. The Texian Player can still activate any unit of his choosing and conduct Movement. No action is taken by the Texian Player.

The Battle of the Alamo, March 6, 1836

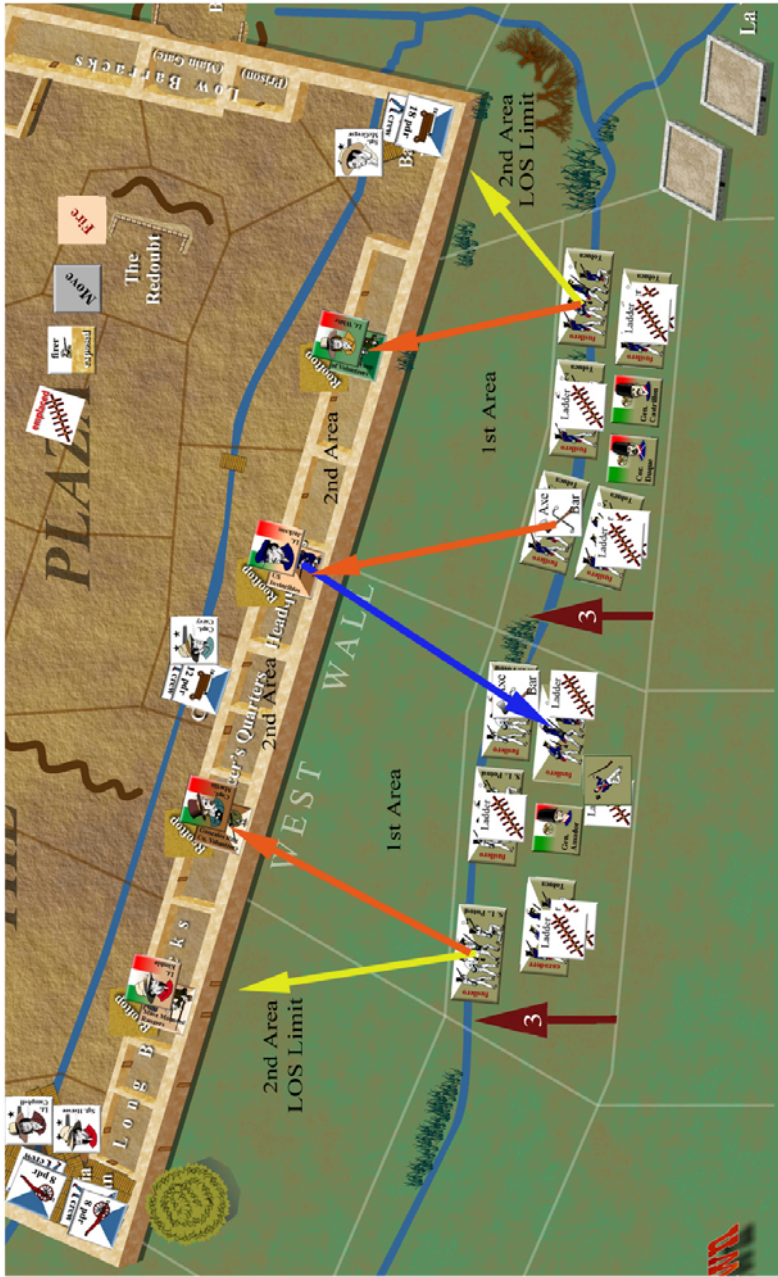
Example 2 - End of 2nd Activation Round (AR) - Automatic Night Activation Phase (NAP)



Mexican Player: Gen Amador is activated and since Columna 2 occupies only one area the entire Columna is activated. The Columna breaks into sections and moves to occupy two areas while still remaining outside the 2 area NAP LOS range of the Texian units.

Texian Player: No action is taken by the Texian Player for this example while in reality units on the other side of the Alamo could be moving to assist in the defense of the West Wall.

Example 3 - End of 3rd Activation Round (AR) - Automatic Night Activation Phase (NAP)



Mexican Player: The entire 2nd Columna is once again activated but this time by activating Gen Amador thus activating all the units from his Columna in his area plus all units from his Columna in the adjacent area. The 2nd Columna units enter the Aquia areas at a cost of 2 MP and are thus finished moving for this activation. They can, however, engage the Texian units in Fire Combat as they are now within the 2 area NAP LOS limit. Ladder and Axe/Crowbar counters are now shown with the units to which they are assigned.

