

SANTA ANNA RULES!

Tactical Rules
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Turn Sequence:

- ① Give Orders
- ② Declare Charges and Reactions
- ③ First Fire
- ④ All Moves
- ⑤ Hold Fire
- ⑥ Melee
- ⑦ Rally (and recover stragglers)

A leader may issue 1d4 + Leader Rating orders each turn.

Allowable Orders for Units:

Move	Charge
First Fire	Hold Fire
Hold	Rally
Form	

Random Orders (1d20)

Untrained	Green	Regular	Veteran	Random Order
1	1-2	1-3	1-2	Move toward enemy or Fire if in range
2-7	3-8	4-11	3-11	Same as last turn
8-11	9-12	12-15	12-16	Same as peer unit
12-16	13-17	16-18	17-19	Hold
17-20	18-20	19-20	20	Withdraw

Movement Distances (d6's)

Training	Infantry	Cavalry	Artillery	
Untrained	2d6	2"+3d6	U.S. Foot	4"+2d6
Green	4"+1d6	6"+2d6	U.S. Horse	9"+2d6
Regular	5"+1d6	10"+1d6	Mexican	2d6
Veteran	5"+1d6	10"+1d6	Texan	2d6
Retreat	3d6	5d6	Retreat	As Above
Modifiers				
Charge	+1d6	+2d6	U.S. Artillery	Artillery
Skirmish	+1d6	+1d6	≤ 12 lb. gets 2 functions.	Prolong:
Column	+4"	+2d6		≤ 6 lb. ☞ 3"
Road Column	+8"	+3d6		> 6 lb. ☞ 2"
Backwards or Sideways	x ½	x ½	All others get one function.	> 12 lb. ☞ 1"
180° turn	-2"	-2"		
Terrain			U.S. Inf. or Cav. Formation	-2d6
Woods	-1d6	-1d6	Change/Mount/	-3d6
Rough	-2d6	-2d6	Dismount	impassible
Walls, Hedges	-3"	-3"	-5"	-6"
Stream, Uphill	-3"	-3"		

Any 6 rolled on *any* die results in a straggler.

No stragglers due to movement!

Total Distance = movement distance + modifiers + terrain modifiers.
Minimum distance is 2" (1" for unlimbered artillery).

Combat Effects Chart (1d20)

Number of Attack Points	0	2	4	6	10	15	20	25	30	35	40	45	50	55	60	65	70
	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	1	3	5	9	14	19	24	29	34	39	44	49	54	59	64	69	74
Die Roll ↓	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1 Low on Ammo.	0	0	0	0	0	0	0	0	1	2	3	4	5	6	6	7	7
2,3	0	0	0	1	1	1	1	1	2	3	4	5	6	7	7	8	8
4-6	0	0	1	1	2	2	2	2	3	4	5	6	7	8	8	9	9
7-10	0	0	1	1	2	2	3	3	4	5	6	7	8	9	9	10	10
11-14	0	1	1	2	2	3	3	4	5	6	7	8	9	9	10	10	11
15-17	1	1	1	2	2	3	4	5	6	7	8	9	10	10	11	11	12
18,19	1	1	1	2	3	4	5	6	7	8	9	10	11	11	12	12	13
20	1	1	2	3	4	5	6	7	8	9	10	11	12	12	13	13	14

Firing Procedure

Firing Procedure			Melee Procedure	
① Determine the starting column:	Infantry & Cavalry	Arty.	① Determine the starting column:	
Short range:	# figs X 2	lb. X 3	All effectives of unit in direct contact.	
Medium range:	# figures	lb. X 1	<i>If the enemy is on the unit's flank or rear, the flanked unit only counts half of its effectives.</i>	
Long Range	# figs X ¼	lb. X 1/3		
Mounted	X additional ¼			
Low on Ammunition	X additional ½	X ½		
② FIRE modifiers			② MELEE Modifiers	
Initial volley	+2	Through Skirmish	Charging (1st roll only)	+2
(Inf. and Cav. Only)		(does not apply to	Leader attached to unit	+LR
Artillery Moved	-2	artillery firing ball)	Fighting uphill/down hill	-2/+1
Repeaters	+2	Mexican Artillery	Outnumbered	-Δ/10
② FIRE & MELEE modifiers		(Fire/Melee)	Inf. in moving column or	+2
			Inf. in anchored line	+1
			Inf. in road col. or square	-4
You are untrained	-2	Vs. Woods	Cavalry vs. Infantry or Artillery	
You are green	-1	Vs. Rough	(not in square/in square)	+1/-3
You are regular	0	Vs. Building	Lancers vs. Cavalry (1st roll only)	+1
You are veteran	+1	Vs. Lt. Fort.	Cavalry vs. Mtd. Rifles	-2
		Vs. Hvy. Fort.	Blown Horses	+2
U.S. Inf. or Cav.	+2	Vs. Unlimbered Arty.	Engineers vs. building or fort	
		Vs. Skirmishers		

③ Roll 1d20 and read number of losses inflicted.

