**GRINGO!, BATTLES WITH THE GRINGOS, AND CHURUBUSCO**

Revised Errata, version 10/16/19

**Part 1. Applicable to all scenarios in all three games.**

8.37 (addition)
- Sections of the same battery need not stack together.
- When stacked, treat artillery as separate batteries for UDDs and Rally rolls. When small-arms fire targets stacked artillery, assign any SP losses randomly.

10.63 (addition). Stacked sections of the same named battery may combine fire at canister ranges. The generic Mexican batteries (those identified only by battle; example, "CG") may not.

**Part 2. Gringo!**

**The Maps**: Some maps hex numbers are missing their last digits.

IMPORTANT: Every battle should have a Recovery Box (in the basic rules called a Corps Command Box) for both sides. Use an off-map area, instead.

**The Counters**

Sheet #3 (Monterey) includes 6 Mexican counters without Command color stripes: Ampudia/1, 2, 3 and 4 Ligero; Perez/Mchcn Act; and Conde/Jls Act). These do NOT belong in Monterey. They are units from Buena Vista, and the counters for them (correctly colored) are already there. So, these are extra, unneeded counters.

The "R" weapon indicator is Revolver. It has a range of 1 hex, and a +1 modifier at that range.

Disordered artillery should have the same Movement Allowance as non-disordered. The counter set includes replacements for many but not all the counters that have different movement values on front and back. However, given the changes to the artillery rules in the 2019 series rules and player agreement, it is acceptable to use the original counters with the lower disordered values.

**Player Aid Card**
-- The Rally DRM for Mounted Cavalry should be -1, not +1
-- The Brigade Coordination table is in error. None of the DRMs apply. The only modifier which applies is: +/- Division Leader's Coordination Rating.

**The Small Arms Fire Table** is in error for the "7" row for 4-5, 6-8 and 9-14 SP. The correct values are:
- 4-5 SP "d+2"
6-8 SP "D"
9-14 SP "1d+2"

However, we recommend the use of the Fire Table appearing in *Death Valley*.

Ignore the +1 DRM for "Down Slope" under pro-attacker Shock Die Roll Adjustments. Follow the Terrain Effects Chart instead.

**Battle Book**

**5.36** (clarification). When a side is using Army AMs (Cerro Gordo, El Molino del Rey, Chapultepec), only individual units that are out of command range of their brigadier lose 1 AM.

**8.29.** The counter depicted in the first illustration is actually that for a 24-pound howitzer, but consider it as the mortar for purposes of the rule.

**11.8.** **Square** (additions & corrections)

-- Units in Square may not use Extended Line; they must leave Square first. However, units in Extended Line may go into Square, the Square being formed in the hex that the actual combat unit is in.

-- Units that are charged while in Extended Column may NOT go into Square.

**11.86, 5th bullet.** As ZOCs are not defined in GBACW; read this rule as prohibiting units in Square from moving adjacent to the enemy.

Squares which must retreat due to shock or 2nd Disorder automatically and immediately leave square.

**Buena Vista**

**TEC**

-- Both Up Sheer Slope DRMs for Fire on BV's TEC should be -2.
-- Both Down Sheer Slope DRMs for Fire should be -1.
-- Replace the 2nd sentence of Note "i" with the following: "Artillery may not fire across into adjacent hexes, either up or down."

Special Facing Rule (correction). The firing arc for units in 1632 should be defined as 1035-1532 and 1732-2335.

**Santa Anna's Personal Guard**

-- (change) The Hussars may never be more than one hex from Santa Anna.
-- (addition) The Hussars may attempt Rally or Recovery from Rout during the Replacement/Recovery Phase (IV.B) of any turn in which Santa Anna has not moved in the immediately preceding Commander Movement Phase (IV.A).
Mexican Off-Board Movement (clarification). The brigade undertaking this movement is treated as Out of Command while off-map, activating one less time than its division.

Mexican Small Arms Fire. The -1 DRM applies to all Mexican small arms except the Escopetas.

