The ALAMO

March 6, 1836
Victory in Death

Copyright © 1981, Simulations Publications, Inc., New York, N.Y., 10010

Read This First:

The rules to *The Alamo* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or Description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which gives the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made.

1.0 **Introduction**
2.0 **Setting up the Game**
3.0 **Game Components**
4.0 **Sequence of Play**
5.0 **Movement**
6.0 **Zones of Control**
7.0 **Terrain and Line of Sight**
8.0 **Combat Resolution**
9.0 **Combat Results**
10.0 **Artillery Batteries**
11.0 **Leadership and Leader Losses**
12.0 **Rally**
13.0 **Mexican Replacement**
14.0 **Range Effects on Fire Combat**
15.0 **Texan Ferocious Counterattack**
16.0 **How to Win**

[1.0] INTRODUCTION

Commandancy of the Alamo-Bexar
Feby. 24th 1836

To the People of Texas & all Americans in the World:

Fellow Citizens & Compatriots — I am besieged by a thousand or more Mexicans under Santa Anna — I have sustained a continued Bombardment & cannonade for 24 hours & have not lost a man — the enemy has demanded a surrender at discretion, otherwise, the garrison are to be put to the sword, if the fort is taken — I have answered the demand with a cannon shot, & our flag still waves proudly from the walls — I shall never surrender or retreat.

Then, I call on you in the name of liberty, of patriotism, & everything dear to the American character, to come to our aid with all dispatch — the enemy is receiving reinforcements daily & will no doubt increase to three or four thousand in four or five days. If this call is neglected, I am determined to sustain myself as long as possible & die like a soldier who never forgets what is due to his honor & that of his country — VICTORY OR DEATH.

William Barret Travis
Lt. Col. Comd't.

The Alamo is a two-player, tactical level simulation of the assault made at dawn, 6 March 1836, by 2200 Mexican soldiers against a garrison of 183 frontiersmen inside the Alamo mission in what is now San Antonio, Texas. Each Fire Strength Point of a Texan unit represents one man, and each Mexican battalion represents between 45 and 55 men. A hexagon represents 10 yards from hexside to hexside, and each Game-Turn represents five minutes. Historically, the assault lasted between 45 minutes and an hour. In the game, the players take turns moving their forces and conducting attacks. The game ends when the Texan player has eliminated a decisive number of Mexican troops or when the Mexicans have eliminated the entire Texan force.

[2.0] SETTING UP THE GAME

GENERAL RULE:

The game components should be spread out on a table with the two players facing each other. The map should be back-folded to make it lay flat, and the playing pieces should be carefully punched out and separated by nationality. Players should then read and follow the procedure for setting up the game. Once the game is set up, players should read the General Rules, Procedures, and bold sentence headlines in the rules. As they read, players should push counters around and perform game functions with a few pieces to better understand the rules. Once the rules are read (but not necessarily memorized), a trial game should be played.

PROCEDURE:

To set up the game, conduct the following steps in this order:

1. The Texan player places his artillery. One artillery counter is placed on each hexagon ("hex") containing an artillery symbol. Each is placed face up so the Mexican player can see its values.

2. The Mexican player plots his Entry Areas. Each Mexican counter belongs to a *column* and is coded for its column by both a color and a number or letter. The five columns are number **1** through **4** and **R** (Reserve). The Mexican player secretly writes the Entry Area for each column on a piece of scratch paper. Columns 1 through 4 must enter play immediately; the Reserve column must enter later in the game (see 2.2). Only one column may be plotted per Entry Area, except for the Reserve, which may be plotted to enter any Area. The Entry Areas are numbered **1** through **6** on the map, and each comprises eight hexes. A sample plot might read as follows:

COLUMN	*ENTRY AREA*
1	5
2	3
3	4
4	1
R	1

3. The Texan player places his counters. All Texan leader and combat counters are placed on the map in hexes which are enclosed by the Alamo compound. Only one combat unit may be placed per hex. Leaders may be stacked in any number with combat counters or with other leaders in a single hex. All counters are placed face up. The leader, Bowie, must be placed in hex 1717 (see 11.5).

4. Mexican unit placement. The Mexican player refers to his entry plot. All units in a column must be placed on hexes in their Entry Areas, one combat unit per hex maximum (leaders may be stacked with combat units).

5. Begin play. Players consult the Sequence of Play (4.0) and begin the first Game-Turn. Play continues until one player satisfies his Victory Conditions (see 16.0).

CASES:

[2.1] The Mexican player must enter columns 1 through 4 on Game-Turn 1.

[2.2] During any Game-Turn in which the Mexican player has an unrouted/undisordered combat unit inside the Alamo walls during the Mexican Reserve Commitment Phase, he may commit his Reserve column.

Once the Reserve is committed, the Mexican player places his Reserve column counters on hexes in the Entry Area plotted for the column. The Mexican player then reveals his written plot to the Texan player. **Note:** "Within the walls of the Alamo" includes all hexes enclosed by walls, but *not* the cattle pen and churchyard hexes.

[2.3] Texan counters may never leave the Alamo confines.

The "Alamo confines" include all hexes enclosed by walls *as well as* the cattle pen and churchyard hexes.

[3.0] GAME COMPONENTS

CASES:

[3.1] The game is played on a map sheet representing the Alamo and the grounds immediately around it.

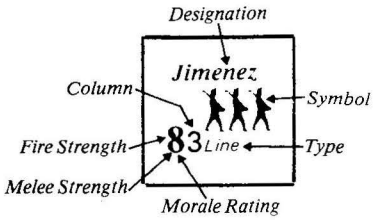
A hexagonal grid is superimposed on the terrain to regularize movement and positioning of the playing pieces. The term "Alamo" applies to the entire complex of buildings and grounds around the mission, not merely to the famous church building. *The Alamo* game map is rendered in an oblique overhead view to aid the player's visualization of the fortress. For play purposes, however, the terrain fills each hex entirely as do the combat units. Thus, a given wall may not exactly follow its hexside but for play purposes it is considered to do so. When questions arise, players should remember that each hex is unambiguous; the Line of Sight diagram in 7.6 may help the players visualize hexside terrain effects.

[3.2] The game includes several charts and tables which are used to resolve combat and explain the game and map effects.

These charts and tables include the Terrain Effects Chart (5.7), Combat Results Table (8.8), and Continued Siege Table (16.7).

[3.3] There are four types of playing pieces: combat units, leaders, artillery batteries, and game markers.

SAMPLE COMBAT UNIT (Front)

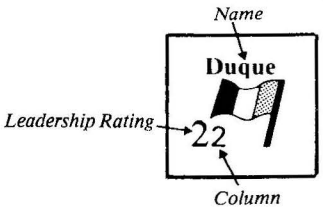


SAMPLE COMBAT UNIT (Back)



Reduced Strengths and Rating

SAMPLE LEADER UNIT (Front)

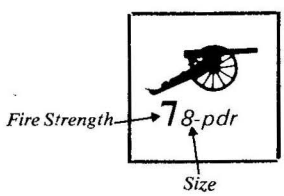


SAMPLE LEADER UNIT (Back)

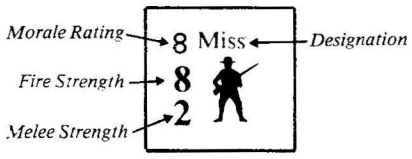


Replacement Leader (Mexican only)

SAMPLE ARTILLERY BATTERY (Front)



SAMPLE TEXAN UNIT (Front)

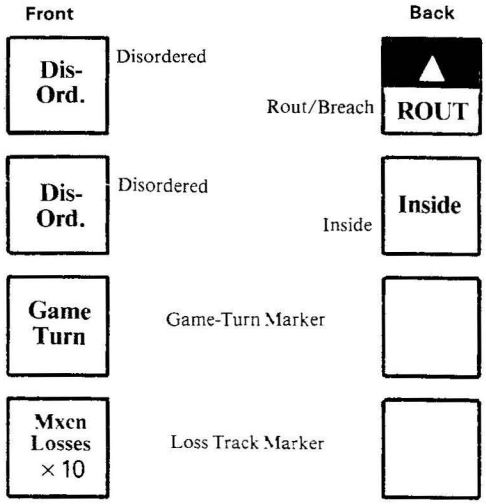


SAMPLE TEXAN UNIT (Back)



Reduced Strengths and Rating

SUMMARY OF GAME MARKERS



[3.4] Definition of Terms.