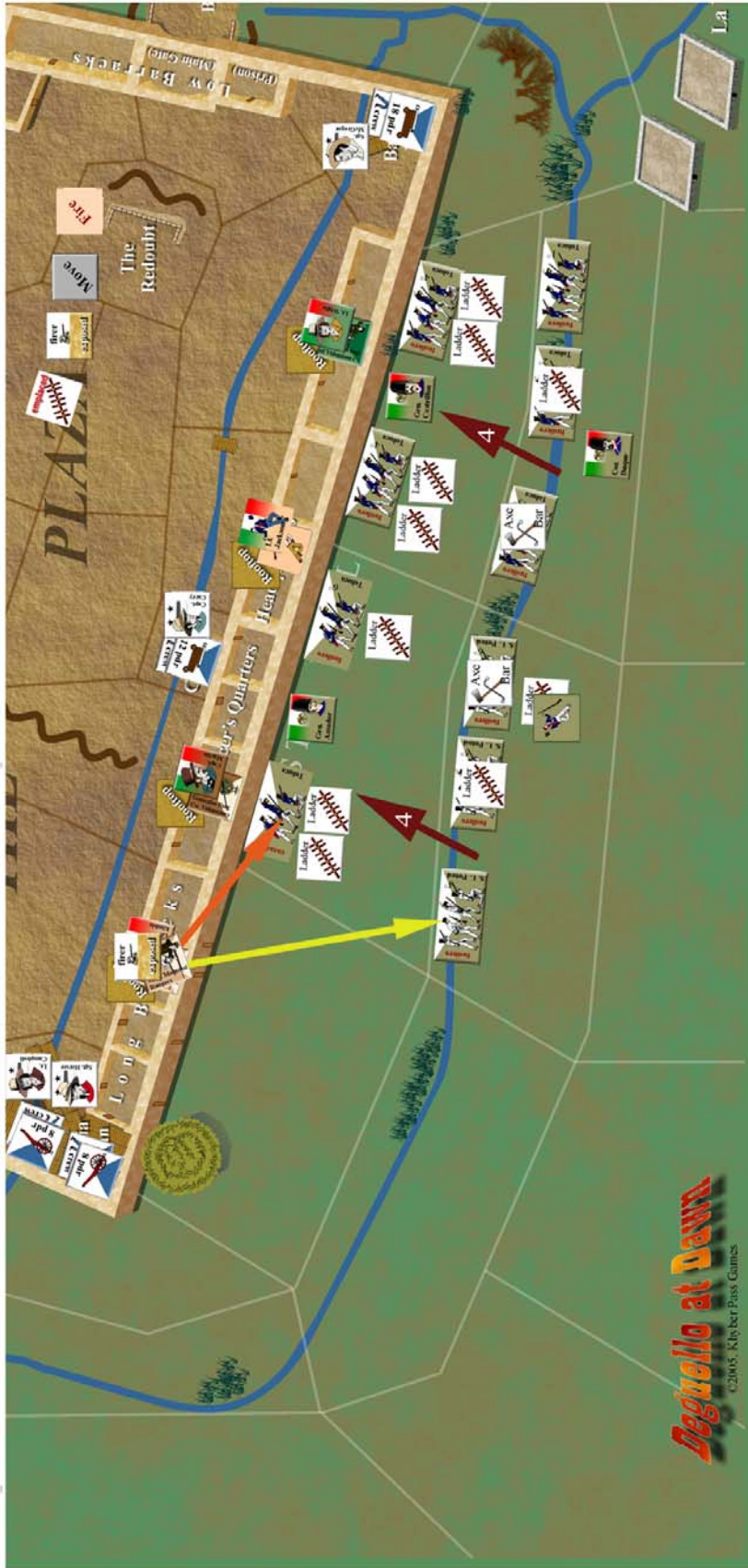
All Mexican company units elect to Fire and all die rolls will be subject to a Die Roll Modifier (DRM) of a -5 as all Fire is being directed through an outer wall. Even with 10 units firing the Mexican player fails to make any "hits".

