

# THE REPUBLIC OF THE RIO GRANDE

## EXTRA SCENARIO: THE BATTLE OF SALTILLO

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This is an additional scenario to part two of the article published in issue 452 of Miniature Wargames.

### THE BATTLE OF SALTILLO

We know that at Saltillo the Federalist force was made up of 400 or so Texans/Anglos plus around 150 Vaqueros against around 600 Centralist infantry and 400 cavalry with artillery and rockets. However, the Texans certainly were not daunted by the numbers and at one point charged the Centralists, forcing them back and capturing an artillery piece.

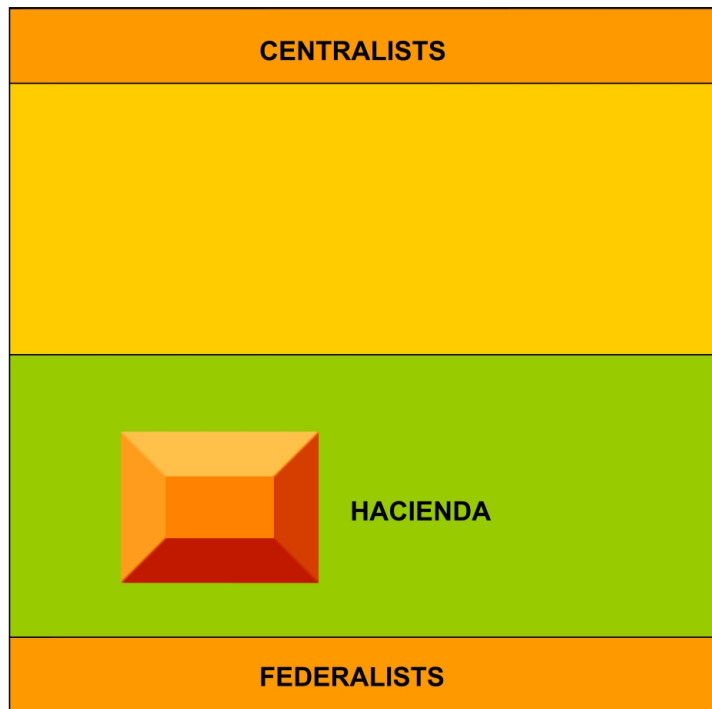
This can be played on a 4' by 4' table which is divided into four zones.

**Zone 1** runs the width of the table and is 6 inches deep and is the Federalist Texan/Vaquero deployment zone

**Zone 2** runs the width of the table and is 24 inches deep. In this zone is the abandoned Hacienda, its walls and out buildings. This area should be no more that 12 inches square and must be placed at least 12 inches away from the Federalist deployment zone. Other than that it is featureless except for a few scattered bushes.

**Zone 3** runs the width of the table and is 18 inches deep. It is featureless except for a few scattered bushes

**Zone 4** runs the width of the table and is 6 inches deep and is the Centralist deployment zone.



### FORCES

- Jordan has 3 units of Texans/Anglos who are all dismounted and 1 unit of mounted Vaqueros
- The Centralist force has 2 units of Cavalry, 2 units of infantry, 3 units of inexperienced infantry and 1 Artillery and 1 Rocket Battery.

## LEADERSHIP

Give each Federalist and Centralist unit their own leader.

- If using the Black Powder rules all of the individual leaders have a Command Value of 8
- The Generals Vasquez and Montoya each has a command value of 8
- Jordan has a command value of 8
- The Federalists have the initiative and go first.

## OBJECTIVES

- The Federalist/Republicans want to drive the Centralists off so they can withdraw.
- The Centralist Mexican Generals want to destroy the hated Texans/Anglos.

## SPECIAL RULES

**Unexpected Move:** The Centralists were expecting the Texans/Anglos to fall into the trap and enter the ravine and had deployed to cover this and so were caught out by their change of direction. To replicate this situation the Centralist player must deploy first and the Federalist second. In addition none of his artillery or rockets can be facing the hacienda and will need to be moved and redeployed to fire on it.

**The Hacienda:** This is described simply as “abandoned” in some sources and “in a derelict and ruinous state” in others. I have chosen the latter interpretation. As such it can accommodate the three Texan units but does not provide complete cover for them.

If the Centralist want to shoot at dismounted targets who are in the Hacienda, its outbuildings or behind its walls or corrals:

- Which are more than 6 inches away from them the defenders have a bonus to any saving throw the equivalent of Hard Cover against any shots from the attackers.
- Which are 6 inches or less away from them the defenders will have as a bonus to any saving throw the equivalent of Soft Cover against any shots from the attackers.

If the Centralists are fighting in hand to hand combat with Texans/Anglos or dismounted Vaqueros who are in the Hacienda, its outbuildings or behind its walls or corrals:

- On the first round of combat they lose any charge bonus they normally have for contacting an enemy in Hand to Hand fighting
- On the second and any subsequent rounds of combat they fight at a penalty – for example - 1 to any roll needed to hit. This ends if they are able to clamber over the walls, ditches or enter an adobe.
- Once the defenders fall back the Centralists may clamber over the walls, ditches or enter an adobe.
- If the defenders abandon the walls, ditches or an adobe the attackers advance  $\frac{1}{2}$  move OR attack the nearest group of Texan defenders who are within  $\frac{1}{2}$  moves distance.

If the Texans/Anglos or dismounted Vaqueros are in the Hacienda, its outbuildings or behind its walls or corrals **and:**

- Are fighting in hand to hand combat they gain a bonus to any saving throw they may have the equivalent of Soft Cover from the blows of the attackers.
- Fail a courage or morale test roll 1D6 and check the outcome.

<b>SCORE</b>	<b>OUTCOME</b>
<b>1</b>	We can't Hold them! The unit of Texan/Anglo or Vaquero defenders fall back 1 full move abandoning their position
<b>2</b>	Fall Back. The unit of Texan/Anglo defenders fall back allowing the unit fighting them to clamber over the wall or r enter the building they are defending
<b>3, 4 or 5</b>	We can hold them Here! The unit of Texan/Anglo defenders are undaunted and hold their ground
<b>6</b>	Throw them Back! The unit of Texan/Anglo defenders fight with renewed vigour and can reroll any Hand to Hand dice which fail to score hits on the next round of close combat

### GAME TURN LIMIT:

- The game should have a Game Turn limit at which point the Texans/Anglos will have run out of ammunition, given that when Molano and Lopez changed sides they took the force's reserve ammunition with them, or the Centralists will have been driven off by Jordan's men. Thus after 6 turns roll 1D6; if a 1 is rolled the game stops at that point. If this does not happen, then on the next turn roll again with the game stopping on a 1 or 2. On subsequent turns increase the score needed to end the game by 1 and so on until the game automatically stops after turn 11.

In the final part of this series I will look in more detail at those who fought for and against the Republic and show how the battles can be refought using Black Powder and Rebels and Patriots, together with ideas on where to recruit your miniature armies.

Until then: Happy Gaming!