



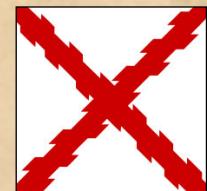
Tactiques Napoléon 1809 - Talavera de la Reyna



Joseph, Roi d'Espagne and Maréchal Jourdan vs. Lt.-General Wellesley and Capitán General Cuesta

28 July 1809

◆ Dawn Turn



Scenario

First Turn: 6:00

Last Turn: 17:30

Turns: 24

- The Coalition player deploys first. The French player activates first.
- Coalition Cooperation: Army of Portugal and Spanish Leaders/units may never stack.
- Armistice: If this Event is accepted by both players, perform the following steps:
 - All Accepted Engage and Defend Orders are changed to Maneuver Orders.
 - Pending Orders are erased.
 - Erase up to 4 Fatigue circles from all Commands.
 - Remove all *Disruption* and *Tired* markers.
 - Routed* units, lightly wounded and unhorsed Leaders return to play.
 - All French units currently adjacent to an enemy unit must retreat. Artillery must limber to do so.
 - Advance the Turn marker 4 Turns.
 - Resume play.

Victory Conditions

- French Decisive Victory**: Accumulate + 9 VPs at end of any Turn.
- French Tactical Victory**: Accumulate + 3 VPs at game end.
- Draw**: Any other result.
- Coalition Tactical Victory**: Accumulate + 3 VPs more at game end.
- Coalition Decisive Victory**: Accumulate + 10 VPs at end of any Turn.

VP	Condition
+ 2	Control of Talavera
+ 1	Control of the Pajar de Vergara Reboubt
+ 1	Per 5 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command

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Tactiques Napoléon module by Jean Tessier

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1	24 incr.	Clear	0	~	Yes	~
Orchard	1	3	3	1	18 incr.	Blocking	- 1	Broken	Yes	~
Olive Grove	1	4	4	1	12 incr.	Blocking	- 1	Broken	No	General Terrain
Town	2	3	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Redoubt	+ 1	+ 3	Impassable	+ 0	1 inf + 1 art	- 1 Hinder	- 3	Broken	Yes	Supported Flanks
Slope	+ 1	+ 3	Impassable	+ 0	~	Sloping	0	~	~	Cavalry may not Charge across
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Stream	+ 1	+ 2	+ 3	+ 0	~	Clear	0	Broken	~	~
Rio Tagus	Impassable	Impassable	Impassable	Impassable	~	Clear	0	~	~	~

Terrain

Pajar de Vergara Redoubt: The Redoubt has three Fortification hexsides. It is also a Strongpoint hex applicable to Army of Portugal units only. If occupied by the French player it ceases to be a Strongpoint for the remainder of the game but retains its Fortification hexsides.

 The map edge road hexes leading to Madrid and Cardiel are the French Depots hexes.

Weather

Heat: Due to the oppressive heat of the day it takes twice as long for cavalry to re-gain Readiness. Mark *Tired* Cavalry with 2 *Tired* markers. Eligible cavalry lose 1 marker per Rally Phase.



The map edge road hex leading to Oropesa is the Coalition Depot hex.

Event Table

Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any two <i>Routed</i> unit to the map or erase up to two Low Ammo circles from any artillery unit that is In Command.
4 ~ 5	Oppressive Heat	Roll 1d10 (odd = Coalition/even = French) to determine winning player. Winning player chooses any one enemy Brigade Command to immediately gain 1 Fatigue.
6	Hot Headed Victor	Marechal Victor must issue an Engage Order to a subordinate Brigade Command this Turn. No Leader Initiative roll required.
7	Spanish Initiative	Cuesta may release any one of his Division Commands by issuing an Order to it.
8	Joseph Ignores Jourdan	Joseph heeds his own council and may not use Jourdan's + 1 Command Rating bonus this Turn.
9	Treason!	French player chooses any one Spanish Division Command. All units of the chosen Command <i>Disrupt</i> .
10	Armistice (Once per Game)	If both players agree, a temporary Armistice may be declared lasting 4 Turns. See Special Rule for effects of an Armistice.