Fire Strength. The measure of a battery's or a combat unit's firepower; used with the Combat Results Table (8.8) to determine the effects of combat.

Melee Strength. The measure of a combat unit's hand-to-hand combat ability; used with the Combat Results Table (8.8) to determine the effects of combat.

Morale Rating. The relative morale of the men represented by a combat unit; used when making Damage Checks.

Leadership Rating. A measure of the leadership ability of a leader (Texan or Mexican); used when making Damage Checks.

Column. The column to which a Mexican counter belongs.

Type. **Line** = line infantry; **Scout** = scout; **Gren** = grenadier; **Eng** = engineers. **Note:** These designations are included for historical interest and have no effect on the game.

Size. The weight of the shot fired by a gun (measured in pounds). The Texans used cut-up horse shoes and other types of shrapnel shot instead of solid shot. Thus, the cannon were used like huge shotguns.

[2.5] Summary of Unit Abbreviations.

MEXICAN

S Louis, San Louis; **Matamor,** Matamoros; **Zapad,** Zapadores.

TEXAN

Pndr, pounder; **Yanks,** mixed northeastern states; **Miss,** Mississippi; **Carlna,** both North and South Carolina; **Kent,** Kentucky; **Tenn,** Tennessee; **Unkn,** unknown places of origin; **Lou,** Louisiana; **Mo,** Missouri; **Penn,** Pennsylvania; **Forgn,** miscellaneous European countries; **Eng,** England; **N York,** New York; **Vir,** Virginia: **Ala,** Alabama.

[2.6] Each copy of *The Alamo* should contain the following components:

One 22" × 34" mapsheet
One sheet of 100 die-cut playing pieces
One rules folder
Two six-sided dice
One game box

If any of these parts are missing or damaged, please fill out a postcard describing your complaint and send it to SPI. SPI can supply replacement parts only in cases of gross manufacturing error or illegibility.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a single word or sentence. You must enclose a self-addressed, stamped envelope. Write to:

Rules Questions Editor for The Alamo
SPI
257 Park Avenue South
New York, New York 10010

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The Alamo is played in successive Game-Turns. During a Game-Turn, players follow the Sequence of Play which gives order to the play of the game. Players take turns moving their units, making attacks, and performing other game activities according to the Sequence of Play outline. One completion of the Sequence is a Game-Turn. The game is over when the Victory Conditions (see 16.0) are fulfilled.

SEQUENCE OF PLAY OUTLINE

Mexican Replacement Phase. The Mexican player advances his units on the Replacement Track one space toward zero. Units moved from space **1** to space zero are placed on hexes in the Entry Area from which each unit's column originally entered the map (see 2.0).

Mexican Reserve Unit Placement Phase. If the Mexican Reserve was committed in the Mexican Reserve Commitment Phase of the *previous* Game-Turn, those units are now placed on hexes of their Entry Area (see 2.0).

TEXAN PLAYER-TURN

Texan Movement Phase. The Texan player may move as many or as few of his units, one after the other, as he wishes within the restrictions of the rules for movement (5.0).

Texan Combat Phase. The Texan player may engage as many or as few of his combat units and batteries to attack Mexican units, one after the other, as he wishes within the restrictions of the rules for combat (see 8.0 and 9.0). The results of each combat are applied *immediately* (see 9.0).

Texan Rally Phase. The Texan player removes all Disordered markers from his affected units and turns all Routed markers to their Disordered side. Units stacked with leaders are automatically rallied (see 11.0).

MEXICAN PLAYER-TURN

Mexican Reserve Commitment Phase. If the Mexican player has an unrouted/undisordered combat unit within the walls of the Alamo (see 2.3), he can commit his Reserve column. He must announce this commitment to the Texan player.

The Reserve column units are placed on the map during the next Mexican Reserve Unit Placement Phase.

Mexican Movement Phase.*

Mexican Combat Phase.*

Mexican Rally Phase.*

*These three Phases are performed like the respective Texan Phases, except the Mexican player performs the actions.

Mexican Withdrawal Check Phase. The Mexican player performs a withdrawal check using the procedures in 16.0. If a withdrawal is required, the game ends immediately, and the players determine the results of the continued siege.

Game-Turn Indication Phase. The Game-Turn marker is advanced one space on the Game-Turn Record Track to signal the start of a new Game-Turn. The game continues until victory is achieved (see Victory Conditions, 16.0).

[5.0] MOVEMENT

GENERAL RULE:

Each combat and leader unit has a Movement Allowance of **8** Movement Points, which is the number of hexes it may move in a single friendly Movement Phase. Each player moves only his own units during the Movement Phase of his Player-Turn.

PROCEDURE:

Units are moved one at a time, hex-by-hex, in any direction or combination of directions that the player chooses. A unit expends Movement Points to enter each hex. A player continues to move an individual unit until that unit's Movement Allowance is expended (but not exceeded) or until the player decides to stop moving the unit. When his hand is removed from the unit, that unit may not move again, nor may its position on the map be changed. The Movement Phase ends when the player has moved all his units or when he has moved as many units as desired and announces the end of the Phase.

CASES:

[5.1] A unit may never exceed its Movement Allowance of 8 Movement Points.

A unit may be moved as far as its Movement Allowance permits. Each unit expends one Movement Point to enter a hex. Units may be moved less than their Movement Allowance, but never more. Units are never forced to move during the Movement Phase. In addition, a unit may only be voluntarily moved during the owning player's Movement Phase. Unused Movement Points may never be transferred from unit to unit or accumulated from Game-Turn to Game-Turn. A combat unit's Movement Allowance is reduced to **4** if it is disordered (see 9.3). Artillery batteries may only move by being towed (see 10.0).

[5.2] The number of Movement Points a unit must expend to enter a hex depends on the type of hexside crossed when entering the hex.

The cost to enter a *hex* is always *one Movement Point*. However, the cost to cross certain hexsides is added to the basic one Movement Point cost to enter the hex. For example, if a unit were to cross a stone wall hexside, the cost to enter the hex would be **2** Movement Points (**1** for the hex, plus **1** for the hexside). The Movement Point costs to cross all hexsides are listed in the Terrain Effects Chart (5.7). If a unit does not possess enough Movement Points to enter a hex, it may not enter.

[5.3] A unit may never enter or pass through a hex containing an enemy combat unit.

A unit that enters a hex containing an enemy artillery battery and/or leader only captures the battery (see 10.0) and kills the leader (see 11.4).

[5.4] One or more combat units may move through a hex containing another friendly combat unit, but combat units may never end the Movement Phase stacked in the same hex at the same level.

Artillery batteries and leaders are not considered combat units and thus may be freely stacked together and/or with combat units. In other words, a player may end his Movement Phase with any number of leaders and/or batteries stacked together in a hex.

[5.5] Generally, a unit must stop its movement upon entering a hex in the Zone of Control of an enemy combat unit.

The six hexes immediately surrounding the hex occupied by a combat unit are called the Zone of Control of that unit (see 6.0).

