

[5.7] TERRAIN EFFECTS CHART

TERRAIN TYPE	MOVEMENT POINT COST TO CROSS	ARTILLERY MAY ENTER	ZOC'S EXTEND ACROSS HEXSIDE?	LEVEL OF HEXSIDE(s)
Clear	+0	yes	yes	-
Dry Stream, Well	+0	yes	yes	-
Stone Wall, Wooden Wall	+1	no	no	1
Inner Wall	+2	no	yes	2
Outer Wall	+4	no	no	2
Church Wall (b)	P	no	no*	2
Doorway	+1	no	yes	-
Gunslit	P	no	no*	-
Gun Ramp (c)	+0	no	no	-
Breach (d)	+0	yes	yes	-
Impassable (e), Interior Wall	P	no	no*	-

The basic cost to enter any hex is one Movement Point. The extra costs listed in the above chart are added when crossing over the specified hexides. **Example:** To enter a hex by crossing a doorway hexside costs two Movement Points. **P:** Crossing prohibited. *****: No melee attack may occur across terrain hexside.

Notes: a: Building roofs are also level 2 hexes. b: Church walls may only be crossed through doorways and breaches. c: Gun ramps negate the normal Movement Point cost to cross that hexside. d: Breaches negate the effects of the hexside in which they are created (see 10.6). e: Impassable hexides may not be crossed nor may combat be performed across them. They may, however, be breached, but are otherwise impassable.

[16.7] CONTINUED SIEGE TABLE

DICE	FURTHER EFFECTS OF THE SIEGE
2	Col. Fannin at Goliad breaks the siege and the shattered Mexican Army falls back beyond the Rio Grande. The Revolution is over and Texas is independent.
3-4	Col. Fannin attempts to break the siege but fails. The Alamo garrison is put to the sword but the Mexican Army is so reduced that it falls back beyond the Rio Grande. The war ends in a standoff. The Mexicans invade Texas again in three months.
5-6	Col. Fannin makes a feeble attempt to break the siege and is bloodily repulsed. Fannin is relieved of command. The Alamo garrison is put to the sword three days after the repulse of Fannin.
7-8	The Mexican Army reorganizes and bombards the Alamo until numerous breaches are created. A second great assault takes the Alamo. The Mexican Army is too weakened to continue its march into Texas until reinforcements arrive.
9-11	The Mexicans assault again the next day and the weakened garrison is killed to a man with little loss to the Mexicans. The Mexicans pause to reorganize for two days and then the march into the Texas heartland continues. The battle of San Jacinto ends the war with a Texas victory.
12	The Alamo garrison surrenders after a siege of a week with continuous bombardment. The Texans are executed by firing squad. When Santa Anna is captured at the battle of San Jacinto the Texans lynch him. Texas becomes independent and the war ends.

Explanation: The use of this table is optional.

[8.8] COMBAT RESULTS TABLE

Hexside Terrain	Combat Strength of Attacking Unit									
GUNSUIT, DOORWAY,	6	7	8	9	10	-	-	-	-	-
CHURCH WALL,	5	6	7	8	9	10	-	-	-	-
OUTER WALL,	4	5	6	7	8	9	10	-	-	-
INNER WALL,	3	4	5	6	7	8	9	10	-	-
STONE WALL,	3	4	5	6	7	8	9	10	-	-
WOODEN WALL,	2	3	4	5	6	7	8	9	10	-
CLEAR, BREACH	2	3	4	5	6	7	8	9	10	-
DIE	1	2	3	4	5	6	7	8	9	10
1	H	H	H	H	1	1	2	3	4	5
2	C	C	H	H	1	1	2	3	4	5
3	C	-	C	H	H	1	1	2	3	4
4	-	-	-	C	H	H	1	1	2	3
5	-	-	-	-	C	H	H	1	1	2
6	-	-	-	-	-	-	-	-	-	-

Key: - = no effect. H = hit; defender makes a Damage Check. # = hit; defender makes a Damage Check and adds the number to his dice total. C = Counterattack. Important: A unit

with a combat strength less than the leftmost column on the Combat Results Table uses the leftmost column to resolve that combat.

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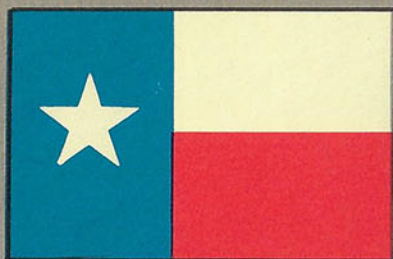
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STONE WALL,	3	4	5	6	7	8	9	10	-	-
WOODEN WALL,	2	3	4	5	6	7	8	9	10	-
CLEAR, BREACH	2	3	4	5	6	7	8	9	10	-
DIE	1	2	3	4	5	6	7	8	9	10
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2	C	C	H	H	1	1	2	3	4	5
3	C	-	C	H	H	1	1	2	3	4
4	-	-	-	C	H	H	1	1	2	3
5	-	-	-	-	C	H	H	1	1	2
6	-	-	-	-	-	-	-	-	-	-

Key: - = no effect. H = hit; defender makes a Damage Check. # = hit; defender makes a Damage Check and adds the number to his dice total. C = Counterattack. Important: A unit

with a combat strength less than the leftmost column on the Combat Results Table uses the leftmost column to resolve that combat.