Minon's Marauding Minions (clarifications). There is no "Minon AM". Minon and his cavalry enter with the one Cavalry AM used that turn. No other Cavalry AMs are used. When you draw it, it brings in Minon and does not activate any other units. Afterwards Minon functions like any other cavalry brigade, activating with the cavalry AMs.

The One-Day Battle/US Deployment (corrections)

-- Hex 1912: the 2 Dragoons set up Mounted.
-- Hex 3541: this should read "C, 3 US (a and c)" since b is part of the Saltillo garrison covered under the Minon rules.

Addition. 3-star Mexican division leaders move when their divisions activate, rather than during the Commander Movement Phase (IV.A).

Monterey

Counters
-- The following should be omitted from the scenario.
• Celaya and Leon Activos (Uraga; 4 counters)
• Morelia and San Luis Potosi (Mejia; 4 counters)
• Ampdia/1, 2, 3, 4 Ligero, Perez/Mchen Act, and Conde/Jlsc Act. All six lack Command stripes
-- Staniford's brigade has two "Arty a" units. Use both.
-- There is no "LA Volunteers b" for Smith's brigade.

TEC
The "Fortification Effect Chart" lacks an entry for destroyed bastions. Use the entry for "Destroyed Citadel Wall" in the "Monterey TEC (Points/Blocks)" chart, instead.

Battle Book

5.1 (addition). The US Player automatically has the Initiative for the first Turn in each Assault Period.

5.2. Mexican Efficiency (clarification). Artillery not assigned to an infantry brigade, or assigned but out of command, may activate twice using the Artillery AM, no matter where it is on the map.

7.14 (replace the first paragraph). Units in fortified hexes that have more than two protected hexsides face a hexside rather than a vertex. If facing a protected hexside, all protected hexsides are treated as frontal, all unprotected as Flank. If facing an
unprotected hexside, all unprotected hexsides are treated as frontal, all protected as Flank.

7.15. Delete the Play Note.

US Siege Guns.
-- The Siege Gun Table is Missing. The H24’s of C, 1 US can only fire at the Black Fort from Staging Area #2 or closer (ignore the printed range of the 24’s for this purpose). Roll one die. If both strength points are firing, the DRM is +1. If the result is 9 or more, the result is 1 hit on the targeted wall of the Black Fort.
-- C, 1 US's Mortar is an anti-personnel weapon and may fire only at units. As part of C, 1 US, it, too, returns to a staging area in the interphase.

M.27 (correction). Increase each Level by one. Streets, Open Blocks and Plaza Blocks are at Elevation Level 2; Partial City is at Level 3, and Urban City is at Level 4.

M.3 (correction). The title of this rule should be, "City Movement".
M.31 (clarification). For block-to-block movement, Block Dividers add nothing to the MP cost.
M.33 (correction). Replace "Urban City" with "City".

M.4 (correction). The title of this rule should be, "Facing and Stacking in City Points/Blocks".

M.51 (correction). The rule should start, "Inside the City", rather than "Inside the Urban City".

M.64 (clarification): Disordered units cannot use Prepared Fire.

M.67.
-- "Moving along streets" means moving to a point from a point or hex.
-- "ZOC" in this context is exerted by an enemy unit in any block adjacent to the moving unit.
-- Replace "Full City Hex" with "Urban City Block".
-- The +1 DRM for units under Attack Orders should be for units under Advance Orders. Units under Attack orders cannot be ambushed [M.33].
-- The +2 DRM for March Orders applies only when using Mexican Hidden Deployment. For purposes of that rule, allow units under March Orders to move adjacent to the enemy.
-- (addition) The reference to 12.24 is to a rule intended for the Battle Book but omitted. The Monterey TEC for Points/Blocks defines "Cautious Movement" as paying 2 MP to move to a point, rather than 1. The phasing unit may choose to move Cautiously. If it does, the DRM for Adobe Ambush is zero.

M.71, 1st bullet. Delete the parenthetical phrase, "(including Points bordering a block the unit wishing to shock is in)". M72 covers shocking from a Block.