[5.6] A combat unit, leader, or battery may never voluntarily leave the map, and no Texan unit or leader may ever leave the Alamo complex.

A unit is eliminated if it is forced to retreat into a hex it cannot legally enter (see 9.6).

[5.7] Terrain Effects Chart
(see map)

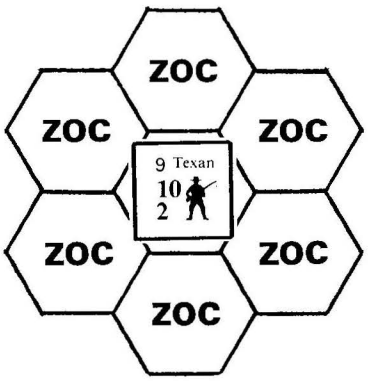
[6.0] ZONES OF CONTROL

COMMENTARY:

The Zone of Control (ZOC) rules for *The Alamo* are critical to the play of the game and the simulation of the event. These differ from the usual ZOC rules of other SPI games and should be read carefully.

GENERAL RULE:

The six hexes immediately surrounding a combat unit constitute that unit's Zone of Control. Friendly ZOC's inhibit the movement of enemy units and may affect an enemy player's ability to retreat his units. If a friendly unit is in an enemy ZOC, then conversely the enemy unit is also in the friendly unit's ZOC.



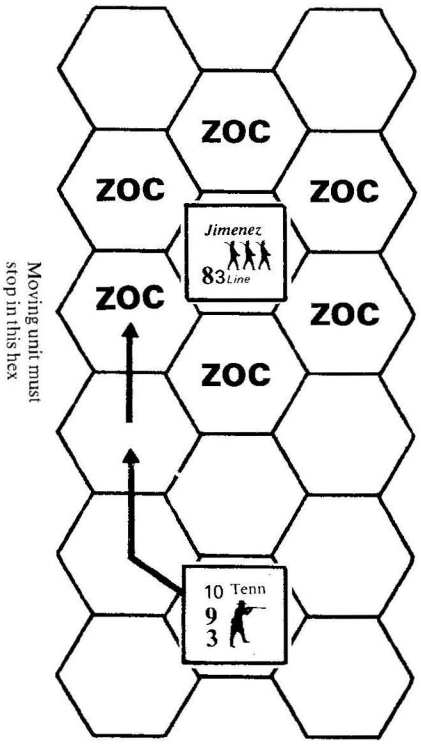
ZOC's do not extend across certain types of terrain *hexsides*, including stone walls, wooden walls, outer walls, church walls, gunslits, and impassable hexsides. For example, a Texan and Mexican unit occupying the top of a building, but separated by an outer wall hexside, would be unaffected by each other's ZOC.

CASES:

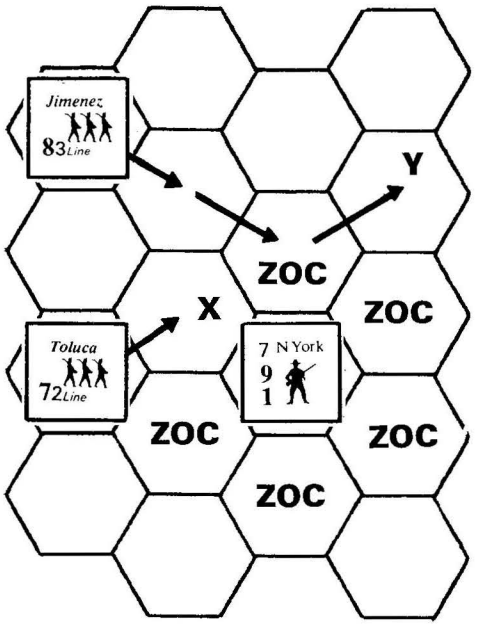
[6.1] Generally, a friendly unit must cease its movement in the first hex it enters in the ZOC of an enemy unit.

A Texan unit must *always* stop in a Mexican ZOC. In addition, a Texan unit may only leave a Mexican ZOC as a result of combat. The unit would not be able to leave the ZOC during the Texan Movement Phase.

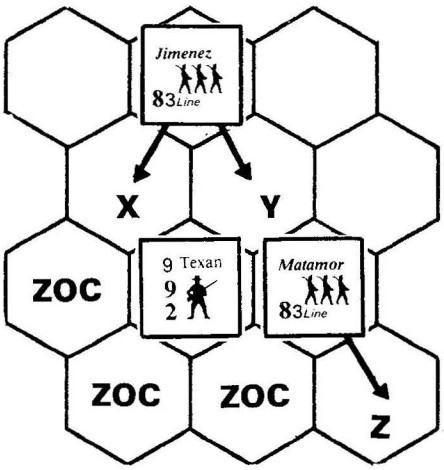
A Mexican unit must stop in a Texan ZOC if there is no other Mexican unit in the enemy ZOC. Mexican units may leave Texan ZOC's if there is one (or more) Mexican unit in that Texan unit's ZOC (see 6.2).



[6.2] Mexican units will be unaffected by a Texan unit's ZOC which is already occupied by another Mexican unit.



If the Toluca unit begins in or enters hex X, the Jimenez unit can ignore the Texan unit's ZOC in *all hexes* and enter (or move *through*) Y.



If the Matamor unit *begins* the Mexican Movement Phase in the Texan ZOC, it can leave the ZOC, *provided* the Jimenez unit begins in or enters hex X or Y. Matamor can then ignore the Texan ZOC and enter Z (or move *through* it) or into any other hex regardless of that Texan unit's ZOC.

The above two examples do not cover all of the possible combinations of units and ZOC's. Rather, they are intended to graphically show that one Mexican combat unit negates Texan ZOC's for those other Mexican units which enter or leave the Texan ZOC.

[6.3] A unit may never cross a wall hexside of any type in its Movement Phase, if in doing so the crossing unit would enter the ZOC of an enemy unit that is adjacent to the same wall and at the same elevation.

Examples: If a Texan unit occupied hex 1404, a Mexican unit in hex 1506 would not be able to enter 1405 (it could enter 1406 since the Texan unit has no ZOC there). A Mexican unit in 1304 would be able to enter 1305, because the Texan unit occupies a hex higher than 1305. If there were a Texan unit in 1205, the Mexican unit in 1304 would not be able to enter 1305. **Important:** A Mexican unit in 1507 would be able to enter 1407 if the only Texan ZOC extending into that hex was coming from hexes 1307 or 1308. A unit may cross a wall and enter an enemy ZOC when advancing after combat (see 9.7).

[6.4] A combat unit exerts a ZOC at all times except when routed.

[6.5] A unit which is in an enemy ZOC may not engage in fire combat; it may engage in melee combat.

Units which are separated by a wall through which ZOC's do *not* extend, however, may engage in fire combat even though adjacent. Mexican units in Texan ZOC's may not engage in fire combat even though there may be more than one Mexican unit in the ZOC.

[7.0] TERRAIN AND LINE OF SIGHT

(see mapsheet)

[8.0] COMBAT RESOLUTION

GENERAL RULE:

There are two types of combat: melee and fire.

Each combat unit in the game has two combat strengths: The first is its fire strength, the second its melee strength. Artillery batteries have fire combat strength only.

CASES:

[8.1] Whenever a unit engages in combat, either fire or melee, it is subject to the conditions listed below:

1. A unit may attack only once during a friendly Combat Phase. A unit is thus able to conduct either melee or fire combat attack during a Game-Turn but not both in the same Combat Phase.

2. A unit may never voluntarily attack during an enemy Combat Phase. A unit may attack only if it receives a "Counterattack" result in a combat during an enemy attack.

