

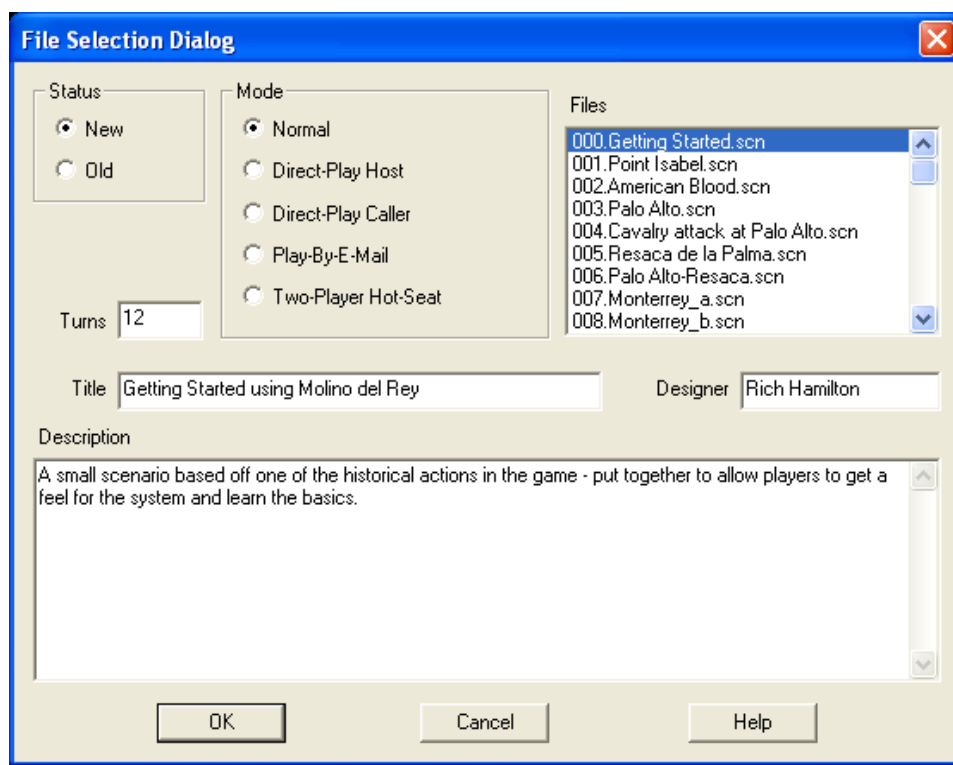
Getting Started Tutorial for Mexican-American War

Welcome to the latest edition in the Early American Wars series, Mexican-American War (MAW). This title will take you into a conflict that has been all but forgotten, being overshadowed by the Napoleonic and American Civil Wars. However it played a vital part of the shaping of the North American continent as we know it today. This file contains instructions on how to get started with MAW, but it is only intended to be a “high level” introduction. For a more “in depth” description of the game and all the underlying rules please read the main program help file and the User help file. Players familiar with the series can choose to scroll all the way to the bottom to find details on what new features have been added to the series.

If the game is not already running, you should run the Main Program by clicking on the Main Program entry in the HPS Mexican-American War program group (this can be found in the “All Programs” list from the Start button). You must keep the game disk in the CD drive it was installed from while playing the game. If you prefer, you can print these instructions using the Print button above. You will get about 9 pages of text and graphics if you do this.

Note: the Mexican-American War software is designed to run on displays with screen areas up to 1920 by 1200 pixels and with color settings of 16-bit or higher.

By default, after the introduction, the Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. These instructions will get you started using a modified version of the battle of Molino del Rey playing the side of the Americans. In the list of files displayed by the File Selection Dialog, select 000.Getting Started.scn. Notice that a short description of the battle will appear at the bottom of the dialog. Then click on the OK button.



Next, the A/I Selection Dialog will appear. Since we are going to play as the Americans, select Automatic in the Mexican A/I group on the right hand side of the dialog. This will cause the computer to play as the Mexican side. The “with FOW” setting would implement “Fog of War” on the battlefield. This hides all enemy troops from you that you do not have a direct line of sight (LOS) to, and also masks unit strengths, fatigue levels and names. For this first run-through we will not use this setting to allow you to gain a comfort level with the program. If we want to give the computer an advantage, we could move the Advantage slider towards Mexican side, but leave it in the middle for now. Later on, you can also use this dialog to experiment with Optional Rules by clicking on the Rules button. For now, click on the OK button.