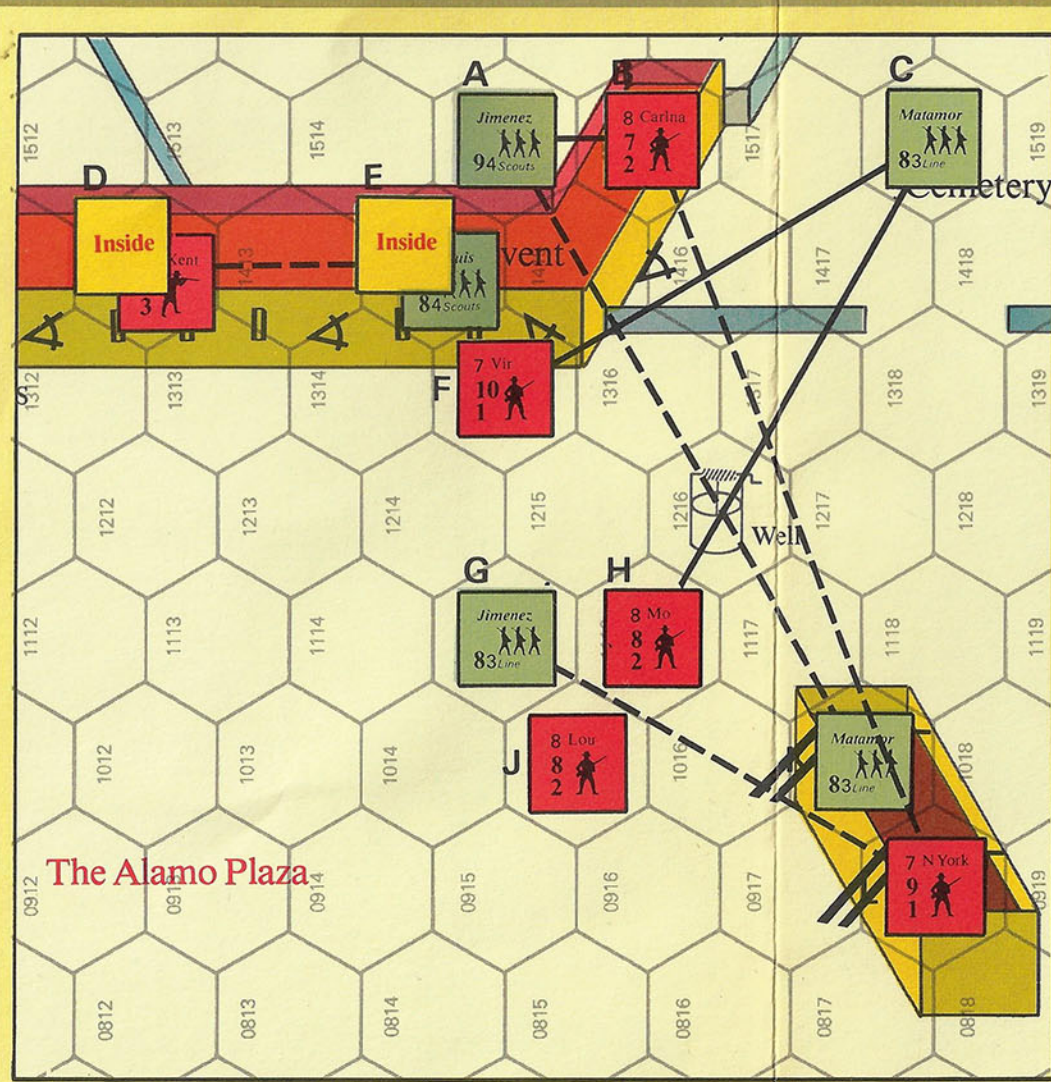


[8.4] SUMMARY OF DAMAGE CHECK RESULTS

If Damage Check dice-roll total:
a. is less or equal to the unit's Morale, there is no effect;
b. exceeds the unit's Morale by one, the unit is **disordered**;
c. exceeds the unit's Morale by two, the unit takes a **step loss** and is **disordered**;
d. exceeds the unit's morale by three or more, 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 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), **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.



[7.0] TERRAIN AND LINE OF SIGHT

GENERAL RULE:
An attacking unit must have a clear Line of Sight (LOS) to the defending unit in order to fire at it during combat. Terrain may block LOS. In addition, terrain will sometimes benefit the defending unit by making it more difficult for the attacking unit to score a hit. The Alamo is made up of walls and structures of varying heights. In game terms each terrain type is given an elevation level, either 1 or 2.
CASES:
[7.1] Each hex has a specific elevation, as does each type of terrain hexide.
[7.2] Buildings are composed of two levels; level 1 is the interior and level 2 is the roof.