National Modifiers

- British (not KGL) cavalry apply a - 1 Recall TC modifier
- Spanish infantry may not Refuse Flanks during Reaction.
- Spanish infantry/cavalry apply a - 1 Form Up TC modifier
- Spanish cavalry apply a + 2 Counter Charge TC modifier
- Portuguese cavalry apply a + 1 Melee Declaration and Counter Charge modifier
- Polish cavalry apply a + 1 Melee Declaration and Counter Charge modifier

Armée du Portugal



Prince Joseph Napoléon : 1~/2

Maréchal Jourdan : 3+/1/2 Chef d'Etat-Major: + 2 MPs
 Général de Division Sénarmont : 3/B/1 Commandant - Artillerie
 Garde Joseph Napoléon + 6 (x .5) x 2 □□□♦□□

Brigade Joseph Napoléon

Général de Brigade Saligny : 2~/0 RR: 1
 1er Bn./Garde Joseph Napoléon + 6 (x 1) x 2 □□□♦□□
 2e Bn./Garde Joseph Napoléon + 6 (x 1) x 2 □□□♦□□
 3e Bn./Garde Joseph Napoléon + 6 (x 1) x 2 □□□♦□□

1ere Division de Dragons

GdD Latour-Maubourg : 3/C/1 Command Range: 8 MPs
 Artillerie à Cheval/1 + 6 x 2/9 x 2 (□□) ○○
 1ere Brigade RR: 1
 Général de Brigade Perremond : 2~/0 □♦□
 1er Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 2e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 2e Brigade RR: 1
 Général de Brigade Oullembourg : 2~/0 □♦□
 4e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 9e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 3e Brigade RR: 1
 Général de Brigade Digeon : 3~/0 □♦□
 14e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 26e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□

French Special Rules

French replacement Leaders have 2~/0 Command Ratings.

Command Range: 14 MPs

Division de Réserve

Général de Division Dessolles : 3/~/1 Command Range: 8 MPs
 27e Régt. de Chasseurs à Cheval + 5 (x .5) x 2 □□□♦□□
 1ere Brigade RR: 1 ½
 Général de Brigade Godinot : 3/~/0 □□□♦□□□
 1er Bn./12e Régt. Légère + 5 [x 1] x 2 □□□♦□□□
 2e Bn./12e Régt. Légère + 5 [x 1] x 2 □□□♦□□□
 3e Bn./12e Régt. Légère + 5 [x 1] x 2 □□□♦□□□
 1er Bn./51e Régt. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./51e Régt. de Ligne + 5 (x 1) x 2 □□□♦□□
 3e Bn./51e Régt. de Ligne + 5 (x 1) x 2 □□□♦□□

2e Division de Dragons

Général de Division Milhaud : 3/~/1 Command Range: 8 MPs
 Artillerie à Cheval/2 + 6 x 2/9 x 2 (□□) ○○
 1ere Brigade RR: 1
 Général de Brigade Boye : 3/~/0 □♦□
 5e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 12e Régt. de Dragons + 5 ~ x 3 □□□♦□□□
 2e Brigade RR: 1
 Général de Brigade Maupetit : 3/~/0 □□♦□
 16e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 20e Régt. de Dragons + 5 ~ x 3 □□□□□♦□□□□□
 21e Régt. de Dragons + 5 ~ x 3 □□□♦□□□

French Deployment

- The I Corps deploys within 4 hexes of map designation 1, 1R, 1L and/or IV.
- The IV Corps deploys within 4 hexes of map designation 4, 4S, 4V and/or 4L.
- The following deploys within 4 hexes of map designation MI, LM and/or JN:
 - Army Echelon Leaders and units
 - 1ere Division de Dragons
 - 3e Division de Dragons
 - Division de Réserve
 - Brigade Joseph Napoléon