The Molino del Rey battlefield will display on the screen and in the middle of the screen the Phase Dialog will appear. Click anywhere within the dialog to begin your turn. If you left-click, it will remain on the screen at the beginning of each turn until you acknowledge it, but if you right-click it then it will display briefly each turn and then disappear.

On the screen, you will see your forces on the bottom, displayed on blue bases, and the Mexican forces on the top, displayed on green bases. Your goal in this battle is to attack the two fortified Mexican positions and drive the Mexicans from the field. You can see the different names for points on the map by pressing and holding the “Shift” key. When released the names will disappear. If you wish to leave them on you can press the “Alt” key at the same time you press “Shift”, and then release both. The names will be displayed until you hit the “Shift” key again.

Take a moment and look around the map. Two specific things I want to point out to you at this time. Inside both fortifications (Casa Mata & Molino del Rey) is a special hex called a “Supply Source”. In 3D this is displayed with the flag of the nation that owns it and a pile of supplies. This does not “resupply” the units around it, but rather prevents the forces inside the fortification from becoming “isolated” and thereby not able to defend the position in the event of being surrounded.

Now, select the “Objectives” button from the toolbar. Once you do this more flags will appear on the map – primarily inside the fortifications. In this scenario they are all owned by the Mexican Army initially. These hexes have a value assigned to them and are worth that number of points to the side who holds the hex. In this case the bulk of these objective hexes are inside the fortifications, as they are the primary focus of this scenario.



If you click with the left mouse button on a hex which contains some of your forces you will notice that information is displayed on the left hand side of the screen showing you the type of units in the hex and their strength. This area on the left hand side of the screen is called the Hex Info Area. It can be moved to any side of the screen by changing the options under the "Settings" menu. I prefer mine

along the bottom of the screen, so all screen shots will reflect that setting. This area enables you to determine information about your forces, the terrain that the forces are in, and some information about the enemy (based on your FOW settings, mentioned earlier). You may wish to investigate your army at this point by clicking with the left mouse button on various map locations. You will see that you have various leaders, infantry, artillery and supply wagons at your disposal in this battle.



Some other pieces of information that are conveyed in this area are in the far right block which tells you: What type of terrain you are in, whether that hex is in sight of an enemy unit, what the elevation is and what your artillery ammo level is.

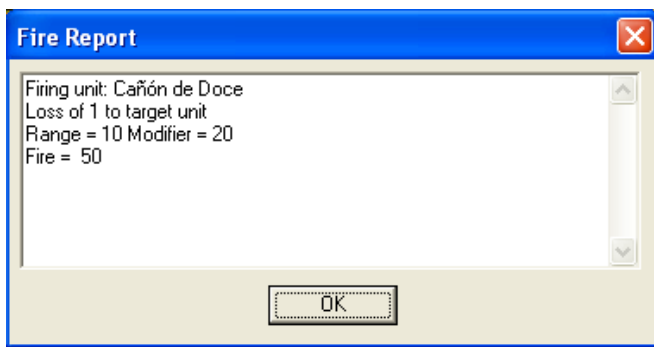
You may notice that you have some leaders on horseback in this battle. Leaders perform various functions in the game such as maintaining command and raising morale. They are beneficial when used in melee combat, but you want to keep them out of harms way to avoid losing them whenever possible.

During your turn, you can perform three basic functions: movement, fire, and melee (assaulting). Each of these operations will be covered in these help notes. The default manner of play is to have all actions take place during a single “turn” while your opponents army conducts “opportunity fire” as you perform your various actions. It is possible however to play in “phases” where you move, then the computer conducts defensive fire, then you conduct offensive fire & finally melee. This format is entered into by selecting the “Manual Defensive Fire” optional rule.

Find some of your forces on the map and left-click on their location. This will place a blinking red outline around those forces. Note: there are various display zoom modes in the game and you can zoom in or out using these, but for now we will keep the display at the initial setting of 3D normal view.

