

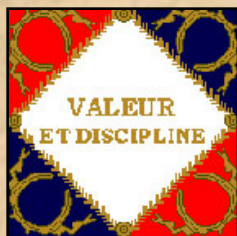


Tactiques Napoléon 1809 - La Coruña



Maréchal Soult vs. Lieutenant-General Moore

16 January, 1809



◆ Dusk Turn

◆ Night Turn

Scenario

- First Turn:** 12:00 **Last Turn:** 18:30 (See Events) **Turns:** 14
- The British player deploys first. The French player activates first every Turn.
 - TN 9.2 exception: Army Leaders may only issue 1 Order per Turn.
 - None of the Spanish units are used in the TN version of Coruña.

Terrain

- Strongpoints:** All hexes of La Coruña and the Castillo de San Diego are considered Strongpoint hexes.
- Fortifications:** All walls of La Coruña the Castillo de San Diego are considered Fortification hexsides. The Castilo is a Fortification hex.
- Mont Mero:** The 9 hexes at the top of Mont Mero are Impassable to all units and Leaders.
- Rough Ground:** Ricochet Fire is not applicable.
 - Before any Charging cavalry unit's Melee Resolution, roll a d10:
 - On an Even result there is no effect.
 - On an Odd result the unit *Disrupts* prior to Resolution.

Victory Conditions

- French Decisive Victory:** Accumulate + 9 VPs at end of any Turn.
- French Tactical Victory:** Accumulate + 4 VPs at game end.
- Draw:** Any other result.
- British Tactical Victory:** Accumulate + 2 VPs more at game end.
- British Decisive Victory:** Accumulate + 7 VPs at end of any Turn.

VP	Condition
+ 2	Control of the Castillo de San Diego
+ 1	Control of Elvina
+ 1	Control of Eiris
+ 1	Control of Oza
+ 1	Control of Santa Lucia
+ 1	For each French increment within walls of La Coruña (French only)
+ 1	Per 3 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command

British Deployment

- All Leaders and units set-up in or within 4 hexes of hexes labeled A, B, Elvina, San Cristobal and/or within 10 hexes of Santa Lucia, Santa Margarita or Oza.
- The Anglo-Allied player may mask all units and may additionally use 16 Mask markers.

British Special Rules

- British replacement Leaders have 2/~0 Command Ratings.
- Royal Navy:** Apply a + 2 modifier to Commitment Checks due to the presence of the Navy just off shore.

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	2	2	1	24 incr.	Clear	0	Clear	Yes	Charging cavalry roll 1d10
Village	2	3	2	1	18 incr.	Blocking	- 1	Broken	No	General Terrain
Castillo de San Diego	All (Gate:3)	Impassable	Impassable	1	6 incr.	Blocking	- 2	Broken	Yes	General Terrain
La Coruña	2	4	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
La Coruña Gate	+ 1	+ 1	+ 1	+ 0	March	Blocking	- 3	Broken	~	~
La Coruña Wall	Impassable	Impassable	Impassable	Impassable	~	None	~	~	~	No fire possible across Wall
Mont Mero	Impassable	Impassable	Impassable	Impassable	~	Blocking	~	~	~	Includes top nine (9) hexes.
Slope	+ 1	+ 3	+ 3	+ 0	~	Sloping	0	Clear	~	~
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Trail	3/4	3/4	3/4	1/2	March	See OT	See OT	See OT	~	~
Stream (Ford)	+ 1 (+ 0)	+ 3 (+ 1)	+ 4 (+ 2)	+ 1	~	Clear	0	Broken	~	~
Sea	Impassable	Impassable	Impassable	Impassable	~	Clear	0	~	~	~



The southern road hex leading off the map is the French Depot hex.



Any port hex of La Coruña is a British Depot hex.