I Corps d'Armée

Maréchal Victor : 3~/2	Command Range: 12 MPs
Général de Brigade Breton : 3~/1	Chef d'Etat-Major: + 2 MPs
Artillerie à Pied/4	+ 6 x 3/9 x 3 (□□) ○○○
Artillerie à Pied/5	+ 6 x 3/9 x 3 (□□) ○○○
Artillerie à Pied/6	+ 6 x 3/9 x 3 (□□) ○○○
 Brigade de Cavalerie	RR: 1
Général de Division Beaumont : 3~/~0	□□□♦□□
2e Rég. de Hussards	+ 6 (x .5) x 2 □□□□□♦□□□□□
5e Rég. de Chasseurs à Cheval	+ 5 (x .5) x 2 □□□□♦□□□□

1ere Division

Général de Division Ruffin : 3~/1	Command Range: 8 MPs
Artillerie à Pied/1	+ 6 x 3/9 x 3 (□□) ○○○
1ere Brigade	RR: 1 ½
Général de Brigade La Bruyère : 3~/~0	□□□♦□□
1er Bn./9e Rég. Légère	+ 6 [x 1] x 2 □□□♦□□□
2e Bn./9e Rég. Légère	+ 6 [x 1] x 2 □□□♦□□
3e Bn./9e Rég. Légère	+ 6 [x 1] x 2 □□□♦□□
1er Bn./24e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./24e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□
3e Bn./24e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□
2e Brigade	RR: 1
Général de Brigade Barrois : 3~/~0	□□♦□
1er Bn./96e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./96e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
3e Bn./96e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□

2e Division

Général de Division Lapisse : 3~/~1	Command Range: 8 MPs
Artillerie à Pied/2	+ 6 x 3/9 x 3 (□□) ○○○
1ere Brigade	RR: 1 ½
Général de Brigade Laplane : 2~/~0	□□□♦□□
1er Bn./16e Rég. Légère	+ 5 [x 1] x 2 □□□♦□□□
2e Bn./16e Rég. Légère	+ 5 [x 1] x 2 □□□♦□□□
3e Bn./16e Rég. Légère	+ 5 [x 1] x 2 □□□♦□□□
1er Bn./45e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./45e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
3e Bn./45e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Brigade	RR: 1 ½
Général de Brigade Solignac : 3~/~0	□□□♦□□
1er Bn./8e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./8e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
3e Bn./8e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
1er Bn./54e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./54e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
3e Bn./54e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□

3e Division

Général de Division Villatte : 3~/~1	Command Range: 8 MPs
Artillerie à Pied/3	+ 6 x 3/9 x 3 (□□) ○○○
1ere Brigade	RR: 1 ½
Général de Brigade Cassagne : 2~/~0	□□□♦□□
1er Bn./27e Rég. Légère	+ 5 [x 1] x 2 □□□♦□□□
2e Bn./27e Rég. Légère	+ 5 [x 1] x 2 □□□♦□□□
3e Bn./27e Rég. Légère	+ 5 [x 1] x 2 □□□♦□□□
1er Bn./63e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./63e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
3e Bn./63e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Brigade	RR: 1 ½
Général de Brigade Puthod : 3~/~0	□□□♦□□
1er Bn./94e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./94e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
3e Bn./94e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
1er Bn./95e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
2e Bn./95e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□
3e Bn./95e Rég. de Ligne	+ 5 (x 1) x 2 □□□♦□□□

IV Corps d'Armée

Général de Division Sébastiani : 2~/1

Général de Brigade Franceschi : 3~/1

Artillerie à Pied/4 + 6 x 3/9 x 3 (□□) ○○○

Command Range: 12 MPs

Chef d'Etat-Major: + 2 MPs

1er Division

Général de Brigade Liger-Belair : 2~/1

Artillerie à Pied/1 + 6 x 3/9 x 3 (□□) ○○○

1ere Brigade

Général de Brigade Rey : 3~/0

1er Bn./28e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□
2e Bn./28e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□
3e Bn./28e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□
1er Bn./32e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□
2e Bn./32e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□
3e Bn./32e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□

