

“REMEMBER THE ALAMO!”



15mm RULESER & SCENARIO

RE-FIGHTING THE ALAMO

The Alamo is just the sort of iconic, romanticized “last stand” miniature wargames love to explore. But its lopsided, hopeless nature also makes it difficult to play as a game. This scenario aims to present the final assault on the Alamo as a fun, playable scenario where both sides can achieve some kind of victory. For the Mexicans, victory is measured with traditional objectives—capturing fort locations and killing notable rebel leaders. For the Texians, victory is measured in casualties—can they bloody Santa Anna’s army enough to make the Alamo a legendary rallying cry and a Pyrrhic battle for the Mexican invasion?

GAME RULES

The rules presented on the next page are designed specifically for this scenario, played at a 1:1 scale with hundreds of individually based models. If your miniatures are “unit based,” some tweaking will be needed to track your losses.

Before the game, the Texian player rolls 1(d6) for Bowie’s health. On a 5-6 he is able to fight as a standard Hero model. On a 1-4 he is bedridden and confined to any room in the mission, unable to move. You do not need to tell the Mexicans where he is!

There is no turn limit. The game ends when the Mexicans have captured every flag inside the fort (there are 5 flag objectives) and killed every rebel hero (there are 3). Then, tally the total number of Mexican casualty markers on the table. If there are 50+ markers, the Texian defenders have earned a glorious, moral victory. If there are less, the Mexican player who achieved the most objectives is the individual winner.

ORDERS OF BATTLE

The Texians deploy first, anywhere within the mission. Historical cannon locations are noted on the map. Anywhere from 3-5 players could split the Texian command as they see fit. The Mexicans deploy one “column” from each of the four table corners, ideally with 1 player controlling each column.

TEXIAN ORDER OF BATTLE

William B Travis (1 Hero), 3 Officers, 50 Texians

Jim Bowie (1 Hero), 3 Officers, 50 Texians

David Crockett (1 Hero), 2 Officers, 20 Tennesseans

x1 18-lb cannon, x6 Heavy cannon, x8 Light cannon

The Texians were especially proud of the massive 18-lber brought to the Alamo. It may or may not have been particularly useful in the battle. As a special rule, mark the 18-lber with 3 shots of 3(d6) cannon fire. After expending these rounds, it fires as a normal Heavy Cannon.

MEXICAN ORDER OF BATTLE

General Cos’ Column

x8 units 1 Officer & 15 infantry (per unit)

x6 Sappers (attach to any units)

General Morales’ Column

x8 units 1 Officer & 15 infantry (per unit)

x6 Sappers (attach to any units)

General Romero’s Column

x8 units 1 Officer & 15 infantry (per unit)

x6 Sappers (attach to any units)

General Castrillon’s Column

x8 units 1 Officer & 15 infantry (per unit)

x6 Sappers (attach to any units)



BUILDING YOUR ALAMO

This scenario was designed for a 5'x7' tabletop with 15mm models but can be re-scaled as necessary for your own terrain and table space. Rich Hasenauer's popular 1990s convention game featured a much smaller mission complex and halved all the figure requirements for 28mm.

While the exact size and layout of your Alamo can vary based on what you have available, there are some essential features to include. The generally accepted layout of the historical fort is depicted here, and we've included the redoubt around the gatehouse (some historians dispute whether it was present).

TERRAIN RULES

The Ditch

The irrigation and drainage ditches around the Alamo are a terrain obstacle. Mexican units that reach the ditch immediately stop movement. They may cross on their next turn without further penalty.

The Abatis

The abatis in front of the southeastern corner has the same terrain effect as drainage ditches.

Gates

There is one main gate into the Alamo, along with a small, sheltered side door along the eastern wall (the path leads to the door). These are the only two doorways into the complex. Any other entry has to be made over a wall.

Ladder Restrictions

The Chapel is too tall to be scaled by ladders and can only be entered through its front door. In addition to the Chapel, ladders also cannot scale the main gatehouse or the Convento.

"Unfinished Walls"

There is one large section of unfinished wooden revetment along the northern wall of the compound. This section does not require ladders. Each 1" section of the unfinished wall can be scaled by any Mexican, treated as if it were a ladder. This is a major weak point in the Alamo defenses....

Cannons

Cannons emplaced on the Alamo's walls can be pivoted during Movement but not removed. Only guns inside the courtyard can be moved. The table map above notes historical cannon locations with black cannon ball symbols, but you could allow the defenders to reposition some of their cannon before the scenario begins.