Texian Player: The Texian player can now activate any one Command and chooses Lt. Jackson thus activating the only unit in his command, the US Invincibles. These units are located in the Roof Area of the Headquarters building as noted by the "Roof" counter under them. They select the Mexican 6 Toluca company as their target, (Blue Arrow) and on a roll of "10" secure a hit. (The Texian unit can Fire over the first line of Mexican units because the Texian unit is in a Level 2 area and the Mexican unit is in a Level 1 area.) The Mexican 6 Toluca company is flipped to its reduced strength side and a casualty marker is placed in the area. In addition, since this unit was carrying two ladder counters a 1D6 must be rolled for each ladder counter being carried and on a roll of "5 or 6" it is removed from play. In this case one ladder is lost and the other remains with the Mexican 6 Toluca. If an Officer is located in an area that receives a "hit" it must check to see if it has been killed. Roll 1D6, a "6" indicates he has been killed and is flipped to his casualty side. In this case a roll of "4" produced no effect on the Officer.

- Note:**
- Yellow Arrows indicate Texian units that are still beyond the 2 area NAP LOS limit, both units are 3 areas away.
 - Orange Arrows indicate Texian units that are within the NAP LOS limit and are eligible targets for Fire Combat. Note that while all 3 Texian units can be engaged by some Mexican units not all Mexican units can Fire at all Texian units due to their facing.
 - Blue Arrows indicate Texian units engaging Mexican units with Fire Combat.

The Battle of the Alamo, March 6, 1836

Example 4 - End of 4th Activation Round (AR) - Automatic Night Activation Phase (NAP)



Mexican Player: The entire 2nd Columna is once again activated by activating Gen Amador thus activating all the units from his Columna in his area plus all units from his Columna in the adjacent area. 4 company sized units are moved adjacent to the wall in preparation of raising their ladders. Once a unit moves adjacent (actually touching) to an exterior wall it must wait until it's next activation to attempt placement of it's ladder. In addition, 1 Officer is moved into each area as the Mexican units can not emplace ladders without the Officer present. The remaining Mexican units in the Aquia areas provide covering fire to the same 3 Texian units that are in their LOS. These six units conduct Fire Combat that result in one "hit" on the US Invincibles, eliminating them and Lt. Jackson. Both units are flipped to their casualty side. The Mexican units adjacent to the wall can not fire at any Texian unit, even if that unit has a "Firer Exposed" counter on it.

Texian Player: Lt. Kimble is activated along with the Mina Mounted Rangers. In order to fire at the Mexican units adjacent to the wall the unit turns so the target unit is within his facing arrow, (this is considered movement), and places a "Firer Exposed" marker to indicate that they are leaning over the wall to fire and are thus exposing themselves to a -3 DRM when fired at instead of the regular -5 DRM for being behind the wall. The unit fires with a +1 DRM for firing at a Company sized unit and secures a hit with a roll of 7 + 1 = 8. The Mexican cazadore Toluca unit is flipped to it's reduced strength side and a casualty marker is placed in the area. The "hit" also triggers a ladder loss check and an Officer casualty check. The result is no ladders are lost and the Officer was not killed.

Example 5 - End of 5th Activation Round (AR) - Automatic Night Activation Phase (NAP)



Mexican Player: The entire 2nd Columna is activated in the following sequence; Gen. Amador is activated which activates all Columna 2 units in his area and any adjacent areas. Since Gen. Castrillon is in an adjacent area and is thus activated he in turn activates any Columna 2 units in areas adjacent to him. The units in the area with no Officer are activated but can not perform any activity except Fire Combat. Once again all units in the two Aquia areas engage the two remaining Texian units in their LOS with Fire Combat. With the -5 DRM for exterior wall applied to all rolls, no hits are recorded. The Mexican player now Fires with flecha "A" at the 18 pound cannon as it is within the 2 area LOS limit during a NAP. A roll of "8", -5 DRM, = "3" which results in a miss. Flecha "B" fires at Lt. White and the Vicinity Group of Volunteers and misses with a roll of "4", -5 DRM = "-1".

The four Company sized Mexican units now break down into flechas. The full strength companies create 4 flechas while the reduced strength companies create only 3 flechas. The seven ladders are assigned to seven of the flechas and a die is rolled as each flecha attempts to place the ladder. A roll of 3-6 will result in a successful emplacement but only 3 ladders are successfully emplaced. The Mexican units assigned to those 3 ladders are now free to scale the wall and engage any Texian unit adjacent to the "ladder counter" in Melee Combat.