Event Table

Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any one <i>Routed</i> unit to the map or erase one Low Ammo circle from any artillery unit that is In Command.
4 ~ 5	Royal Navy Support	All French units within 6 hexes of a Sea hex must make an immediate Morale Check.
6	Tenacity	Roll 1d10 after every Melee Resolution. If the result is odd, the attacker suffers 1 increment loss. If the result is even, the defender suffers 1 increment loss.
7	Ney on the March (Once per Game)	Apply a + 1 modifier to French Commitment Checks for the remainder of the game.
8	Inspired Command (Roll another die)	<u>Odd</u> : Moore is inspirational. Increase his Morale Bonus to 3. <u>Even</u> : Soult takes an interest in defeating the British. Increase his Command Rating to 3.
9	Logistical Neglect	Undernourished and tired, one British Brigade Command (British player's choice which) gains 1 Fatigue.
10	British Evacuate (14:30 or after only)	If the French player has at least 2 Shattered Commands, the British declare an evacuation and the game ends immediately. Check Victory Conditions to determine a victor if any.

National Modifiers



British cavalry apply a - 1 Recall TC modifier

January 30, 2025

Original Game Design by Ed Wimble
Tactiques Napoléon module by Jean Tessier

II Corps d'Armée



Maréchal Soult : 2/~2

Command Range: 12 MPs

Colonel Barbot : 2/~1

Chef d'Etat-Major: + 2 MPs

2e Bn./1er Rég. de Sapeurs	+ 6	x .5	*x 3* (□□□♦□□)
1er Cie./2e Artillerie à Pied	+ 6	x 4/12	x 4 (□□) ○○○
2e Cie./2e Artillerie à Pied	+ 6	x 4/12	x 4 (□□) ○○○
1er Cie./2e Artillerie à Cheval	+ 6	x 2/9	x 2 (□□) ○○

2e Division

Général de Division Mermet : 3/~1

Command Range: 8 MPs

Artillerie à Pied/2 + 6 x 3/9

x 3 (□□) ○○○

1ere Brigade

○○○○○○○○○ RR: 2

Général de Brigade Lefebvre : 3/~0

□□□□♦□□□

1er Bn./31e Rég. Légère	+ 5	(x 1)	x 2 □□□♦□□
2e Bn./31e Rég. Légère	+ 5	(x 1)	x 2 □□♦□□
3e Bn./31e Rég. Légère	+ 5	(x 1)	x 2 □□♦□□
4e Bn./31e Rég. Légère	+ 5	(x 1)	x 2 □□♦□□
1er Bn./2e Rég. de Ligne Suisse	+ 4	(x 1)	x 2 □□□♦□□
2e Bn./2e Rég. de Ligne Suisse	+ 4	(x 1)	x 2 □□□♦□□
1er Bn./3e Rég. de Ligne Suisse	+ 4	(x 1)	x 2 □□□♦□□

2e Brigade

○○○○○○○○○ RR: 2

Général de Brigade Gaulois : 2/~0

□□□□♦□□□

1er Bn./47e Rég. de Ligne	+ 5	(x 1)	x 2 □□□♦□□
2e Bn./47e Rég. de Ligne	+ 5	(x 1)	x 2 □□□♦□□
3e Bn./47e Rég. de Ligne	+ 5	(x 1)	x 2 □□□♦□□
4e Bn./47e Rég. de Ligne	+ 5	(x 1)	x 2 □□□♦□□
1er Bn./122e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□
2e Bn./122e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□
3e Bn./122e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□
4e Bn./122e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□

French Deployment

- The following set-up in or within 12 hexes of hex Numeral II AND/OR in or within 1 hex of Piedralonga.

- | | |
|-----------------------------------|----------------------|
| • Maréchal Soult | • Colonel Barbot |
| • 1er Cie./2e Artillerie à Pied | • 1er Division |
| • 2e Cie./2e Artillerie à Pied | • 3e Division |
| • 1er Cie./2e Artillerie à Cheval | • 2e Bn./1er Sapeurs |