Notice that when you click on a unit picture in the Hex Info Area, that this toggles the unit from Unselected (normal background) to Selected (bright background). Experiment with this selection process if you like, but then make sure that all of the units in the hex are Selected. Note: selecting all of the units in a location is also possible by double-clicking on the map hex.

Once you have selected the units, then you can move them to an adjacent location by right-clicking in that location. If you do this successfully, the units will move to the new location and an arrow will be drawn on the map showing your path up to that point.



Also notice that based on random chance, you may be fired upon by the Mexicans as you move. If this should happen, you will see a Fire Report on the screen showing you the results of that fire. Going to the “Settings” menu you may change how this information is displayed. By selecting “On map results” you will get a small notification on top of the unit graphic on the map showing the results such as a “1” – indicating a single man was lost. The benefit of

this method is that no acknowledgement must happen for the fire report box – which is a big benefit, I think. The drawback is the information provided is much less detailed. So it really just depends on how much info you want from the game.

If you are looking for even more details on the battle you are fighting you can go to the “Help” menu and select “Parameter Data” (or press the F2 key) and you will be rewarded with a multitude of information ranging from movement costs to effectiveness of different weapons at different ranges.

OK, back to movement...If you are unable to move the units you have selected, the reason for this will be shown in the status bar at the bottom of the screen. In addition to the method of movement just described there are a few other ways in which movement can be conducted:

- Drag-and-Drop. You may select your units with the left-click, keep your mouse button depressed, move your mouse to the desired destination hex and then “drop” by releasing the mouse button. Your unit will then move, but the computer will choose the path it takes. This can have unintended side-effects, such as accidentally moving into terrain where units disrupt.
- You can use “column movement” by pressing and holding the “Alt” key and then right-clicking the desired destination hex. This will have your top unit move and each other unit in the hex (within its organization) followed by units in adjacent hexes, will follow along behind it. This

method is very handy when moving by roads over long distances. You can easily move entire brigades with a couple of mouse clicks.

Once you get the hang of moving, you probably will want to advance several of your units towards the fortifications so you can get into position to fire on them and assault them. I would suggest starting off with the units at 29,21 – 30,21 as this formation represents the “forlorn hope” that was assembled to kick off this assault historically. They were tasked with assaulting the Molino del Rey on the right hand portion of the battlefield and taking it.

There are several requirements that must be met before you can fire on enemy units. In particular, you must be within range, you must be in “line” formation, you must be able to see the enemy units, and you must be facing them. In our example I am able to advance part of my storming party to hex 34,19 which is within range, but my units are still in “column” formation, so I would not be able to fire with them this turn. Each weapon type has a different range, and units are equipped with different weapons. To check what your units are equipped with right-click in the Hex Info Area and you will see the display change. Also note the number in the center of the brown window to the right. This is the total number of men currently in the hex.

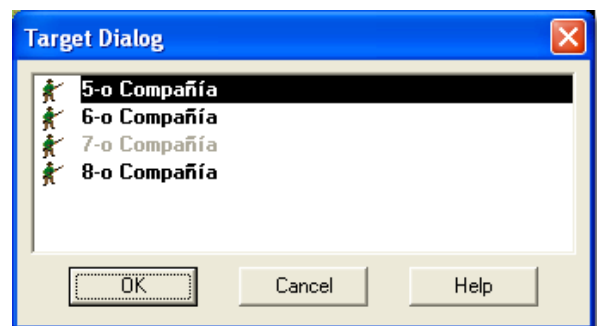


Now lets take another portion of our storming party and advance them only to hex 32,19. At this point we are within firing range and also have enough movement points to change our formation so we can fire. With your units still selected go to the “Change Formation” button on the tool bar. This will put your units in line formation. Note: you may also use the “0” key on your keypad to make this change, for those of you who like keyboard shortcuts.