Flecha "C" has no Texian unit adjacent to it's ladder so it merely pays 1 MP to climb the ladder and 1 MP to enter the roof area. Flecha "C" must be placed adjacent to it's ladder but may adjust it's facing as desired. Since flecha "C" has not Fired during this NAP it now Fires at the crew manning the 12 pound cannon.

Any fire directed at the second level of the Fortin Cannonade is subject to a -5 DRM. A roll of 3 results in a "miss". Even though flecha "C" has not engaged in Melee Combat during this NAP it is prohibited from doing so without a leader in the same area. Flecha "D" scales it's ladder and engages the Vicinity Group of Volunteers in Melee combat. Each side has a Base Melee Combat Factor of 1 and the Mexican unit has a -4 DRM applied to it's roll for melee through an exterior wall. The Texian rolls a "7" and adds it's 1 Melee Factor for a result of "8". The Mexican unit rolls a "10" and adds it's mele factor of 1 and subtracts the -4 DRM for a result of "7". The Texian unit is the winner and flecha "D" is flipped to it's casualty side and placed in the area.

Flecha "E" scales it's ladder and also engages the Vicinity Group of Volunteers in Melee Combat. Note, it is possible to Melee 1 Texian unit on the wall with 2 Mexican units on ladders applying a +1 DRM for Multiple Unit Melee. In this case the Mexican player decided to roll separately. Flecha "E" is successful in it's melee and both the Texian unit and Officer are flipped to their casualty side. The Mexican flecha is placed in the area formerly occupied by the eliminated Texian unit. It now faces the 18 pound cannon and engages the crew with Fire Combat. Both units are occupying level 2 terrain so there are no DRMs applied to this roll. A roll of 6 results in a "hit" and the Texian crew and leader are replaced with casualty markers. Flechas F, G, & H are shown after moving from positions adjacent to the ladders to the base of the "emplaced" ladders so they will be able to scale the wall during their next activation. Note: A flecha unit must start the AP at the base of a ladder in order to be able to scale it during that AP. The Mexican Company units that fired but did not move could now move adjacent to the wall if there had been ample space available. They would then break into flechas during their next AP.

Texian Player: The Texian Player decides to activate Cpt. Carey and Fire the 12 pound cannon. The target is flecha "C" and the 12 pound cannon has 3 rolls to achieve a hit. The first roll is a hit with a "10" and flecha "C" is flipped to it's casualty side. Even though the 12 pound cannon only used 1 of it's 3 rolls it can only Fire at one unit per AP and is flipped to it's "unloaded" side.

The Battle of the Alamo, March 6, 1836

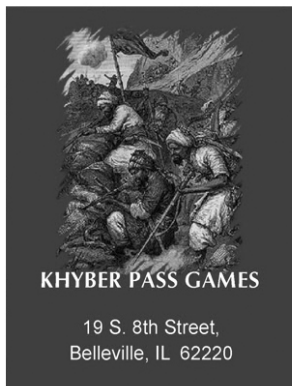
Fire Combat

Fire Combat is resolved rolling two six-sided die (2d6). A final result of 6 or greater must be obtained to score a hit.

Fire Combat Die Roll Modifiers (DRM)

Firing across Exterior Wall from outside Alamo	-5
Firing into 2nd level area of the Fortin Carronade	-5
Firing into an area through a Door or 2nd floor window of el Cuartel	-4
Firer Exposed	-3
Firing into Trench* or Aquia* area	-3
Firing into La Vilita area	-3
Through the Bastion from outside of the Alamo	-2
Firing into Marsh* area	-2
Firing into Rubble or Ruin area	-2
Firing through Palisade or Redoubt fortification	-2
For each area over 2 a unit (not cannon) fires through	-1
Firing into a clear area	0
Firing at units on any Roof or 2nd level section of a Bateria from inside the Alamo	0
Firing at Mexican Company sized unit	+1
Firing at a unit on the exterior staircase	+1

*Important - Only those units that are actually covering these terrain features will benefit from the defensive DRM. Other units in the same area are considered to be in Clear terrain.



Deguello at Dawn:

The Battle of the Alamo, March 6, 1836

Game Credits:

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