3. A unit may be attacked any number of times. During an enemy's Combat Phase, a unit could be attacked by both melee and fire by as many enemy units as are eligible to attack.

4. A unit's entire combat strength must always be used. A unit may never withhold some of its strength or divide its strength among more than one target.

5. Units attack one at a time. Each unit makes a separate attack during combat; two units may never combine their strengths when attacking.

6. A unit may attack only one enemy unit. Even if a unit is adjacent to several enemy units or has a LOS to several units, it may only attack one unit during a Combat Phase.

7. Routed units may never attack. Disordered units may attack, but their effectiveness is reduced (see 9.3).

[8.2] Fire and melee combat are resolved using the same procedure.

FIRE COMBAT LIMITATIONS

1. The attacking unit *must* have a clear LOS to a defending unit (see 7.5). It may attack any unit on the game-map to which it has a clear LOS (see 14.0).

2. The attacking unit must *not* be in an enemy ZOC. A friendly unit in an enemy ZOC may only attack by melee.

MELEE COMBAT LIMITATIONS

1. The attacking unit must be *adjacent* to the defending unit.

2. The attacking and defending units may *not* be separated by a gunslit, church wall, interior wall, or impassable hexside (see Terrain Effects Chart). No melee may occur across these terrain hexsides.

[8.3] Combat Resolution Procedure

Each attack, either melee or fire, is resolved using the following procedure:

1. Locate attacker's combat strength on Combat Results Table: The terrain the defending unit occupies will determine which column of the Combat Results Table will be used.

2. Roll one die and cross-index the result with the unit's combat strength: The result will indicate no effect, a hit, or a mandatory counterattack.

3. If a hit is achieved, the defending unit must check for damage (see 8.4).

Example: A Mexican unit in 1403 attacks a Texan unit in 1404. The Mexican unit has a melee strength of 9, and the Texan unit is defending behind an Outer Wall hexside. The Mexican player uses the Outer Wall row and the 9 column, throws the die and checks the result. On a roll of 3, a hit is achieved. On a roll of 6, no combat result occurs.

[8.4] Damage Check Procedure

If the attacking player achieves a hit in an attack, the defending player makes a Damage Check for the affected unit using the procedures outlined below:

1. Roll two dice.

2. Modify the dice total. The total may be increased or decreased by the factors listed in 8.5.

3. Compare the final sum to the defending unit's Morale Rating:

a. If the sum is *less than or equal to* the unit's Morale, there is no effect.

b. If the sum exceeds the unit's Morale by *one,* the unit becomes *disordered;* a Disordered marker is placed on the unit.

c. If the sum exceeds the unit's Morale by *two,* the unit takes *a step loss and is disordered.* The unit is flipped over to its back side to indicate the step loss and a Disordered marker is placed on it. If the unit is already reduced, a second step loss eliminates it instead.

d. If the sum exceeds the unit's Morale by *three or more,* the unit is immediately *eliminated.*

Results of a Damage Check are applied immediately before other combat is resolved. **Example:** A unit with a Morale Rating of 8 is hit. The owner rolls the dice and obtains an 11. Since this is 3 greater than its Rating, the unit is eliminated.

[8.5] Damage Check Dice Roll Modifiers

When a player must perform a Damage Check due to combat, certain factors are added to or subtracted from the dice roll. All modifiers which apply to the dice roll are combined to yield one modifier total.

Subtractions to Dice Roll

1. If a leader is stacked with the defending unit, his Leadership Value is subtracted from the Damage Check dice roll.

2. (Mexican player only) If there is an unrouted/undisordered Mexican combat unit within the walls of the Alamo (not in the cattle pen or church yard), a *one* is subtracted from the dice roll.

Additions to Dice Roll

1. If a leader is stacked with the attacking unit, his Leadership Value is added to the dice roll.

2. Any dice roll modifier from the Combat Results Table is added to the dice roll.

3. If the defender is routed or disordered at the time of the Damage Check, *two* is added to the dice roll.

4. (Texan player only) For *each* Mexican combat unit in the ZOC of the checking Texan unit, add *one* to the dice roll.

5. (Texan player only) If there is an unrouted/undisordered Mexican unit inside the Alamo walls (not in the cattle pen or church yard), *one* is added to the dice roll.

Example: A Texan unit is making a Damage Check as a result of receiving a "2" on the Combat Results Table. The Texan unit is stacked with Travis (a 3 Leadership Value) and has two Mexican units in its ZOC. The final modifier would be a "+1" to the dice roll (a 2 from the Combat Results Table plus 2 for the Mexican units equal 4, minus Travis' rating of 3 gives a final result of +1).

[8.6] During an attack a defending unit may benefit from the terrain hexside to which it is adjacent.

The combat strength of the attacking unit is cross-referenced with the hexside terrain through which the defending unit is being attacked to determine which column will be used to resolve the combat. **Example:** An attacking unit in hex 1608 would use the "Doorway" row when attacking a unit in 1718.

[8.7] A given hexside will benefit only one adjacent unit.

1.Outer walls, inner walls, and church walls benefit only defending units which are adjacent

and which occupy level 2 hexes.

2. Wooden walls and stone walls benefit a defending unit which occupies the interior side of the hexside. **Example:** A unit in 1205 would benefit from the wall, but a unit in 1204 would not.

3. Gunslits and doorways benefit defending units which occupy buildings. **Example:** A unit in 1309 would use the "Gunslit" row of the Combat Results Table when attacking a unit in 1409. The unit in 1309, however, would be attacked on the "Clear" row, since it does not occupy a building.

Note: Should a LOS exactly bisect a defending unit's two hexsides or if there is a close LOS call to be made, the defender always receives the most beneficial terrain on the Combat Results Table. For example, if a unit were firing from 1208 into 1408 and the 1408/1309 hexside were breached, the unit in 1408 would still be attacked using the "Gunslit" row of the Combat Results Table.

[8.8] Combat Results Table

(see map)

[9.0] COMBAT RESULTS

GENERAL RULE:

The abbreviations on the Combat Results Table indicate whether or not an attack is successful. If an attack is successful, the defending player must make a Damage Check for the affected unit to determine what, if any, damage has been done. As a result of the Damage Check, a unit either may counterattack or will be unaffected, disordered, eliminated, or reduced in strength and disordered. A disordered unit which receives a second disorder result will rout.

CASES:

[9.1] There are four possible results listed on the Combat Results Table.

– = No Effect. The attack is unsuccessful, and the defender does not make a Damage Check.

H = Hit. The attack succeeds and, the defending player must make a Damage Check.

 # = Hit plus Damage Check dice roll modifier. The attack is successful, and a Damage Check must be made by the defending player. The number on the Combat Results Table is *added* to the dice roll when making the Damage Check.

C = Counterattack. The defending player may, but is not forced to, make an immediate counterattack with the unit which was originally attacked. The target of the counterattack must be the original attacking enemy unit. Another counterattack may result from the first counterattack, in which case the original attacking unit may again attack the original defending unit. This process may continue until one player decides not to counterattack, one of the units is eliminated or some other combat result occurs.

A unit may counterattack either by fire or melee as long as it is eligible to use that method of attack. If a unit were in the ZOC of an enemy unit and it was fired upon by a second unit and received a counterattack result, it would be unable to counterattack the firing unit. See Optional Rule 15.0 for further possible results.

[9.2] A unit which is disordered and which receives a second disorder result is *routed* and must retreat three hexes.

A routed unit which receives a disordered result remains routed and retreats an additional three hexes (see 9.6).