When a unit is inside the building, the player places an Inside marker on the unit. No counter is used when the unit is on the roof. **Example:** A unit inside the building in hex 1415 would have an Inside marker placed on top of it. Units inside buildings may shoot out of gunsits and doorways. Interior walls are impassable for movement, and units separated by an interior wall are not allowed to have wooden platforms have no interior; they are at level 2 only.

[7.3] Terrain affects Zones of Control (see 6.3), movement of playing pieces (see 5.2), and combat (see 8.6).

[7.4] A unit may enter a building only through a doorway or breach hexide.

A unit on a roof must first be moved off the roof before entering a building through a door or breach hexide. A unit inside a building and one on the roof may be stacked in the same hex together without violating the stacking limit in 5.4. In effect, the two units are considered to be in different hexes (one on top of the other).

[7.5] A Line of Sight is determined by tracing a straight line from the center of the firing unit's hex to the center of the defending unit's hex.
The LOS is blocked if the line traced crosses a hexside or hex which contains blocking terrain. Use a straight edge to trace a line of sight.

[7.6] Use the accompanying diagram and chart as a guide to determining how terrain blocks Line of Sight.
Players should note this diagram does not cover every possible LOS situation. If a disagreement arises during play, the players should use a dice roll to solve the debate.

TERRAIN THAT BLOCKS LINE OF SIGHT
1. **Combat Units Block LOS:** A combat unit adds one level to the level it occupies; leaders, batteries and markers do not add an extra level. The LOS from B to L is blocked by K, and vice versa, since all three units are on the roof. The LOS from L to G is blocked by combat units H and J.
2. **Inner Walls Block LOS:** Units inside buildings and separated by inner walls may not fire at each other. The LOS from D to E, and vice versa, is blocked.
3. **Level 2 May Block LOS:** Units on different heights separated by a level 2 hex have a blocked LOS. The LOS between A and K is blocked. (Note: If unit A were in hex 1613, 1614 or any hex in the same direction towards the edge of the game-map, its Line of Sight to K would still be blocked.)
Key: B = Blocked; - = Clear.

TERRAIN THAT DOES NOT BLOCK LINE OF SIGHT

1. **Level 1 Walls Never Block LOS:** Units at any distance which have a level 1 wall between them always have a LOS. The LOS between H and C is clear.
2. **A LOS May be Traced along a Blocking Hexside:** As long as at least one of the two bordering hexes does not block LOS, the units may fire on each other. Units F and C have a clear LOS; units G and L are blocked.
3. **A Unit on Level 2 Has a LOS to a Unit on Level 1:** As long as there is no blocking terrain between the units on the different levels, they have a clear LOS. There is a clear LOS between units A and B.
For additional clarification, players may use the following matrix to compare all possible LOS's in the above diagram.

Blocked Line of Sight Matrix	A	B	C	D	E	F	G	H	J	K	L
A	-	-	B	B	B	B	B	B	B	B	B
B	-	-	B	B	B	B	B	B	B	B	B
C	B	B	-	-	-	-	-	-	-	-	-
D	B	B	B	-	-	-	-	-	-	-	-
E	B	B	B	-	-	-	-	-	-	-	-
F	B	B	B	-	-	-	-	-	-	-	-
G	B	B	B	-	-	-	-	-	-	-	-
H	B	B	B	-	-	-	-	-	-	-	-
J	B	B	B	B	B	B	B	B	-	-	-
K	B	B	B	B	B	B	B	B	-	-	-
L	B	B	B	B	B	B	B	B	-	-	-

TERRAIN KEY											
Clear	Level 2 Hex (wooden platform)	Entry Area	Artillery Set-Up Hex	Level 2 Hex (roof)	Dry Stream	Doorway	Gun Ramp	Stone Wall	Wooden Wall	Inner Wall	Outer Wall
Church Wall	Impassable	Interior Wall	Gunsit								
MEXICAN REPLACEMENT TRACK											
0	1	2	3	4	5	6	7	8	9	10	11
MEXICAN LOSS TRACK											
00	10	20	30	40	50	60	70	80	90	100	110
GAME—TURN RECORD TRACK # = Mexican Casualties till Withdrawal (see 16.2)											
1	350	2	400	3	450	4	500	5	550	6	600
7	650	8	700	9	750	10	800	11	850	12	900

[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. One completion of the Sequence is a Game-Turn. Players alternate Play-Turns during 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).
Mexican Movement 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).

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).

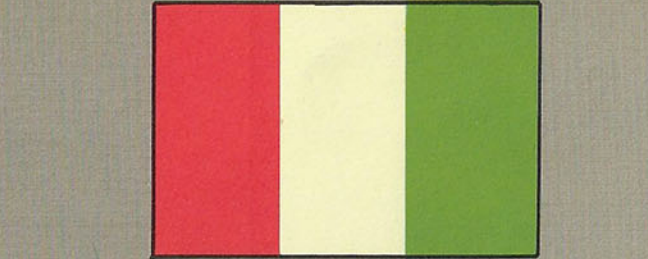
Texan Rally Phase. The Texan player removes all Disordered markers from his affected units and turns all Routed markers to their Disordered side. Units stacked with leaders are automatically rallied (see 11.0).

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.

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