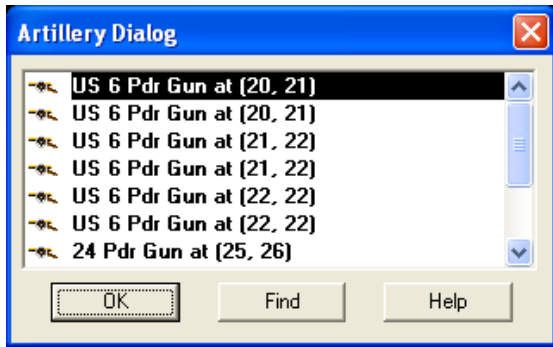
Before we fire lets use another tool to see what hexes we have in our view, or Line of Sight (LOS). To determine what you can see from any location, click on the Visible Hexes button in the toolbar. When you click on the Visible Hexes button, you will notice that the hexes you cannot see from the active hex are shaded darker. To turn off this feature, click on the Visible Hexes button a second time.

Now let's fire on the Mexicans! Select one (or all) of your units in hex 32,19. Having selected them, hold down the Control (Ctrl) key and right-click on the Mexican units at hex 35,18. Notice that while you are holding down the Control key, the mouse turns into an aiming sight indicating to you that you are in Fire Mode (as opposed to Move Mode). Alternatively, you can click on the Mode Button on the toolbar and toggle the game between modes. Because there are multiple units in the target hex a “Target Dialog” box



will appear. Select the unit you wish to fire upon and click the OK button and the fire mission will be completed.

If there is some problem with what you are attempting, the reason you can't fire will be shown in the status bar at the bottom of the screen. Otherwise, you should be rewarded with the blast of musket fire and then a report should appear on the screen letting you know what effect the fire had.

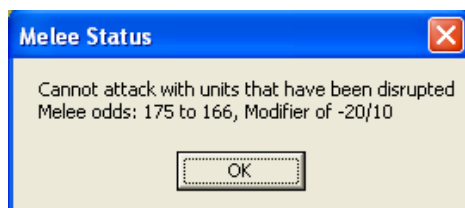


You should notice that you also have some artillery at various points along your line, already unlimbered and ready to fire. You may want to select these units and fire on the enemy position as well. You may do this following the same procedure we used for infantry, or you can use the "Artillery Dialog" which can be brought up by clicking on the cannon ball on the toolbar.

I find the artillery dialog box very useful for several reasons. One, it helps me make sure I fire all my available artillery units – and I usually wish to do this before conducting any other actions because its "suppressing fire" against my opponents units and can help me achieve my objectives. Additionally though, when you select a unit in this dialog box it automatically "highlights" all the potential targets on the field so you can easily choose what you want to shoot at. This makes the target selection process much quicker than checking LOS, etc.

Notice that when a unit fires, the image in the Hex Info Are indicates this. The unit image will also indicate to you loses you have suffered from enemy fire and possible fatigue that has resulted from this. Once you fire a unit, you won't be able to move that unit again until your next turn so be sure to advance as far as you want in that turn before firing.

Now let's try a Melee. The purpose behind a melee is not only trying to cause enemy casualties, but also attempting to take the enemy location. You must be adjacent to the enemy location before you can melee that location. Lets select our forces at hex 34,19 and right click (in normal Move Mode) the enemy location. If you do this correctly, you should see the Melee symbol appear on the enemy location and a dialog will appear letting you know the odds associated with this melee. Note that you can take several of your units and as long as they are all adjacent to the enemy location, add them together into a single melee, thus improving your chances. In my example one of my companies became disrupted from opportunity fire and will not be able to participate in the melee.



To resolve the Melee, click on the Melee Button in the toolbar.



This will result in combat sounds and animations and then the melee results. When a melee is successful, you will displace the enemy forces and automatically occupy their location. If the melee is unsuccessful both players forces will remain in their original hexes. It is a good idea to have the odds stacked in your favor prior to initiating a melee. Otherwise you will suffer heavy losses for no gain. In this example I lost more than 3 times as many troops as the defenders did and gained fatigue while gaining no ground.



Now that you've done the basics of the game, it's time to give your opponent, in this case the computer, a turn. Click on the "Next Turn" button in the toolbar and this will end your turn and begin the Mexican turn. You will be asked to save the current battle in a file after your first turn. You can simply save this battle in the default file given.

When the Phase Dialog appears, click anywhere within the picture to begin the computer turn.