[9.3] Effects of Disorder

Disorder markers are used to designate disordered units. Until it is rallied during its Rally Phase, a unit which is disordered is subject to the following limitations:

1. The unit's fire and melee strengths are halved (round fractions up), but it may still engage in combat.

2. The unit's Movement Allowance is reduced to 4, but it may still move.

3. The unit may not fire an artillery battery (see 10.4).

4. A disordered unit which receives a second disorder result is routed (see 9.2) and must immediately retreat three hexes.

5. The unit may not counterattack.

6. The unit adds "2" to any additional Damage Checks as long as it remains disordered.

[9.4] Effects of Rout

Rout markers are used to designate any unit which is routed. Until it is rallied during its Rally Phase, a routed unit is subject to the following limitations:

1. The unit must retreat three hexes (see 9.6) the moment it routs as a result of receiving a second disorder result.

2. A routed unit which receives another disorder result retreats another three hexes and remains routed.

3. A routed unit may not move during its Movement Phase.

4. A routed unit may neither engage in combat nor fire an artillery battery.

5. A routed unit has no ZOC.

6. A routed unit may not counterattack.

7. A routed unit adds "2" to any additional Damage Checks so long as it remains routed.

[9.5] Each combat unit contains two steps of strength.

The strengths on the front of the counter are its full strengths; the reduced strengths are printed on the back of the counter. A step loss is indicated by flipping a counter over.

[9.6] A retreating unit must always retreat three hexes.

Retreating units are moved by the owning player. Combat units are the only units subject to retreats. An artillery battery may never retreat or be eliminated, but it may be taken over by an enemy combat unit. A leader may retreat only if he is stacked with a friendly combat unit that retreats. A unit must always be retreated into a "safe hex." A safe hex is defined as one that:

1. By entering the hex, the unit increases the distance between it and the enemy unit which caused the rout to occur.

2. Is not in an enemy ZOC. A Texan unit may never retreat into a Mexican ZOC. A Mexican unit, however, may retreat into the ZOC of a Texan unit if there is already another unrouted Mexican unit in that Texan's ZOC.

3. Is within the Alamo confines, including the church yard and cattle pen, for the Texan player.

A unit that is unable to retreat into a safe hex is *eliminated.* Each hex along the retreat path must be safe or the unit is eliminated. A unit may never enter the same hex twice during a retreat, and a unit should always be moved as far away as possible from all other enemy units (not allowing the retreat to be used as an advance). If a friendly unit retreats into a hex containing another friendly unit, that unit also routs. It is possible for a chain reaction of routs to be caused, and each unit would have to retreat three hexes.

A Mexican unit in an Entry Area hex that is forced to retreat is eliminated instead. If it is at full strength at the time of its elimination, it is placed on the "2" space on the Replacement Track (and two casualties are recorded on the Mexican Casualty Track). If the unit is at a reduced strength when eliminated, it is still reduced and is placed in the "3" space of the Replacement Track (and three casualties are recorded on the Mexican Casualty Track).

[9.7] When a defending unit is eliminated or forced to retreat as a result of a melee attack, the attacking unit may advance into the hex previously occupied by the defender.

This advance is not considered movement and does not require the expenditure of Movement Points. The attacking unit must be advanced at the moment the defender retreats, before another combat is resolved. When advancing, the attacking unit may enter or leave enemy ZOC's without restriction. **Example:** A Mexican unit in 1504 could advance into 1404 if it caused the Texan in 1404 to retreat. **Note:** Advance after combat is a very important rule and is the main method by which Mexican units initially cross the outer walls.

[9.8] Leaders and batteries are not affected by disorder or rout although a leader which is stacked with a unit which routs has the option to remain stacked with it.

Since batteries may not fire by themselves, they are unaffected. However, disordered and routed combat units may never fire a battery's guns. A leader which is stacked with a unit which routs has the option to remain stacked with it as its rout. The owning player may however leave the leader in the original hex if he chooses.

[10.0] ARTILLERY BATTERIES



GENERAL RULE:

Artillery batteries may be used by either side to attack enemy units or to breach walls. Batteries may only move and/or fire if stacked with a combat unit. Batteries may be used by both sides. To fire a battery a combat unit (of either side) must begin the friendly Combat Phase in the same hex with the battery.

CASES:

[10.1] A battery may be moved by an unrouted/undisordered Mexican combat unit which begins the Mexican Movement Phase stacked with it.

The Mexican unit's Movement Allowance is reduced to 4 for that Movement Phase. The battery may be moved by the unit up to four hexes.

[10.2] Once (only) during the game the Texan player may move one battery one hex (subject to the same limitations as in 10.1).

Historically the battery in 1516 was moved to 1415. Otherwise the Texans did not have the time or manpower to reposition their guns.

[10.3] Batteries may never be moved across terrain hexsides except clear and gun ramp hexsides.

[10.4] Batteries may only engage in fire combat (never melee) and only if they begin a Fire Combat Phase stacked with an unrouted/undisordered combat unit.

The fire is resolved by locating the battery's combat strength on the Combat Results Table and

resolving a normal fire combat. The combat unit stacked with the battery may also engage in fire combat. Thus, a unit may fire twice in a single Combat Phase: its own fire plus that of the battery it is servicing. A combat unit may fire only one battery regardless of the number with which it is stacked.

[10.5] A battery may never fire if it begins the Combat Phase adjacent to an enemy combat unit.

If the battery is separated from the enemy unit by a hexside that blocks the enemy unit's ZOC, the battery may still *not* fire.

[10.6] A battery may blast a breach in a terrain hexside.

To destroy a terrain hexside, the firing player announces that he is firing his battery at the hexside and rolls 2 dice. If the dice total is *equal to or less than* the battery's combat strength, the wall is breached. It is not necessary for the attacking player to attack a hex occupied by a defending unit. If, however, a breach is formed in a hexside of a hex occupied by an enemy unit, that unit must make a Damage Check applying all applicable modifiers (see 8.5). A breach is indicated by placing a Breach marker in the map with its arrow pointing at the breached hexside. A breached hexside is treated as a *clear hexside* for all purposes.

[10.7] A battery does not block LOS or count against stacking.

[10.8] An enemy battery that is captured may be used during the next Friendly Combat Phase.

[11.0] LEADERSHIP AND LEADER LOSSES

GENERAL RULE:

The Leadership Rating of a leader may modify the dice roll when making a Damage Check. When the leader is stacked in the hex with a defending unit, his Rating is subtracted from the Damage Check dice roll total. When stacked with an attacking unit, his rating is added to the total (see 8.5). Leaders may be killed by enemy fire or by enemy units moving into their hex.

PROCEDURE:

A leader which is stacked with a unit which takes a step loss or with a unit which is eliminated may himself be killed. When the step loss or elimination occurs, the *owning* player rolls one die: on a result of "1," the leader is killed; on 2 to 6, there is no effect. Dead Texan leaders are removed from play. Dead Mexican leaders are flipped over to their replacement side and are placed on the Mexican Replacement Track (see 13.0). A Mexican leader stacked with a unit that is eliminated, but is not killed, is placed on the Replacement Track also (see 13.6). A leader is always killed if alone in a hex and an enemy unit enters that hex.

[11.1] Only one friendly leader may affect a given Damage Check dice roll although there may be more than one friendly leader stacked in a hex.

The owning player has his choice of leaders which he will commit if there are two or more in the hex. All the leaders would be affected by any combat result incurred, however.

[11.2] Leader units are not combat units and may not man artillery batteries.

[11.3] A unit is automatically rallied if stacked with a friendly leader during the friendly Rally Phase.

[11.4] A leader is automatically killed if it occupies a hex by itself or is stacked with a battery and an enemy combat unit occupies the hex.

A leader may not leave a ZOC unless it is stacked with a unit which is able to leave the ZOC (see 6.0).

[11.5] The Texan leader Bowie was bedridden at the time of the assault and thus, may not move.