Odd numbered losses (e.g., 1, 3, 5...) are *stragglers*; even numbered losses (e.g., 2, 4, 6...) are *casualties*

☞ U.S. artillery takes a maximum of one *straggler* per turn from fire but normal *stragglers* due to melee

Example: a result of 3 would be 2 stragglers and 1 casualty

☞ Against column or square, all losses from fire after 1 are *casualties*

☞ Against square, all losses in melee after 1 are *casualties*

☞ Against rear, *triple* stragglers

☞ Against flank, *double* stragglers

☞ Against closed column or square, double casualties *from fire*.

Roll to Close or Stand (1d20)

Roll on 1d20	To Close	To Stand
≤ 1	Halt 3" away, 1d4 stragglers	Retreat charge move away from the enemy
2-6	Halt 3" away, 1d4 stragglers, ¼ volley	Stand, but take 1d4 stragglers
7-11	Halt 3" away, ¼ volley	
≥12	Close!	Stand!

①Roll 1d20.
 ②For Closing, subtract total **losses** (*stragglers and casualties*) from fire this turn.
 ③For Standing, subtract total **casualties** (*not including stragglers*) on the unit.

④Modifiers (close/stand)		Enemy is in woods or rough	
Cav. vs. Inf./Artillery (not in square)	+2/NA	You are untrained	-4/-4
Cav vs. Inf.(in square)	-3/NA	You are green	-2/-2
Mounted Cav. vs. Mounted Cav.	+3/-3	You are regular	+0/+0
		You are veteran	+2/+2
		You are charging	+3/NA
		Leader attached	+2x LR
		Enemy is in building or fortifications	-3/NA
		Enemy (but not you) in skirmish	+3/NA
		Attacking/Attacked on flank or rear	+4/-2

Weapon Ranges (in inches)

Weapon	Short	Medium	Long
<i>Ad hoc</i> Weapons	0-2	2.1-4	4.1-7
Musket	0-4	4.1-8	8.1-14
Rifle	none	0-12	12.1-18
Rifled Musket	0-6	6.1-12	12.1-18
Carbine	0-3	3.1-5	5.1-8
Pistol	none	0-1	1.1-2
≤ 3lb. Arty.	0-4	4.1-8	8.1-16
≤ 6lb. Arty.	0-5	5.1-11	11.1-22
≤ 12lb. Arty.	0-7	7.1-13	13.1-26
≤ 24lb.Arty.	0-8	8.1-16	16.1-32

Forming Emergency Square (1d20)

Roll 1d20 and add the following modifiers:		Results
Untrained	+4	●Result is the number of inches the cavalry moves before the square forms. ●If the square does not form, only 25% of infantry participates in the melee and cavalry does not have to roll to close. ●If the square forms, the cavalry immediately takes 1d4 stragglers, which may cause it to break.
Green	+2	
Veteran	-2	
Line Formation	+2	
Under a hold order	+4	

Cavalry Breakthrough (1d20)

Type of Defeated Unit			Results
Infantry	Artillery	Cavalry	
1-4	1-2		Stop: The victorious unit must stop in place with no change of formation or facing, but it may occupy the defeated unit's position.
5-10	3-8	1-4	Unit Commander's Choice: The victorious unit may: ① occupy the enemy's position ② occupy the enemy's position and change formation ③ occupy the enemy's position and change facing, or ④ breakthrough (as described below).
11-14	9-12	5-8	Breakthrough: The victorious unit <i>must</i> continue to charge to the extent of its initial charge distance, accruing 1d4 additional stragglers.
15-18	13-16	9-12	Charge! The victorious unit initiates a new charge along its initial charge line, and it accrues 1d6 additional stragglers.
19-20	17-20	13-20	Scatter! Victorious unit conducts a breakthrough into the retreating enemy, then it runs off the table as if retreating and must be rallied like a broken unit.

Roll to Rally or Rout (1d20)

Roll on 1d20	To Rally	To Rout	
≤2	Retreat again	Retreat! Plus take 1d4 additional stragglers	
3-7	Remain broken in current position	Retreat!	
8-12	Recover 1d4 stragglers, but do not rally	Take 1d4 stragglers	
≥13	Rally! Form in any facing and formation	No effect	
Modifiers to die roll:			
Behind friendly troops	+3	You are untrained	-4
+ Effectives	+#	You are green	-2
- Stragglers	-#	You are regular	+0
Behind any cover	+2	You are veteran	+2
		Leader attached	+LR
		Unit routed through you	-4
		Peer unit routed past	-1
		Enemy on flank	-2
		Enemy on rear	-4

Recovering Stragglers

Recovering Stragglers	Undisturbed Hold	If the unit fired or participated in melee this turn
Untrained and Green	1d4 + LR	((1d4 + LR) ÷ 2) rounded down
Regular and Veteran	1d6 + LR	((1d6 + LR) ÷ 2) rounded down

Passing Through Friendly Units

Moving Unit ↓, Passing Through →	Unformed	Formed
Unformed	No effects	Formed unit takes 1d4 stragglers
Formed (not charging)	No effects	Both units take 1d4 stragglers
Formed (charging)	Unformed unit takes 1d4 stragglers	Both units take 1d4 stragglers