Objectives

The five objectives inside the fort are marked with red stars. The Mexican players are competing to earn victory points: +1 VP for each flag captured or Hero killed. The Texian players do not earn VPs. As a team, they win a minor victory by inflicting 50+ casualty markers on the Mexican army. Or...the Texians can win a major strategic victory by inflicting 75+, forcing Santa Anna to reconsider his invasion.

10
9
8
7
6
5
4
3
2
1

THE ALAMO RULESER

MARCH 6, 1836

TURN SEQUENCE

1. Texian Move
2. Mexican Move
3. Texian Reaction Move
4. Texian Fire
5. Mexican Fire
6. Mano-a-Mano
7. Mexican Reserves

MOVEMENT

The Texians roll up to 4(d6)" for the entire garrison. Each Mexican column rolls 3(d6)". The Texians may save some or all dice to roll on their reaction move. Crews move cannon at half speed. Climbing ladders requires 2". Figures cannot move out of Mano-a-Mano. Some terrain features restrict the number of figures that can pass if the passage is opposed.

Terrain Opposed Unopposed

Ladder/Window	1	1(d6)
Door/Stairs	2	2(d6)
Gate/Breach	3	3(d6)
Unfinished wall	(1 per 1" of wall)	

FIRE

Flintlocks. 1(d6) per defender. 1(d6) for every 10 Mexicans regulars. Mexicans may not fire if they moved this turn. If firing into a mixed scrum, a 1 kills a friendly figure.

Firer Kill Result

Crockett	2-6
Tennesseans	3-6
Texians	4-6
Mexicans	5-6

Cannon. Sum of all dice equals the number of kills. If firing into mixed scrums, half of the kills are friendly.

Cannon Crew Firing Dice

Heavy	3	2(d6)
Light	2	1(d6)

The firer nominates a target. If any hits are scored, the target may pull losses from anywhere within 6".

Ladders. Ladders are placed or repelled by an opposed die roll.

Battering. All doors and gates must be breached before the Mexicans can move or Mano-a-Mano through them. It takes at least 2 infantry to batter a door and 4 men to batter a gate. Add +1 to the roll per Sapper involved.

	(d6) Result to Batter	
Infantry	6	
Light Cannon	4-6	...also kills
Heavy Cannon	3-6	the same number...

Captured Guns. During Movement, Mexicans can attempt to crew a vacant cannon on a (d6) result of 6. They must have a full crew to attempt. Add +1 for each Officer or Sapper present. Captured guns can be turned against doors and gates to batter.

MANO-A-MANO

Each side rolls 1(d6). High modified roll wins and lowest is killed. Draws remain engaged until next turn. Outnumbered figures engage each enemy figure in turn, one at a time.

	Modifier
Outnumber	+1
Defending Cover	+1
Hero/Officer/Sapper	+1

MEXICAN RESERVES

Reserves. Killed figures are recycled to form reserve units. When at least two full units (15 men & 1 officer) are both recycled, they are available to enter during this phase of the turn.

Morale. Place a Casualty marker on the table for every unit recycled by a Mexican column. Each column tracks its own losses and morale. Once a column has 18+ markers on the table, a d6 roll of 5+ is needed to bring on more units. A failed roll delays reserves until they attempt next turn.



by David Good
2023

Based on the
Alamo Ruleser by
Rich Hasenauer &
Ron Prillaman

THE "RULESER"

In the 1980s Richard Hasenauer and Ron Prillaman wanted to design a mega-Alamo convention game where all the rules a player could need fit neatly onto...a ruler! The original "ruleser" was 18" long, with all rules printed on one side and a giant ruler on the reverse.

The Alamo Ruleser games were very popular at conventions. Rich and Ron continued running the event to much acclaim throughout the 1980s, until, after a long run, the Alamo went into storage. In 2017, Rich and Ron passed the Ruleser concept on to David Good for use with his spectacular Blue Moon Alamo.

Today, the Ruleser is reborn, albeit with a few modern updates. The original 18" length proved ungainly, as players habitually tended to fold their rulesers in half for ease of use. David's updated version is just 10" long, with rules printed on both sides. Almost all the original game rules remain the same, with just a few additions—namely, in the final "reserve" phase.

The 1980s convention game featured three separate assault waves, which have now been condensed into a single battle with constantly-recycling Mexican reserves.

Rich, Ron, and David kindly agreed to make the Alamo Ruleser available for free as an open resource for the historical wargaming community. Here at Little Wars TV, we are lucky enough to be able to present David's "Remember the Alamo" scenario to you—along with the complete game rules—on the 187th anniversary of the battle!