M.72 (clarification). Units under Advance Orders may not shock when in the city.
M.75. There are 7 Barricade counters, not 10.

**Monterey Victory Chart** (clarifications).
-- The 25 VP award for "any hex inside the Black Fort" is counted only once, even if both hexes (2116 and 2117) are occupied.
-- Replace, "Each Full City Block controlled" with Each Urban City Block Controlled".
-- Note "a" (clarification). Despite being the tallest building in town, the Cathedral block is still a Level 4 block for LOS.

**El Molino**

**Counters.**
-- The Los Pintos unit has NO small-arms (ignore the 'M')
-- Sumner's US 2 Dragoon's cohesion rating should be an "8".

**Battle Book**

5.3 (clarifications)
-- Treat brigades of both sides as always in command for activation purposes. However, combat units out of command during Phase II.A activate one less time than their brigades.
-- US brigade leaders out of command at the start of a turn may not change orders during the Division Orders phase (II.B).

14.1 (addition). The Light Battalion and the Storming Party (a and b) constitute one brigade for purposes of activation and Victory.

**The Trench.** For LOS purposes, units in the trench are considered to be at a lower elevation than the elevation of their hex.

**U.S. First Turn Command** (clarification). Consider all US units to be in command on Turn 1.

**Mexican Deployment & Reinforcements**
-- 1817-1819. The 8-pounder has 2 SP, not 3.
-- The cavalry enters via hex 2034, the Hacienda road on the west side, not 3201.
-- 1917-1927 (clarification). Ramirez has his choice as to which of these 10 spaces his units deploy in.

**Cerro Gordo**

**Counters.** 1 Art "a" (Harney), 3 US "a" (Harney) and 3 Vol Artillery "c" are the only counters for these three units. The "a" in each of Harney's two units and the "c" are in error.
Terrain Effects Chart (addition). Treat the town with the same Terrain effects as the village in Molino.

Battle Book

Initiative. The reference to 9.33 is correct for the series rules through the 2014 edition. For the 2019 rules the reference would be to 9.32.

5.3 (clarification). Treat brigades of both sides as always in command for activation purposes. However, combat units out of command at the start of a turn activate one less time than their brigades.

14.0 (addition). Santa Anna's Personal Guard
-- The Hussars move when Santa Anna moves and at his rate. They may never be more than one hex from him.
-- The Hussars may attempt Rally or Recovery from Rout during the Replacement/Recovery Phase (IV.B) of any turn in which Santa Anna has not moved in the immediately preceding Commander Movement Phase (IV.A).

Mexican Activation (clarifications)
-- When Mexican brigades are taken out of Reserve, they go into Inactive status.
-- 4th paragraph. The Mexican Player may use one AM per turn to Activate any one brigade whose leader is within Santa Anna's command range.

Initial US Deployment (clarification). Treat K, 1 US as one unit for purposes of set-up.

US Reinforcements may enter through 4637-40, rather than 4836-4838. Any units entering via 4637-4640 expend 3 MP for the first hex of entry.

Chapultepec

Counters. Use the Leon leader from the El Molino mix as the brigade leader for the three Mexican units with an orange color command bar and designated, "Len/Brvo".

TEC (correction). The Artillery table's 1st DRM applies to the firing unit (not the target).

Part 3. Churubusco

Preliminary Information.
• The effects of the smaller hex scale are limited to those shown in the Small-Arms table.
• The map is missing a compass rose. The top of the map is north.
4.0 (addition). General Scott's role in this game is limited to the assistance his four stars can lend to Rally and UDDs. However, an expert GBACW player commented thusly: 
*Scott was not on the field of battle at Churubusco. IMO, the Scott counter should not have been included and should not be used. However, that is an unofficial opinion you can take or leave.*
With the agreement of both players, Scott's counter may be omitted from the game.

5.36 (clarification). Only individual units that are out of command range of their brigadier lose 1 AM. As Mexican cavalry activate only once, the only effect of being out of command is that they do not change orders if their brigade does.

