

MEXICO 1846



INTRODUCTION

This is the Halls of Montezuma 1846 scenario, the **Grand Campaign** of the Mexican-American War of 1846. The war was initiated by US President Polk [a Democrat] on the premise that the southern border of Texas should be the Rio Grande River, while Mexico claimed that the border was on the Nueces River. The Whig party [and many American citizens] opposed the war.

One player represents the **United States of America's** land and naval forces, the other has **Mexico's** land and Naval forces. The Mexican forces are more numerous at the start of the game, but are poorly led and have lower morale. They also receive only a small number of reinforcements, while the USA receives many Volunteers and regular Army units.

- The **Mexicans** must hold desperately against the onslaught and superior morale of their enemy, hoping to gain enough time for America's internal politics to disrupt and eventually end the war.
- The **USA** must advance and eventually conquer Mexico City before the Whig opposition to the war forces a negotiated peace. This anti-war sentiment is represented by the 'Tension Index' in the game.

Be careful of the supply lines for the both sides, as early success can outrun your supply!

The game's Cards and Events allow full replay ability thanks to the numerous various situations that they create on the environmental, diplomatic, military, political or economic fields.

DURATION

Duration: 10h+

Favored Side: USA

Most Difficult Side to Play: Mexico

The Grand Campaign for 'Halls of Montezuma' lasts 44 turns, each representing 15 days, between April 1846 and March 1848. There are objectives on the main map and in the Off Map Boxes [California, New Mexico, Arizona]

The **USA** player always plays first.



FORCES

The **American** forces include the **US Navy**, **US Regular Army** and **State Militia** forces

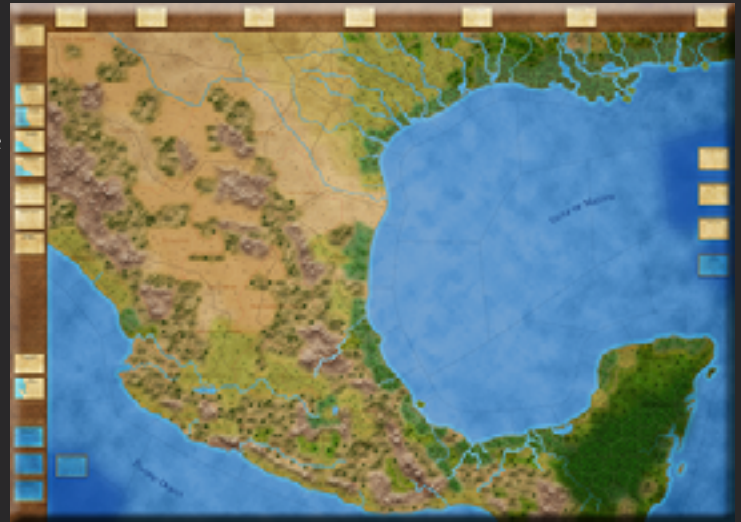
The **Mexican** forces include **Regular Army** units and assorted **Militia forces**. The **Mexican Navy** is almost non-existent and consists solely of Blockade Runners.

MAPBOARD

The map represents most of Texas, the southern coastline of the US gulf coast, and most of Mexico from the Yucatan peninsula to the Rio Grande River.

Western US and Mexican regions and some key seas or islands appear on the sides as "Off Map" Boxes".

Note: Many cities, towns and villages have strong fortress values. These are representing the difficulty of bringing the population there into a pacified state.



VICTORY

IMMEDIATE VICTORY

The **American** player wins if he controls Mexico City in supply.

The **Mexican** player wins if the Tension Index reaches a preset level.

(A warning message will appear when the Mexican Victory level is approaching).

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

BONUS VP

Many regions and structures give VP when captured, and may cause loss of VP if lost.

All of those are shown by the VP stars on map and in the region navigator.



The Political Climate in the USA [Tension Index - see next section] increases with US incursions into Mexico and capture of Mexican cities and towns.

The **Mexican** player gains 1 VP for each **US Regular Army** Unit destroyed, and the **American** player also loses 1 VP in these instances.

REINFORCEMENTS

USA

June 1, 1846

- in one selected region of player's choice in a list:

1st LA, 1st TX,

1st US, 4th US Artillery, 7th US

- at Great Plains OMB

Clark's Battalion, Kearney's Pack Train, Price's Regiment, 1st Missouri Volunteers, 2nd Missouri Volunteers, Doniphan's Regiment, Doniphan's's Pack Train

June 15, 1846

- at Northern California OMB

John C. Fremont, California Volunteers, Sutters Volunteers, Clark's Battery, Pacific Sailors, Supply unit

August 1, 1846

1st KY, 1st MD, 1st MS, 1st OH, 1st TN,

GA Cavalry, LA Cavalry,

5th US Artillery, 6th US Artillery,

After turn 16, with a 40% chance each turn, when US controls structures in Brownsville, Monterrey, Matamoras, and Tampico

Scott's Army [in New Orleans]

Winfield Scott

3rd US Cavalry

11th US, 12th US, 14th US, 15th US, 2nd US, 6th US, 9th US

1st USMC

20 lb Bty

Supply

Naval Transports (4)

MEXICO

Mexico has none scheduled. Reinforcement (and replacement, see next) come only via Card play.

SPECIAL RULES

MEXICAN 11TH/12TH INFANTRY

The Mexican 11th and 12th Infantry are immobile until released by Card play.

REPLACEMENTS

Each side receives 1 replacement every turn. Additional replacements and constructions are handled by cards.

CARDS

There are two cards drawn each turn in this game, and players may keep up to 10 of them in hands.

SUPPLY SOURCES

Sources display the supply icon on map.

USA units: New Orleans, Corpus Christie, Brownsville, Vera Cruz, several OMB.

Mexican units: Mexico City, Vera Cruz, Monterrey, Acapulco, Chihuahua, several OMB.



FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack could contain (only a flag is displayed on those).

BREAKTHROUGHS

In this game, no breakthrough are possible.

US POLITICAL CLIMATE

Also called Tension Index or **Antiwar Sentiment**, this is a numerical index that varies during the course of the game, mostly with the play of some key political cards and via the capture or loss of important locations.

When the Index value approaches or reaches **20**, **Mexico** wins the game, as domestic politics in the USA heavily favor peace and their will demands in the Congress to end the war via negotiated peace.