2e Brigade

Colonel Legrand : 2~/0

1er Bn./58e Régt. de Ligne + 5 (x 1) x 2 □□□•□□□
2e Bn./58e Régt. de Ligne + 5 (x 1) x 2 □□□•□□□
3e Bn./58e Régt. de Ligne + 5 (x 1) x 2 □□□•□□□
1er Bn./75e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□
2e Bn./75e Régt. de Ligne + 5 (x 1) x 2 □□□□•□□□
3e Bn./75e Régt. de Ligne + 5 (x 1) x 2 □□□•□□□

2e Division (elements)

Général de Division Valance : 3~/1

1er Bn./4e Régt. de Ligne Polonais + 6 (x 1) x 2 □□□□•□□□□
2e Bn./4e Régt. de Ligne Polonais + 6 (x 1) x 2 □□□□•□□□□

RR	Infantry	Cavalry	Artillery	Total
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I Corps d'Armée	9.5	18,000	1,000	48	19,960
IV Corps d'Armée	7	14,200	1,500	30	16,300
1er Division de Dragons	3	0	3,250	6	3,370
2e Division de Dragons	2	0	1,950	6	2,070
Misc Echelon Troops	2.5	5,500	250	0	5,750
	24	37,700	7,950	90	47,450

3e Division

Général de Division Leval : 3~/1

Confederation der Rhin Artillerie/3 + 5 x 3/9 x 3 (□□) ○○○

1ere Brigade

Oberst Schaeffer : 2~/0

Bn. Frankfurt-am-Main + 5 (x 1) x 2 □□□•□□□

1. Bn./Regt. Hessen-Damstadt + 5 (x 1) x 2 □□□•□□□

2. Bn./Regt. Hessen-Damstadt + 5 (x 1) x 2 □□□•□□□

2e Brigade

Major General Chassé : 3~/0

1er Bn./2e Régt. Hollandais + 5 (x 1) x 2 □□□•□□□

2e Bn./4e Régt. Hollandais + 5 (x 1) x 2 □□□•□□□

3e Brigade

Oberst v. Porbeck : 2~/0

1. Bn./4. Regt. Baden 'Gross Herzog' + 5 (x 1) x 2 □□•□□

2. Bn./4. Regt. Baden 'Gross Herzog' + 5 (x 1) x 2 □□□•□□

1er Bn./2e Regt. Nassau + 5 (x 1) x 2 □□□•□□

2e Bn./2e Régt. Nassau + 5 (x 1) x 2 □□□•□□

Division de Cavalerie

Général de Division Merlin : 3~/1

Artillerie à Cheval Hollandais/1 + 5 x 2/9 x 2 (□□) ○○

1ere Brigade

Général de Brigade Stoltz : 3~/0

10e Régt. de Chasseurs à Cheval + 5 (x .5) x 2 □□•□□

26e Régt. de Chasseurs à Cheval + 5 (x .5) x 2 □□□•□□

2e Brigade

Général de Brigade Ormancey : 2~/0

3e Régt. de Hussards Hollandais + 5 (x .5) x 2 □□□•□□

Régt. Chevaux-legers de Westphalie + 5 (x .5) x 2 □□□□•□□□□

Lanciers du Vistule Polonais *+ 6* ~ x 2+1 □□□□•□□□□

Army of Portugal

Lieutenant-General Wellesley : 4~/1		Command Range: 13 MPs			
Brigadier-General C. Stuart	: 2~/1	Adjutant General:	+ 2 MPs		
"Royal Americans" 5/60th Foot	*+ 6* [*x2*]	x 2	(□□□□□□□□□□)		
Lawson's Royal Foot Artillery	+ 5	x 2/9	x 2 (□□) ○○○		
Sillery's Royal Foot Artillery	+ 5	x 2/9	x 2 (□□) ○○○		
Elliot's Royal Foot Artillery	+ 5	x 2/9	x 2 (□□) ○○○		
Heyes' KGL Foot Artillery	+ 5	x 2/9	x 2 (□□) ○○○		
Rettberg's KGL Foot Artillery	+ 5	x 2/9	x 2 (□□) ○○○		
1st Division					
Major-General Sherbrooke : 3~/1		Command Range: 7 MPs			
1st British Brigade		○○○○○○○○○	RR: 1		
Brigadier-General Campbell	: 3~/0	□□□♦□			
1/2nd Foot "Coldstream Guards" -a	*+ 6* [x 2]	x 2	□□□♦□□DC		