1ere Division

Général de Division Merle : 3/~1

Command Range: 8 MPs

Artillerie à Pied/1 + 6 x 3/9

x 3 (□□) ○○○

1ere Brigade

○○○○○○○○○ RR: 2

Général de Brigade Reynaud : 3/~0

□□□□♦□□□

1er Bn./4e Rég. Légère	+ 5	(x 1)	x 2 □□□♦□□
2e Bn./4e Rég. Légère	+ 5	(x 1)	x 2 □□□♦□□
3e Bn./4e Rég. Légère	+ 5	(x 1)	x 2 □□□♦□□
4e Bn./4e Rég. Légère	+ 5	(x 1)	x 2 □□♦□□
1er Bn./15e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□
2e Bn./15e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□
3e Bn./15e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□

2e Brigade

○○○○○○○○○ RR: 2

Général de Brigade Sarrut : 3/~0

□□□□♦□□□

1er Bn./2e Rég. Légère	+ 5	(x 1)	x 2 □□□♦□□
2e Bn./2e Rég. Légère	+ 5	(x 1)	x 2 □□□♦□□
3e Bn./2e Rég. Légère	+ 5	(x 1)	x 2 □□♦□□
1er Bn./36e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□
2e Bn./36e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□
3e Bn./36e Rég. de Ligne	+ 5	(x 1)	x 2 □□♦□□

French Special Rules

- French replacement Leaders have 2/~0 Command Ratings.
- Heavy (x 4/12) artillery suffer a - 1 Limber TC modifier.
- Maréchal Soult may not participate in a unit or stack that Assaults or Charges unless he has been triggered by Event 8 'Inspired Command'.
- The French Dragons Regiments may dismount and function as regular infantry.
 - They requires ½ the unit's Movement Allowance to dismount or mount.
- All increment losses suffered by dismounted Dragoons are doubled (x 2).

	RR	Infantry	Cavalry	Artillery	Total
1er Division	4	5.600	0	8	5.760
2e Division	4	6.800	0	8	6.960
3e Division	3	4.800	0	8	4.960
Cavalerie Légère	2	0	1.300	0	1.300
Division Lorge	2	0	1.600	0	1.600
Division Lahoussaye	2	0	1.600	0	1.600
Misc. Echelon Troops	0	500	0	24	980
	17	17.700	4.500	48	23.160

3e Division

Général de Division Delaborde : 3~/1				Command Range: 8 MPs			
Artillerie à Pied/3	+ 6	x 3/9	x 3	(□□)	○○○		
1ere Brigade				○○○○○○○○○	RR: 2		
<i>Général de Brigade Foy</i> : 3~/0				□□□□◆□□□			
1er Bn./70e Rég. de Ligne	+ 5	(x 1)	x 2	□□◆□□			
2e Bn./70e Rég. de Ligne	+ 5	(x 1)	x 2	□□◆□□			
3e Bn./70e Rég. de Ligne	+ 5	(x 1)	x 2	□□◆□□			
4e Bn./70e Rég. de Ligne	+ 5	(x 1)	x 2	□□◆□□			
1er Bn./86e Rég. de Ligne	+ 5	(x 1)	x 2	□□□◆□□			
2e Bn./86e Rég. de Ligne	+ 5	(x 1)	x 2	□□◆□□			
3e Bn./86e Rég. de Ligne	+ 5	(x 1)	x 2	□□◆□□			
2e Brigade				○○○○○○○○○	RR: 1		
<i>Général de Brigade Arnaud</i> : 3~/0				□□◆□□			
1er Bn./17e Rég. Légère	+ 5	(x 1)	x 2	□□□◆□□			
2e Bn./17e Rég. Légère	+ 5	(x 1)	x 2	□□□◆□□			
3e Bn./17e Rég. Légère	+ 5	(x 1)	x 2	□□□◆□□			
1er Bn./4e Rég. de Ligne Suisse	+ 4	(x 1)	x 2	□□◆□□			

French Reinforcements

- The French player secretly designates an Entry Area for each Command listed below and notes it in the Entry Area box. All or none need enter from any one Entry Area.
- Entry Areas are within 3 hexes of Numerals II, III, IV or V. See the map for Numerals notations.
- Reinforcement Groups require a die roll of "10" or more to enter. Begin rolling on Turn indicated and each Turn thereafter until Group enters. Apply the Entry Area modifier to each roll.
- French player may only roll once per Entry Area per Turn. If two or more Commands are designated for an Entry Area only one may be rolled for (French player's choice which) per Turn.