He may utilize his Rating to affect combat with those units with which he is stacked. If ever forced to retreat, he is killed instead.

[12.0] RALLY

GENERAL RULE:

A combat unit may become disordered or routed due to results of combat; it may become routed if its hex is entered by a retreating friendly unit that is routed. Once a unit is disordered or routed, its abilities to engage in movement and combat are curtailed. For a unit to leave disordered or routed status it must *rally*.

PROCEDURE:

During the Rally Phase of the friendly Player-Turn, all friendly units which are in disordered status are rallied and the Disordered markers are removed from the units. A unit which is routed has its status reduced to disordered and is thus partially rallied. A unit which is routed but which is stacked with a friendly leader in the Rally Phase is automatically rallied and the rout marker is removed altogether (*not* reduced to disordered).

[13.0] MEXICAN REPLACEMENT

COMMENTARY:

When a Mexican unit is eliminated, it is eligible to re-enter again on a later Game-Turn. A Mexican unit represents many more men than a Texan unit, and not all the men are killed when the unit is eliminated since some are scattered.

GENERAL RULE:

When a Mexican unit is eliminated, it is placed on the Mexican Replacement Track on a space equivalent to the number of casualties suffered when it was eliminated. Thereafter, the units advance down the track until they re-enter the map in the Entry Area from which they originally entered play.

PROCEDURE:

When a Mexican unit is eliminated, the Mexican player places the unit on a space on the Replacement Track according to the following schedule:

1. If a unit is at full strength when eliminated, it is placed on the "2" space.

2. If a unit is at reduced strength and it receives another *step loss*, it is placed on the "2" space.

3. If a unit is at reduced strength and it receives an *elimination* result (a two or more step loss result), it is placed on the "3" space.

During the Mexican Replacement Phase of a Game-Turn, the Mexican player moves all his units one space on the track towards zero. Units which reach zero on a Game-Turn are placed in their original Entry Area and may be moved during the Movement Phase of the Mexican Player-Turn; these units may also be left in the zero space to be entered during the Replacement Phase of a later Game-Turn.

CASES:

[13.1] A unit which is placed on the 3 space is always placed with its reduced strength side face up.

[13.2] A unit which is originally placed on the 2 space is *always* placed with its full strength side face up.

[13.3] A unit which is eliminated because it is unable to retreat is always placed on the 3 space.

[13.4] The Mexican player may decide to delay the entry of units which are due to be placed on the map.

He may then enter them in a later Mexican Replacement Phase of his choosing.

[13.5] No Mexican unit is ever entirely eliminated; it is always eligible for replacement.

[13.6] A Mexican leader stacked with a unit that is eliminated is placed on the Replacement Track with that unit, if the leader is not killed.

[13.7] A Mexican leader who is killed is flipped over to its back face (the replacement leader side) and is placed on the Replacement Track in space 3.

Texan leaders do not have replacement leaders printed on the back of their counter and are eliminated permanently if killed. A Mexican replacement leader who is killed is placed in the 2 space; such a leader remains at its original replacement strength although the new leader represents a different person taking command.

[14.0] RANGE EFFECTS ON FIRE COMBAT (OPTIONAL RULE)

COMMENTARY:

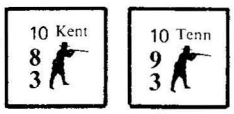
The following rule adds additional realism to the game at a cost of added complexity. For this reason the rule is optional. The muskets of the early 19th century were for the most part unrifled, muzzle-loading muskets with an effective range of between 80 and 120 yards (depending on the make). A notable exception to this was the fabled Kentucky rifle, a weapon with deadly accuracy even beyond 250 yards. The Alamo had several groups of men armed with these weapons, most of them from Kentucky or Tennessee. The Mexican army was armed with the shorter ranged muzzle-loader.

GENERAL RULE:

When engaging in fire combat, the unit's fire strength remains at the value printed on its counter so long as the range in hexes between it and the target unit is 7 hexes or less. For each hex over 7, the attacking unit's strength is reduced by one. The maximum range a unit may fire is 14 hexes. Thus, a unit firing at another unit at a range of 9 hexes would have its fire strength reduced by 2. When tracing a LOS and counting hexes for range, the hex the attacking unit occupies is not counted,

but the hex the defending unit occupies is counted. Thus, a unit in 1205 is 7 hexes from a unit in 1212.

Note different silhouettes



Artillery batteries and Texan units from Tennessee and Kentucky are never subject to the effects of range. These units may fire the length of the map with no reduction in strength. Mexican units are always affected by range.

[15.0] TEXAN FEROCIOUS COUNTERATTACK (Optional Rule)

GENERAL RULE:

A Texan unit which is stacked with a Texan leader at the moment it receives a counterattack result during a Mexican attack may go berserk and counterattack ferociously.

PROCEDURE:

When a result on the Combat Results Table calls for the defending Texan unit to counterattack and that unit is stacked with a Texan leader, the Texan player rolls a die. If the die result is equal to or less than the Leadership Rating of the leader, a ferocious counterattack is launched; if greater, a normal counterattack is made.

CASES:

[15.1] A successful roll for ferocity allows the affected Texan unit to make a number of counterattacks equal to the Leadership Rating of the Texan leader plus one.

Thus, a ferocious counterattack led by Travis would allow a unit to attack 4 times immediately.

[15.2] The target of a ferocious counterattack must be the Mexican unit which originally caused the counterattack.

If the original Mexican unit is eliminated and the Texan unit still has additional ferocious counterattacks to make, the Texan unit could fire or melee attack any Mexican unit that it would normally be able to attack during the Texan Combat Phase. ZOC and LOS rules may not be broken during any ferocious counterattack.

[15.3] Should a Texan ferocious counterattack result in a "C" result, that result is treated as a "no effect" result instead (i.e., the Mexican player does not get to counterattack).

[15.4] The Texan player still checks for possible ferocious counterattack even though his unit may be in disordered or routed status (exception to 9.4 and 9.3).

[15.5] A routed or disordered Texan unit which is successful in rolling for ferocious counterattack is immediately rallied and counterattacks (exception to 12.0).

[16.0] HOW TO WIN

GENERAL RULE:

For the Mexican player to win the game, he must kill all the Texans in the Alamo and keep his losses to a minimum (so the war against Texas may continue successfully). For the Texas player to win, he must eliminate a decisive amount of Mexican manpower so that the other Texan forces can defeat the Mexicans at a later battle (San Jacinto, historically).

PROCEDURE:

The Texan player may achieve an immediate victory on Game-Turns 1 through 5 by eliminating enough Mexican manpower to trigger Mexican withdrawal. Otherwise, the game continues until the conclusion of Game-Turn 12 or until *all* Texan leaders and units are killed, whichever comes first. The players then total the number of Victory Points the Texan player has accumulated and compares the total with the schedule in 16.5 to determine the winner.

CASES:

[16.1] Each time a Mexican combat unit is eliminated and placed on the Replacement Track (see 13.0), a number of casualties are recorded on the Casualty Track equal to its place on the Replacement Track.

If, for example, an eliminated Mexican unit is placed on the "2" space on the Replacement Track, then the Casualty Track total is increased by two. Each casualty point represents 10 actual casualties.

[16.2] During the Mexican Withdrawal Check Phase of the first five Game-Turns, the Mexican player compares his total casualties with the number listed for that turn on the Game-Turn Record Track to determine if the Texan player has won an immediate victory.

If the Mexican Casualty Track total equals or exceeds that Game-Turn's casualty figure, the game ends and the Texan player wins. (The Mexican Army would most likely have withdrawn if they had suffered only slightly more casualties than they did historically during the initial phases of the assault).