1/2nd Foot "Coldstream Guards" -b	*+ 6* [x 2]	x 2	□□□♦□□DC		
1/3rd Foot "Scots Guards" -a	*+ 6* [x 2]	x 2	□□□♦□□□DC		
1/3rd Foot "Scots Guards" -b	*+ 6* [x 2]	x 2	□□□♦□□DC		
2nd British Brigade		○○○○○○○○○	RR: 1		
Brigadier-General Cameron	: 3~/0	□♦□			
"S. Gloucestershire" 1/61st Foot	+ 5 (x1.5)	x 2	□□□♦□□□		
"Middlesex" 2/93rd Foot	+ 5 (x1.5)	x 2	□□□♦□□□		
1st KGL Brigade		○○○○○○○○○	RR: 1		
Brigadier-General v. Langwerth	: 3~/0	□♦□			
KGL Light Battalion	+ 5 [x 2]	x 2	(□♦□)		
1st KGL Line Battalion	+ 5 (x1.5)	x 2	□□□♦□□□		
2nd KGL Line Battalion	+ 5 (x1.5)	x 2	□□□♦□□□		
2nd KGL Brigade		○○○○○○○○○	RR: 1		
Brigadier General v. Löwe	: 3~/0	□♦□			
5th KGL Line Battalion	+ 5 (x1.5)	x 2	□□□♦□□□		
7th KGL Line Battalion	+ 5 (x1.5)	x 2	□□□♦□□□		
RR Infantry Cavalry Artillery Total					
1st Division	4	5,900	0	0	5,900
2nd Division	2	3,600	0	0	3,600
3rd Division	2	3,300	0	0	3,300
4th Division	2	2,600	0	0	2,600
Cavalry Division	3	0	1,850	0	1,850
Misc Echelon Troops	0	1,000	0	30	1,030
	13	16,400	1,850	30	18,850

2nd Division				
Major-General Hill	: 4/A/1	Command Range: 7 MPs		
3rd British Brigade		○○○○○○○○○	RR: 1	
Major-General Tilson	: 2~/0	□□♦□		
"The Buffs" 1/3rd Foot	+ 6 (x1.5)	x 2	□□□♦□□□	
"Northamptonshire" 2/48th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
"Berkshire" 2/66th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
4th British Brigade		○○○○○○○○○	RR: 1	
Brigadier-General R. Stewart	: 3~/0	□♦□		
"Worcestershire" 1/29th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
"Northamptonshire" 1/48th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
1st Battalion of Detachments	+ 4 (x 1)	x 2	□□□♦□□□	
3rd Division				
Major-General Mackenzie	: 3~/1	Command Range: 7 MPs		
5th British Brigade		○○○○○○○○○	RR: 1	
Lt.-Colonel Drummond	: 2~/0	□□♦□		
"Warwickshire" 2/24th Foot	+ 5 (x1.5)	x 2	□□□□□♦□□□	
"Huntingdonshire" 2/31st Foot	+ 5 (x1.5)	x 2	□□□□□♦□□□	
"Nottinghamshire" 1/45th Foot	+ 5 (x1.5)	x 2	□□□□□♦□□□	
6th British Brigade		○○○○○○○○○	RR: 1	
Colonel Donkin	: 2~/0	□♦□		
"Prince of Wales Own Irish" 2/97th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
"Connaught Rangers" 1/88th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
4th Division				
Major-General A. Campbell	: 3~/1	Command Range: 7 MPs		
7th British Brigade		○○○○○○○○○	RR: 1	
Lt.-Colonel Myers	: 2~/0	□♦□		
"Royal Fusiliers" 1/7th Foot	+ 6 (x1.5)	x 2	□□♦□□□	
"Shropshire" 2/53rd Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
8th British Brigade		○○○○○○○○○	RR: 1	
Colonel Kemmis	: 2~/0	□□♦□		
"2nd Somersetshire" 1/40th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
"Queen's German Regt." 1/97th Foot	+ 5 (x1.5)	x 2	□□□♦□□□	
2nd Battalion of Detachments	+ 4 (x 1)	x 2	□□□♦□□□	