Group A enters within 3 hexes of

- 2e Division

Group B enters within 3 hexes of

- Division de Cavalerie Légère

Group C enters within 3 hexes of

- Division de Cavalerie LaHoussaye

Group D enters within 3 hexes of

- Division de Cavalerie Lorge

Entry Area	Time
II (+ 5 mod.)	12:30
III (+ 4 mod.)	13:30
IV (+ 3 mod.)	14:30
V (+ 2 mod.)	15:30

Division de Cavalerie LaHoussaye

Général de Division LaHoussaye : 3~/1				Command Range: 8 MPs			
1ere Brigade				○○○○○○○○○	RR: 1		
<i>Général de Brigade Marisy</i> : 2~/0				□◆□			
17e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			
27e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			
2e Brigade				○○○○○○○○○	RR: 1		
<i>Général de Brigade Caulaincourt</i> : 3~/0				□◆□			
18e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			
19e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			

Division de Cavalerie Lorge

Général de Division Lorge : 2~/1				Command Range: 8 MPs			
1ere Brigade				○○○○○○○○○	RR: 1		
<i>Général de Brigade Viallanes</i> : 3~/0				□◆□			
13e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			
22e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			
2e Brigade				○○○○○○○○○	RR: 1		
<i>Général de Brigade Fournier</i> : 3~/0				□◆□			
15e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			
25e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			

Division de Cavalerie Légère

Général de Brigade Franceschi : 3~/2				Command Range: 8 MPs			
1ere Brigade				○○○○○○○○○	RR: 1		
<i>Général de Brigade Girardin</i> : 3~/0				□◆□			
1er Rég. de Hussards	+ 6	(x.5)	x 2	□□◆□□□			
22e Rég. de Chasseurs à Cheval	+ 5	(x.5)	x 2	□□◆□□□			
2e Brigade				○○○○○○○○○	RR: 1		
<i>Général de Brigade Debelle</i> : 2~/0				□◆□			
Rég. de Chasseurs à Cheval Haneuvre	+ 4	(x.5)	x 2	□□◆□□□			
8e Rég. de Dragons	+ 5	~	x 3	□□□◆□□□□			
dismounted	+ 4	x .5	x 2	“			

The British Army



Lieutenant-General Moore : 4~/2

Command Range: 10 MPs

Brigadier-General Clinton : 3~/1

Adjutant General: + 2 MPs

1st Squ./15th Light Dragoons + 5 (x .5)

x 2 (□□♦)

Dowman's Royal Horse Artillery + 6 x 2/9

x 2 (□□) ○○

Evelin's Royal Horse Artillery + 6 x 2/9

x 2 (□) ○○

1st Division

Lieutenant-General Baird : 3~/1

Command Range: 7 MPs

Warde's Brigade

○○○○○○○○○ RR: 2

Major-General Warde : 3~/0

□□□□♦

1/1st Foot Guards - a *+ 6* (x 2)

x 2 □□□♦□□DC

1/1st Foot Guards - b *+ 6* (x 2)

x 2 □□□♦□□DC

2/1st Foot Guards - a *+ 6* (x 2)

x 2 □□□♦□□DC

2/1st Foot Guards - b *+ 6* (x 2)

x 2 □□□♦□□DC

Bentick's Brigade

○○○○○○○○○ RR: 2

Major-General Bentick : 3~/0

□□♦□

"King's Own" 1/4th Foot + 5 (x1.5)

x 2 □□□♦□□

"Royal Highlanders" 1/42nd Foot + 6 (x1.5)

x 2 □□□♦□□

"West Kent" 1/50th Foot + 5 (x1.5)

x 2 □□□♦□□

Manningham's Brigade

○○○○○○○○○ RR: 2

Major-General Manningham : 3~/0

□□♦□

"Royal" 3/1st Foot + 6 (x1.5)