[16.3] Should the Mexicans withdraw, the Texan player may consult the Continued Siege Table (16.7) to determine the probable effects of the Mexican Army withdrawing out of range and continuing the siege.

This game function is optional and is meant to give players a feeling for what effects such a siege may have had historically.

[16.4] If Mexican withdrawal is not triggered, the game ends when all Texan units are eliminated, and Victory Points are then totaled.

The Texan player determines the number of Victory Points he has gathered. He receives one Victory Point for each Game-Turn in which a Texan combat unit or leader is still alive at the beginning of the Texan Player-Turn. **Example:** If the last Texan unit is eliminated during the Mexican Combat Phase of Game-Turn 8, the Texan player receives 8 Victory Points.

In addition, the Texan player receives one Victory Point for every 10 Casualty Points on the Mexican Casualty Track. Mexican casualties are rounded to the nearest whole number when determining Victory Points. The total Texan Victory Points are compared to the schedule in 16.5. **Example:** If the last Texan unit is eliminated on Game-Turn 8 and the Mexican Casualty Track total is 45 (always round up from 5), then the Texan player receives 13 Victory Points (8 for the Game-Turns and 5 for Mexican casualties).

[16.5] Victory Point Schedule

TEXAN VP'S	*LEVEL OF VICTORY*
11 or fewer	Decisive Mexican Victory
12	Substantial Mexican Victory
13	Marginal Mexican Victory
14	Marginal Texan Victory
15	Substantial Texan Victory
16 or more	Decisive Texan Victory

[16.6] The Texan player wins automatically if he has any combat units or leaders alive at the end of Game-Turn 12.

[16.7] Continued Seige Table

(see map)

DESIGNER'S NOTES

The most critical element of play is the Texan player's initial set-up. In his deployment he must simultaneously be able to bring maximum firepower to bear against the oncoming Mexicans and still be able to maneuver his troops to cover all the Mexican approaches. A good set-up will allow the Texans to do both, while a poor one will see the Mexicans inside the Alamo at the end of the first Game-Turn. If the Mexican Army is inside in force by the end of the first turn, the game is over for all intents and purposes. If, however, the Texan player can hold them outside until the end of the second turn, he has a chance. The longer the Mexicans are outside the walls, the higher their casualties will be and the better the Texan's chances to win.

The importance of leaders, both Mexican and Texan, can not be overstated. A good leader can almost guarantee the elimination of an enemy unit if a hit is scored. The Texan player should avoid firing on Mexican units stacked with leaders since the Mexican leaders return to play if killed. Instead, he should concentrate on destroying combat units as quickly as possible. The Mexican player, on the other hand, should use his leaders in combat against Texan leaders. A strong Texan leader, such as Travis, stacked with a high morale unit in a building can stay alive and wreak havoc.

Both players should pay careful attention to the terrain of the map. A single Texan mistake can often be turned into a major breakthrough by a clever Mexican player.

Historical notes: The powder magazine (hex 1816) did not explode historically (unlike in the John Wayne movie). The counters are accurate when they depict Santa Anna as the replacement for General Cos. His majesty was prepared to fight in person if need be. The historical Mexican "Entry Plot" was (Column/Area): 1/1, 2/2, 3/3, 4/5, and R/2. *Eric Lee Smith*

ALAMO DESIGN CREDITS

Game Design and Development:
Eric Lee Smith
Physical Systems and Graphics:
Redmond A. Simonsen
Rules Editing:
John Butterfield, David Ritchie
Play Testers:
Raymond Hall, Rene Guzman, Andy Schilling, Philip Marchal, Max Weissman
Blindtesters:
Clayton Smith, Bob Dobbs, William H. Zeilke, Henry Milansky, Eric Turn (and members of the Merchant Marine School Wargame Club)
Production:
Carolyn Felder, Kate Higgins, Ted Koller, Manfred F. Milkuhn, Michael E. Moore, Ken Stec, Bob Ryer

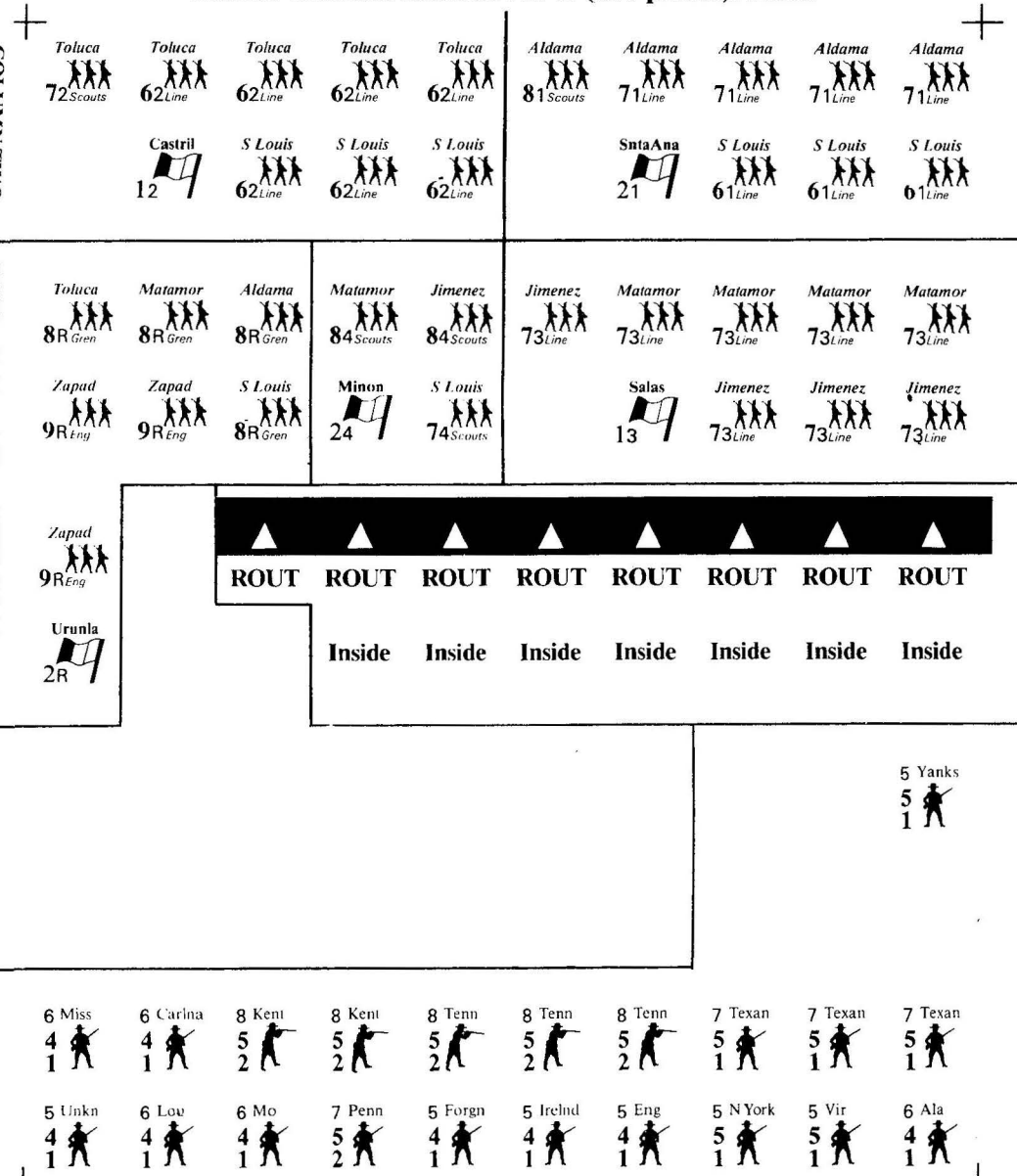
The Alamo counters are reproduced here as an aid to players in reproducing lost or damaged counters.

