

Mexican-American War in 6mm

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The following article originally appeared on the “Vendheume Fighters” website. It has been compiled by Jean-Marc Largeaud and reproduced here with permission. Some minor editing has been completed by Keith McNelly.

This guide references the Heroics & Ros range of miniatures. References of MACW denote American Civil War ranges while MC are Colonial. All other miniatures are from Napoleonic ranges.

Note: There is no real equivalent for US cavalry and artillery in forage caps nor for Mexican cavalry in shakos or lancers. Suggestions are provided with possible modifications.

MEXICO

Generals & Staff Officers: MFN 17 Napoleon & Marshals.

Infantry in Shakos: MBN 21 Infantry Stove Pipe Shako and MBN 19 Infantry Stove Pipe Attacking.

Infantry Guards: (Grenadiers de la garde des pouvoirs supremes) MFN 5 Old Guard Grenadiers, MFN 20 Guard Chasseur a Pied, MFN 43 Old Guard Grenadiers Attacking.

Zapadores: MFN 5 Old Guard Grenadiers, MFN 20 Guard Chasseur A Pied, MFN 43 Old Guard Grenadiers Attacking.

Militia: A mix of MACW 6 Confederate Infantry Skirmishing and MACW 19 Confederate Infantry Attacking. Add some MACW 21 Confederate Infantry Firing.

Irregular and Presidential Lancers: MACW 7 Confederate Cavalry (Lances need to be added).

Jalisco Lancers: MFN38 Guard Lancers Charging and MFN 2 Polish Guard Lancers. *Note for the 7th Mexican Lancers use MRN 6 Cossacks, or give lances to MBN 11 Light Dragoons.*

Cavalry with Crested Helmet: MFN 13 Line Lancers and MBN 20 Light Dragoons in Tarletons.

Cavalry 1840-1850 Shakos: With some work on headgear, MBN 11 Light Dragoons.

Cuirassiers: MFN 37 Cuirassiers Charging.

Guard Hussars: MBN 10 British Hussars.

Artillery: MBN 26 Foot Artillery in Stovepipe.

UNITED STATES

Generals & Staff Officers: A mix of figures from MPN 7 Blucher & Staff & MACW 9 Generals.

Regular Infantry in Forage Caps: MPN 20 Landwehr Attacking and MPN 21 Landwehr Skirmishing.

Infantry in Shakos: MBN 19 Infantry Stove Pipe Attacking or MAN 1 Austrian Musketeers in Shako. (Neither are perfect)

Volunteers: Mix some MPN 20 Landwehr Attacking, MPN 21 Landwehr Skirmishing and many MACW 6 Confederate Infantry Skirmishing, MACW 19 Confederate Infantry Attacking and MACW 21 Confederate Infantry Firing.

Mississippi Rifles: MACW 23 Confederate Cavalry Dismounted.

Marines in Combat Uniform: MPN 20 Landwehr Attacking and MPN 21 Landwehr Skirmishing.

Marines in Dress Uniform: MAN 1 Austrian Musketeers in Shako.

Naval Infantry: MC 22 Royal Navy Landing Party.

U.S. Dragoons in Soft Caps: MRN 9 Russians Hussars. Note some work on headgear is needed. Cut the plumes and trim the pelisse of these hussars. You may also use MACW 14 Cavalry in Kepi Charging.

Volunteers Cavalry / Rangers: MACW 24 Confederate Cavalry Charging.

Artillery: MRN 4 Russian Foot Artillery (some work on headgear is required). Otherwise try MBN 26 Foot Artillery In Stove Pipes (the Flying artillery) and consider inside MC 23 Royal Navy Landing Party Detachments pack where some figures in hats may be of interest too.