x 2 □□□♦□□□

"Cameronian" 1/26th Foot + 5 (x1.5)

x 2 □□□♦□□

"The Loyal" 2/91st Foot + 5 (x1.5)

x 2 □□□♦□□

Reserve Division

Major-General Paget : 3~/1

Command Range: 7 MPs

Disney's Brigade

○○○○○○○○○ RR: 2

Brigadier-General Disney : 3~/0

□□♦□□

"North Gloucestershire" 1/28th Foot + 5 (x1.5)

x 2 □□♦□

"Highland" 1/91st Foot + 5 (x1.5)

x 2 □□♦□

Anstruther's Brigade

○○○○○○○○○ RR: 2

Brigadier-General Anstruther : 3~/0

□□□♦□□

"East Devonshire" 1/20th Foot + 5 (x1.5)

x 2 □□♦□

"Oxfordshire Light Inf." 1/52nd Foot + 6 (x1.5)

x 2 □□♦□DC

"Rifles" 1/95th Foot *+ 6* (*x2*)

x 2 □□♦□DC

2nd Division

Lieutenant-General Hope : 3~/1

Command Range: 7 MPs

Hill's Brigade

○○○○○○○○○ RR: 2

Major-General Hill : 4/A/1

□□♦□□

"Queen's Royal" 1/2nd Foot + 5 (x1.5)

x 2 □□□♦□□□

"Northumberland" 1/5th Foot + 5 (x1.5)

x 2 □□□♦□□□

"Bedfordshire" 2/14th Foot + 5 (x1.5)

x 2 □□□♦□□

"Cornwall" 1/32nd Foot + 5 (x1.5)

x 2 □□□♦□□

Leith's Brigade

○○○○○○○○○ RR: 2

Major-General Leith : 3~/0

□□♦□

"2nd Yorkshire Light" 1/51st Foot + 6 (x1.5)

x 2 □□□♦□□□DC

"2nd Nottinghamshire" 2/59th Foot + 5 (x1.5)

x 2 □□□♦□□□

2/76th Foot + 5 (x1.5)

x 2 □□□♦□□

Craufurd's Brigade

○○○○○○○○○ RR: 2

Brigadier-General C. Craufurd : 2~/0

□□♦□

"Herefordshire" 1/36th Foot + 5 (x1.5)

x 2 □□□♦□□

"Highland Light Infantry" 1/71st Foot + 6 (x1.5)

x 2 □□□♦□□□DC

"Gordon Highlanders" 1/92nd Foot + 6 (x1.5)

x 2 □□□♦□□

3rd Division

Lieutenant-General Frazer : 3~/1

Command Range: 7 MPs

Beresford's Brigade

○○○○○○○○○ RR: 2

Major-General Beresford : 3~/1

□□♦□□

"1st Warwickshire" 1/6th Foot + 5 (x1.5)

x 2 □□♦□□

"East Norfolk" 1/9th Foot + 5 (x1.5)

x 2 □□♦□□

"Royal Welsh Fusiliers" 2/23rd Foot + 6 (x1.5)

x 2 □□♦□□DC

"1st Monmouthshire" 2/43rd Foot + 6 (x1.5)

x 2 □□♦□□DC

Fane's Brigade

○○○○○○○○○ RR: 2

Brigadier-General Fane : 3~/0

□□♦□

"1st Staffordshire" 1/38th Foot + 5 (x1.5)

x 2 □□♦□

"Cameron Highlanders" 1/79th Foot + 6 (x1.5)

x 2 □□♦□□

"Prince of Wales Vol." 1/82nd Foot + 5 (x1.5)

x 2 □□♦□

RR

Infantry

Cavalry

Artillery

Total

1st Division 6 5.100 0 0 **5.100**

2nd Division 6 5.500 0 0 **5.500**

3rd Division 4 2.600 0 0 **2.600**

Reserve Division 4 1.500 0 0 **1.500**

Misc. Echelon Troops 0 0 100 9 **280**

20 14.700 100 9 **14.980**