Fane's Cavalry Brigade

Major-General Fane : 3~/~0

3rd "King's Own" Dragoons	+ 6	~	x 3	□□□□□♦□□□□□
4th "Queen's Own" Dragoons	+ 6	~	x 3	□□□□□♦□□□□□

□♦□

RR: 1

Cotton's Cavalry Brigade

Major-General Cotton : 3/C/1

14th Light Dragoons	+ 5	(x .5)	x 2	□□□□□♦□□□□□
16th Light Dragoons	+ 5	(x .5)	x 2	□□□□□♦□□□□□

□♦□

RR: 1

Anson's Cavalry Brigade

Major-General Anson : 3~/~0

23rd Light Dragoons	+ 5	(x .5)	x 2	□□□□□♦□□□□□
1st KGL Light Dragoons	+ 5	(x .5)	x 2	□□□□□♦□□□□□

□♦□

RR: 1

1ª División de Caballería

Mariscal de Campo Henestrosa : 1~/~1

Cazadores de España	[+ 4]	(x .5)	x 2	□□□□♦□□□□□
Cazadores de Madrid	[+ 4]	(x .5)	x 2	□□□□♦□□□□□
Cazadores de Sevilla	[+ 4]	(x .5)	x 2	□□□□♦□□□□□
Cazadores de Toledo	[+ 4]	(x .5)	x 2	□□□□♦□□□□□
Dragones del Rey	[+ 4]	~	x 2	□□□□□♦□□□□□
Dragones de Calatrava	[+ 4]	~	x 2	□□□□□♦□□□□□
Caballeria de la Reina	[+ 4]	~	x 2	□□□□□♦□□□□□
Caballeria de Villaviciosa	[+ 4]	~	x 2	□□□□□♦□□□□□

□□□□♦□□□□□

RR: 1

2ª División de Caballería

Duque de Alburquerque : 2~/~2

1ª Húsares de Extremadura	[+ 4]	(x .5)	x 2	□□□□□♦□□□□□
2ª Húsares de Extremadura	[+ 4]	(x .5)	x 2	□□□□□♦□□□□□
Dragones de Alamanza	[+ 4]	~	x 2	□□□□□♦□□□□□
Dragones del Infanta	[+ 4]	~	x 2	□□□□□♦□□□□□
Caballeria de Alcantara	[+ 4]	~	x 2	□□□□□♦□□□□□
Caballeria de Pavia	[+ 4]	~	x 2	□□□□□♦□□□□□
Carabineros Reales	+ 4	~	x 2	□♦□