As the A/I performs each of its actions, the screen will change and you will see the opposition's forces move and fire.

When the A/I completes its actions, the turn will automatically be advanced to your second turn. At this point you can continue the battle, or save the battle and experiment with other aspects of the game, such as the scenario editor or campaign game. There is a lot to explore, but at this point you know the basics of fighting a battle.



There is much more "depth" to the game than can be explained in this simple introduction, but here are a few pointers for you to help your game play. Remember, tactics that work in reality will pay off here:

- "Soften" a target up prior to assault with ranged fire where possible. This is artillery's primary job! Using the forces you have adjacent to a hex can inflict casualties and possibly disrupt a defender. Note however that units which have not fired receive a bonus in melee so you need to weigh the benefits of each course of action.

- As an attacker, hit your opponent on the flank. If you don't have to march right into the teeth of a defensive position – don't! Likewise, as a defender, watch your flanks.
- Keep a reserve. This is imperative to exploit situations as they develop on the field.
- Use your leaders wisely. Battalion leaders on the front lines with their units to keep good order and bolster melees. Higher ranking leaders in the rear rallying routed units and returning them to good order to return to the fight. For a detailed description of how this takes place do a search on “Leader” in the User manual.
- Watch your fatigue levels – there are significant penalties for using units with high fatigue. A unit with high fatigue will also run away much quicker than a fresh one. Take the time to rotate your troops and keep them in the low fatigue ranges – another reason to keep a reserve.
- While objective hexes can help move you towards the “win”, there are often more ways to be successful in a scenario than just making a rush for them. Think outside the box before committing your forces.

To get more help, you should investigate the remaining help files. In each program, these are accessible using the Help button in the toolbar, by selecting General Help from the Help menu, or by pressing the F1 key. For the User Manual use F3. Also remember that you can generate printed copies of the documentation by displaying these from the Mexican-American War program group and printing them on your printer.

Now on with the fight! Your goal in this battle is to take the Mexican fortifications without losing too many men in the process. At the end of the battle, the Victory Dialog will be displayed indicating the outcome of the battle. Feel free to save this battle and come back to it later if you want to do more exploring at this point. Or if you prefer to play the Mexican side you can start it over. Whatever file you save the battle in will be displayed when you select the Old button in the File Selection Dialog.

Now a section for returning players...

Whats new?

A variety of things have been added to or adjusted in the game engine to enhance the playing experience. Some of these directly affect the end-player. Other items make it easier for custom scenario designers to make the game perform the way they wish. Here are some of those items:

- 1) Weather effects – PDT entries which allow the visibility distance to be controlled, on a turn by turn basis if desired, and then modifiers to be placed to model different weather conditions impacting movement, artillery effectiveness & attack effectiveness.
- 2) Many new weapon types (through a new weapon.dat file) to reflect the wide variety of weapons that were used by both sides in this war & their effectiveness.
- 3) Through the PDT file weapons can now be flagged as:
 - a. Able to fire while mounted
 - b. Capable of retiring by prolong (artillery)
 - c. Capable of Indirect fire
 - d. Having no bayonets, which impacts melee effectiveness.
 - e. Being classified as “small arms”, which generates a 50% bonus in melee.

- 4) Bridge destruction and repair which also includes minimum bridge strengths for different unit types to use bridges: 10 for infantry, 50 for cavalry & 100 for artillery and supply wagons.
- 5) Engineering modification for units & leaders, which gives bonuses when repairing damaged bridges when Engineer type units are present.
- 6) Battalion colors option to help players keep command and control on the field.
- 7) The “Fort Defenders” request put forth by members of the Colonial Campaigns Club which gives a morale bonus to troops defending forts and removes the enfilade fire modifier for the same troops.
- 8) Several basic enhancements to help players such as a new hotkey to display command range (K), expanded Help menu inside the game interface, numbers in the Hex Info Area to show how many units are remaining in a stack but not currently displayed.
- 9) Added ability to place a termination bid when playing a campaign against the AI.
- 10) Minor adjustments to the AI in regards to artillery handling.

All in all we feel these changes will make for a better game. We hope you enjoy your time with the Mexican-American War!