Alamo Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 1.



Alamo Counter Section Nr. 1. (100 pieces): Back



Copyright © 1981, Simulations Publications, Inc., New York, N.Y., 10010

Take your place upon the ramparts shoulder to shoulder with the real life heroes of...

The ALAMO

The Alamo recreates the heroic stand by a small force of Texan defenders inside the famous Alamo mission against a Mexican army over ten times its size. The Mexican player chooses from among six entry areas to bring on his four main columns and, later, his reserve column. The Mexican forces must withstand the withering Texan fire until a weak spot along the walls can be found and the Alamo finally breached. Once inside, desperate hand-to-hand fighting takes place. Special rules cover fire and melee combat, artillery batteries, leadership and leader losses, and ferocious Texan counterattacks.

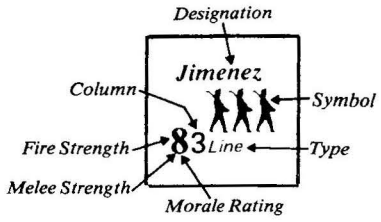
The Alamo comes complete with:

- ★ One 22″ × 34″ map with an oblique overhead view of the mission and immediate surroundings
- ★ 100 die-cut cardboard playing pieces (with special counters to represent Travis, Crockett, Bowie, Santa Anna)
- ★ Eight-page rules booklet with easy-to-comprehend rules structure

BUYER'S GUIDE FOR *THE ALAMO*
Age Range: 12 years to adult
Number of Players: 2 (Suitable for solitaire play)
Average Playing Time: 2 hours
Complexity: Moderate (5.8)
For purposes of comparison, *Monopoly* is considered to have a complexity rating of 2.34.



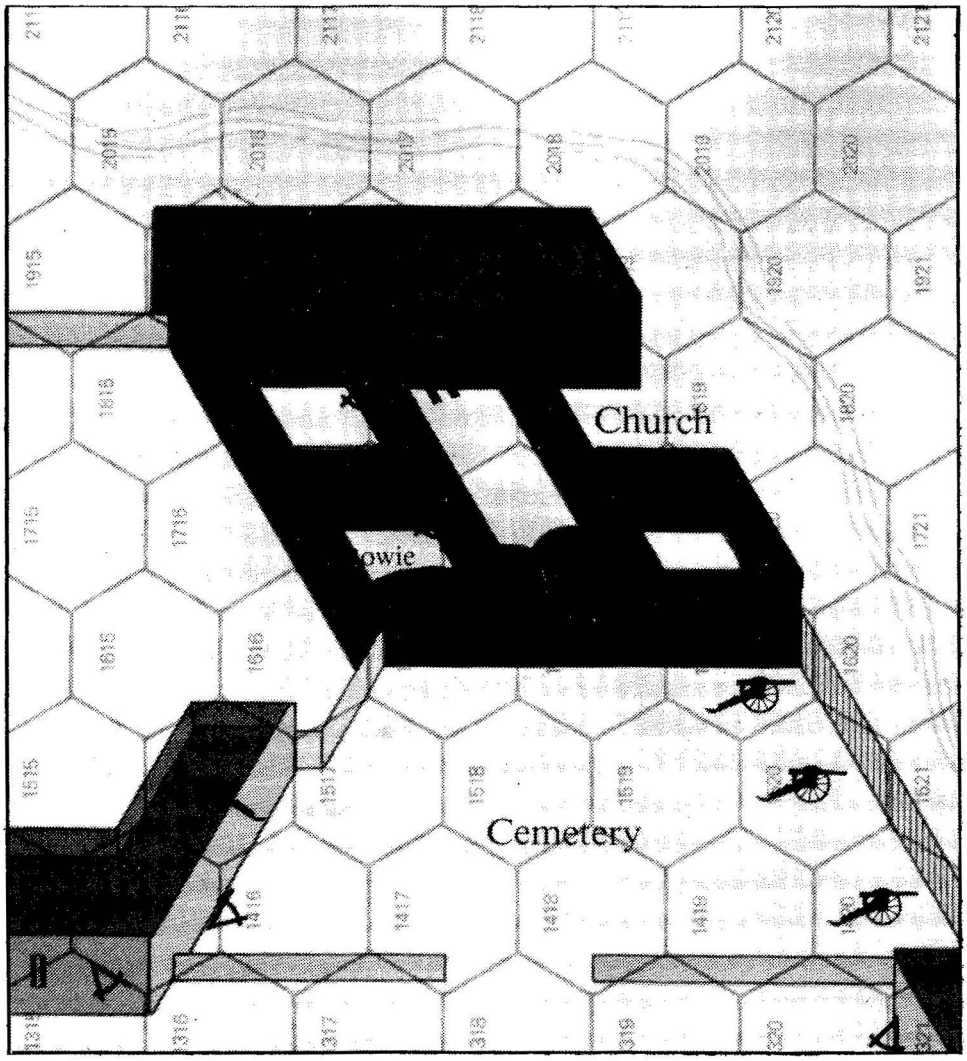
SAMPLE COMBAT UNIT (Front)



SAMPLE COMBAT UNIT (Back)



Reduced Strengths and Rating



SEQUENCE OF PLAY

Mexican Replacement Phase
Mexican Reserve Unit Placement Phase
TEXAS PLAYER-TURN
Movement Phase
Combat Phase
Rally Phase
MEXICAN PLAYER-TURN
Mexican Reserve Commitment Phase
Movement Phase
Combat Phase
Rally Phase
Mexican Withdrawal Check Phase
Game-Turn Indication Phase

329P89

Alamo Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 1.

COLUMN ONE

Aldama 81 Line	Aldama 81 Line	Aldama 81 Line	Aldama 81 Line	Aldama 91 Scouts
S Louis 71 Line	S Louis 71 Line	S Louis 71 Line	Cos 31	Game Turn

COLUMN TWO

Toluca 72 Line	Toluca 72 Line	Toluca 72 Line	Toluca 72 Line	Toluca 82 Scouts
S Louis 72 Line	S Louis 72 Line	S Louis 72 Line	Duque 22	Mxcn Losses ×1

COLUMN THREE

Matamor 83 Line	Matamor 83 Line	Matamor 83 Line	Matamor 83 Line	Jimenez 83 Line
Jimenez 83 Line	Jimenez 83 Line	Jimenez 83 Line	Romero 23	Mxcn Losses ×10

COLUMN FOUR

Jimenez 94 Scouts	Matamor 94 Scouts
S Louis 84 Scouts	Morales 34

RESERVE COLUMN

Aldama 9R Gren	Matamor 9R Gren	Toluca 9R Gren
S Louis 9R Gren	Zapad 10R Eng	Zapad 10R Eng

NEUTRAL MARKERS

Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.
Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	Dis-Ord.	

RESERVE COLUMN

Zapad 10R Eng
Amat 3R

TEXANS

7 Yanks 9 1	Dckrson 1	Travis 3
Bonham 2	Bowie 1	Crocket 3

9 Texan 10 2	9 Texan 10 2	9 Texan 9 2	10 Tenn 9 3	10 Tenn 9 3	10 Tenn 9 3	10 Kent 9 3	10 Kent 8 3	8 Carlna 7 2	8 Miss 8 2
8 Ala 7 2	7 Vir 10 1	7 N York 9 1	7 Eng 7 1	7 Irelnd 7 1	7 Forgn 8 1	9 Penn 10 3	8 Mo 8 2	8 Lou 8 2	7 Unkn 7 1

Copyright © 1981, Simulations Publications, Inc., New York, N.Y., 10010