□□□□♦□□□□□

RR: 1

British Special Rules

- British replacement Leaders have 2~/~0 Command Ratings.
- Leaders suffer a - 1 Leader Initiative modifier when Wellington is on the map.
- British Leaders may use Spanish RR ratings when making Commitment Checks.
- The 60th Foot must deploy in individual Detached Companies.
- Prone: British infantry units may change into an additional "Prone" formation:
 - Prone units may not move except to change out of Prone formation. Units may change out of Prone (0 MP) into any other eligible formation the instant an enemy unit moves adjacent to it.
 - Prone units benefit from a - 2 cover modifier when fired upon by artillery units 6 or more hexes away.
- Fortifications: The Pajar de Vergara Redoubt is a Fortification and Strongpoint hex for the British player only.
 - The Redoubt is oriented facing a hexside has 3 front and 3 flank hexsides. Fortification modifiers apply only to Fire or Melee occurring through front hexsides.
 - Up to 1 infantry unit plus 1 artillery unit may stack in each hex of the Redoubt.

British Deployment

- The British player may deploy 26 Mask markers prior to game start.
- The British player must place the Pajar de Vegara Redoubt adjacent to one of the slope hexsides which designate the Pajar de Vegara.
- All units of the Army of Portugal may set up within 4 hexes of map designations TI, ST, MA, DO, CA, LA, LO, KE, GD, AC, PA, north of the Rio Tagus.
- Any number of Army of Portugal units may deploy within 4 hexes of the Pejar de Vegera Redoubt.

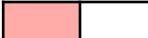
Spanish Special Rules

- Spanish replacement Leaders have 1~/~0 Command Ratings.
- All Spanish Division Leaders have Command Range of 5 MPs.
- Spanish cavalry units may never stack, even if accompanied by a Leader.
- Spanish Leaders may not use British RR ratings when making Commitment Checks.
- Spanish Command: Orders may be issued only to released Subordinate Commands.
 - A Spanish Commands is released the moment any French unit moves within 6 hexes of any of its units OR due to an Event.
 - Spanish Units may not move or fire until released. Leaders are free to move.
 - Spanish Artillery is exempt from the above and may move and fire freely as long as they are in Command Range.

Spanish Deployment

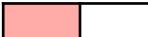
- The Spanish player may deploy 20 Mask markers prior to game start.
- All units of the Ejército de Estramadura may deploy within 4 hexes of map designations A, B, C, D, E, VA, IC and/or IIC.
- In addition, the Coalition player may deploy up to 2 divisions within 4 hexes of map designations AC or TI, north of the Rio Tagus.

Ejército de Extremadura

Vanguardia División  ○○○○○○○○○ RR: 1

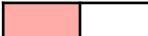
Mariscal de Campo Zayas : 3~/~1

Cazadores de Barbastro	+ 4	(x 1)	x 2	□□□♦□□□
Cazadores de Cataluña	+ 4	(x 1)	x 2	□□□♦□□□
Cazadores de Valencia	+ 4	(x 1)	x 2	□□□♦□□□
Voluntarios de Campo Mayor	+ 4	(x 1)	x 2	□□□♦□□□
Vol. de Valencia y Alburquerque	+ 4	(x 1)	x 2	□□□♦□□□

Primera División  ○○○○○○○○○ RR: 1

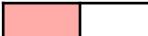
Mariscal de Campo Berthuy : 1~/~1

1º Bn./Regimiento de Canarias	+ 4	x 1	x 2	□□□□♦□□□
1º Bn./Regimiento de Cantabria	+ 4	x 1	x 2	□□□□♦□□□
2º Bn./Regimiento de Cantabria	+ 4	x 1	x 2	□□□□♦□□□
3º Bn./Regimiento de Cantabria	+ 4	x 1	x 2	□□□□♦□□□
Granaderos Provinciales	[+ 4]	x .5	x 2	□□□□♦□□□
Provinciales de Truxillo	[+ 4]	x .5	x 2	□□□♦□□□
1º Artillería a pie	+ 4	x 2/7	x 2	(□□) ○○