10.61 (clarification). Mexican artillery may change facing by one vertex at no cost in MP, per 7.21.

**Defensive Walls** (clarifications and additions). While the Defensive Walls are hex terrain as opposed to hexside terrain, they are located just inside the nearest hexsides.

-- The combat effects of a Wall hex apply to Fire/Shock crossing the Wall, as if it were a hexside. Thus, an American unit atop the wall in 3704, attacked by a Mexican unit in 3705, does not receive the benefits listed on the TEC.

-- The MP costs listed on the TEC for Defensive Wall applies to units in the Wall hex and moving from "Not on Wall" to atop the wall, or vice versa. The TEC omits MP costs for moving atop the Wall from hexes "outside" the wall. Those costs are as follows:

   Infantry, 3 ; Cavalry & Artillery, NA ; Leaders, 2.

-- Advance after Combat into a Defensive Wall hex places the advancing unit atop the wall.

**The Convent and Church.** The Convent roof is in hex 3806.

**Small-Arms Fire, 8.45** (addition). Many Mexican regiments include a, b, and c units. Apply this rule to them, as well. For all three units of such a regiment to combine fire, their target must be two hexes away (see the diagram in Series Rule 8.44 for an extended 3-hex unit). Additionally, they must not have moved (see series rule 10.13).

**Initial Mexican Deployment.**
-- Any 4 units from Perez's brigade set up in any hex north of and adjacent to the Churubusco River from 4312, east. However, 4312 is south of the river. Set up these units in 4413 and the hexes adjacent to the river to the east.

-- Treat the Tulancingo Curaissiers and the Light Mtd. Vera Cruz Regiment as a separate brigade for purposes of assigning Orders. Use Torrejon as their brigadier.

**Churubusco Artillery Firing Table**
-- The table on the map includes a -1 DRM for artillery that moved. Ignore this.
-- The only DRM that apply to artillery fire are those listed on the Table (with the one exception listed above). Do not apply the DRM listed in Series Rule 10.81.
**Churubusco Small-Arms table** (clarification). Note "x" refers to 10.52 in the Churubusco rules. The limit on the Bakers' prepared fire range is an exception to this rule, as explained in the note.

**Part 4. Battles with the Gringos**

**Range Effects Chart for Palo Alto, Resaca, and Contreras** (correction). The +2 for Muskets at 2-hex range should be -2.

**Skirmishers** (clarifications)

The Mexicans Skirmishers are marked "PA". They may used in Contreras, but not for the initial deployment. They may also be used in the *Gringo!* scenarios.

14.43. Skirmishers can stack with the parent even when it is stacked with artillery.

If a Skirmisher's parent unit is eliminated, the SKs can become that parent unit by stacking together (*exception* to 14.43). Immediately replace the Skirmishers with the parent unit at the SP level of the combined SK (Collapsed if necessary).

14.45. Skirmishers may move through friendly units without penalties.

**Palo Alto & Resaca de la Palma**

-- **the TEC is incorrect for Chaparral.** Cavalry cannot enter Chaparral, per 9.4. Infantry may enter but must UDD for possible Step Loss. If a Step Loss occurs, the unit is automatically Disordered. Skirmishers may enter Chaparral without penalty.

**Resaca de la Palma.**

-- All three bullets of 10.8 apply both to Resaca hexes and Lagoon hexes.
-- Apply 10.8's -2 DRM for firing at a unit in a Resaca hex from a non-Resaca hex, instead of the Resaca TEC's -1 DRM.
-- The Resaca TEC omits costs for mixed Resaca/Woods hexes. Those costs are 3 for Infantry, 2 for Skirmishers, and 2 for Leaders.

**Puebla Range Effects Chart**

-- The weapon designation, "MR", on French units stands for Minie Rifles. The chart should have said MR, not MIN.
-- Muskets at 2-hex range should be 0.
-- Minie Rifles at 2-hex range should be +1.