Segunda División  ○○○○○○○○○ RR: 1

Mariscal de Campo Iglesias : 2~/~1

1º Bn./Regimiento de Osasuna	+ 4	x 1	x 2	□□□□♦□□□
2º Bn./Regimiento de Osasuna	+ 4	x 1	x 2	□□□□♦□□□
1º Bn./Regimiento de Velez Malaga	+ 4	x 1	x 2	□□□□♦□□□
2º Bn./Regimiento de Velez Malaga	+ 4	x 1	x 2	□□□□♦□□□
2º Bn./ Regimiento de Mallorca	+ 4	x 1	x 2	□□□□♦□□□
Legion Estranjera	[+ 4]	x .5	x 2	□□□♦□□□
Provinciales de Burgos	[+ 4]	x .5	x 2	□□□♦□□□
2º Artillería a pie	+ 4	x 2/7	x 2	(□□) ○○

Tercera División  ○○○○○○○○○ RR: 1

Marqués de Portago : 1~/~1

1º Bn./Regimiento de Badajoz	+ 4	x 1	x 2	□□□♦□□□
2º Bn./Regimiento de Badajoz	+ 4	x 1	x 2	□□□♦□□□
2º Bn./Regimiento de Antequera	+ 4	x 1	x 2	□□□□♦□□□
Regimiento Imperiale de Toledo	+ 4	x 1	x 2	□□□♦□□□
Provinciales de Badajoz	[+ 4]	x .5	x 2	□□□♦□□□
Provinciales de Guardix	[+ 4]	x .5	x 2	□□□♦□□□
3º Artillería a pie	+ 4	x 2/7	x 2	(□□) ○○

Capitán General Cuesta : 1~/~2

Command Range: 11 MPs

Cuarta División  ○○○○○○○○○ RR: 1

Mariscal de Campo Manglano : 1~/~1

1º Bn./Regimiento de Irlanda	+ 4	x 1	x 2	□□□♦□□□
2º Bn./Regimiento de Irlanda	+ 4	x 1	x 2	□□□♦□□□
1º Bn./Regimiento de Jaen	+ 4	x 1	x 2	□□□♦□□□
2º Bn./Regimiento de Jaen	+ 4	x 1	x 2	□□□♦□□□
1º Bn./ Regimiento de Fernando VII	[+ 4]	x .5	x 2	□□□♦□□□
Voluntarios de Madrid	[+ 4]	x .5	x 2	□□□♦□□□
Voluntarios de La Coruña	[+ 4]	x .5	x 2	□□□♦□□□
4º Artillería a pie	+ 4	x 2/7	x 2	(□□) ○○

Quinta División  ○○○○○○○○○ RR: 1

Mariscal de Campo Bassecourt : 2~/~1

1º Bn./1º Regimiento	+ 5	x 1	x 2	□□□♦□□□
2º Bn./1º Regimiento	+ 4	x 1	x 2	□□□♦□□□
3º Bn./1º Regimiento	+ 4	x 1	x 2	□♦□
3º Bn./ Regimiento de África	+ 4	x 1	x 2	□□□□♦□□□
1º Bn./ Regimiento de Murcia	+ 4	x 1	x 2	□□□□♦□□□
1º Bn./ Regimiento de la Reina	+ 4	x 1	x 2	□□□□♦□□□
1º Bn./ Regimiento de Real Marina	+ 4	x 1	x 2	□□□□♦□□□
Provinciales de Siguenza	[+ 4]	x .5	x 2	□□□□♦□□□
5º Artillería a pie	+ 4	x 2/7	x 2	(□□) ○○

	RR	Infantry	Cavalry	Artillery	Total
Vanguardia Division	2	3,000	0	0	3,000
Primera División	2	4,300	0	6	4,420
Segunda División	2	5,100	0	6	5,220
Tercera División	2	3,900	0	6	4,020
Cuarta División	2	4,500	0	6	4,620
Quinta División	2	5,300	0	6	5,420
1ª División de Caballeria	2	0	3,400	0	3,400
2ª División de Caballeria	2	0	3,050	0	3,050
	16	26,100	6,450	30	33,150