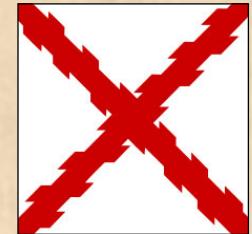
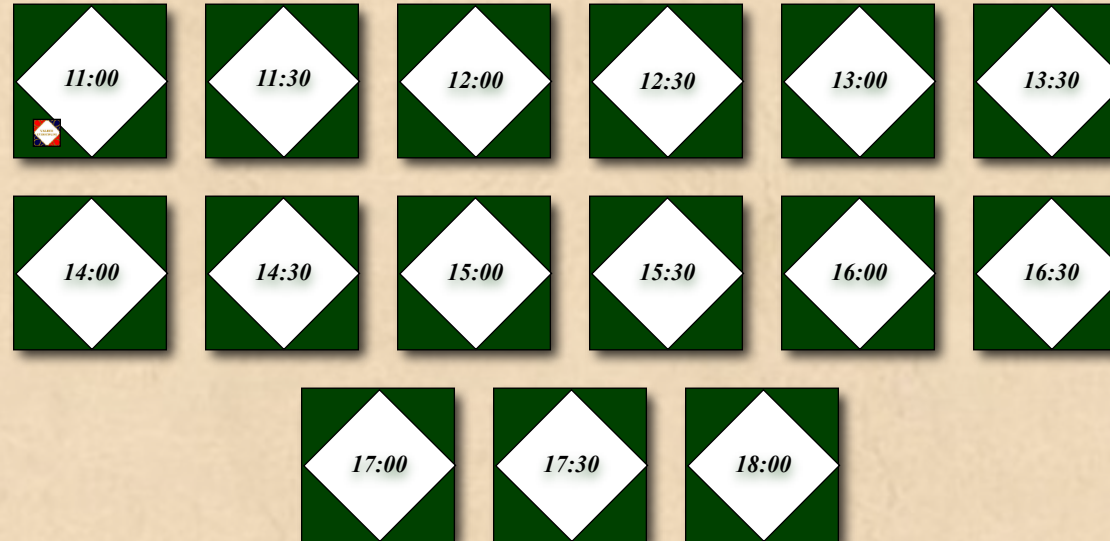




Tactiques Napoléon 1809 - Tamames



Général de Division Marchand vs. el Duque del Parque
18 October 1809



Scenario

- First Turn:** 11:00 **Last Turn:** 18:00 **Turns:** 15
- The Spanish deploy first. The French activates first every Turn.
 - TN 9.2 exception: Army Leaders may only issue 1 Order per Turn.

Terrain

- **Castillo de Tamames:** The Castillo is a small tower and as such has two terrain types for units within its hex. The tower itself, which can be occupied only by infantry, and the open terrain outside which can also be occupied by cavalry and artillery.
 - The Castillo is a Strongpoint and Fortification hex for infantry only.

Victory Conditions

- **French Decisive Victory:** Accumulate + 6 VPs at end of any Turn.
- **French Tactical Victory:** Accumulate + 2 VPs at game end.
- **Draw:** Any other result.
- **Spanish Tactical Victory:** Accumulate + 2 VPs at game end.
- **Spanish Decisive Victory:** Accumulate + 6 VPs at end of any Turn.

VP	Condition
+ 2	Control of Tamames
+ 1	Per 2 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1	24 incr.	Clear	0	~	Yes	~
Field	1	2	2	1	18 incr.	Clear	0	~	Yes	~
Woods	2	3	3	1	12 incr.	Blocking	- 1	Broken	No	General Terrain
Tamames	2	4	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Castillo (inf/ldr)	All	-	-	1	6 incr.	Blocking	- 3	~	Yes	General Terrain
Castillo (cav/art)	-	2	2	-	12 incr.	Blocking	- 1	~	Yes	Unit has Supported Flanks
Slope	+ 1	+ 2	+ 3	+ 0	~	Sloping	0	~	~	~
Steep Slope	+ 4	Impassable	Impassable	+ 3	~	Sloping	0	Broken	~	- 2 Fire across adjacent hexes
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~



The roads leading to Motilla and Salamanca are French Depot hexes.



The roads to Ciudad Rodrigo and Sierra de Francia are Spanish Depot hexes.

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	Oppressive Heat	Roll 1d10 (odd = Spanish/even = French) to determine winner. Winning player chooses any one enemy Brigade Command to immediately gain 1 Fatigue.
6	Brush Fire	Roll 1d10 (odd = Spanish/even = French) to determine winner. Winner may place a BLAZE marker in any Field, Woods or Tamames Terrain.
7	French Confusion	Spanish player picks any one French Brigade Command with Attack Orders and changes them to Maneuver Orders. Effective immediately.
8	Por La Independencia!	Spanish player picks any unit + 4 Morale Value unit to become a + 5 Morale Value unit for the remainder of the game. If unit is [Untrained] it remains so.
9	Spanish Discipline	The Spanish fire on their own to stiffen resistance. Spanish player selects one <i>Routed</i> Spanish unit and places it on the map In Command not adj. to an enemy unit. Unit suffers 1 casualty loss.
10	Spanish Leadership	Spanish player may increase the Command Rating of any one Spanish Leader by + 1 for the remainder of the game.

National Modifiers

-  Spanish infantry/cavalry apply a - 1 Form Up TC modifier
-  Spanish cavalry apply a - 2 Counter Charge TC modifier

VI Corps d'Armée



Général de Division Marchand : 3/~1

Command Range: 12 MPs

Général de Brigade Jomini : 3/~1

Chef d'Etat-Major: + 2 MPs

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

Artillerie à Pied[2] + 6 x 3/9 x 3 (□) ○○○

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

1ere Division

Général de Brigade Marcognet : 3/~1

Command Range: 8 MPs

1ere Brigade (□) ○○○○○○○○ RR: 4

Colonel : 2/~0 (□□□◆□□□)

1er Bn./39e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

2e Bn./39e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

3e Bn./39e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

1er Bn./76e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

2e Bn./76e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

3e Bn./76e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

2e Brigade (□) ○○○○○○○○ RR: 4

Général de Brigade Maucune : 3/~0 (□□□◆□□□)

1er Bn./6e Rég. Légère + 5 (x 1) x 2 (□□□◆□□□)

2e Bn./6e Rég. Légère + 5 (x 1) x 2 (□□□◆□□□)

3e Bn./6e Rég. Légère + 5 (x 1) x 2 (□□□◆□□□)

1er Bn./69e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

2e Bn./69e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

3e Bn./69e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

Brigade Lorcet (□) ○○○○○○○○ RR: 2

Général de Brigade Lorcet : 3/~0 (□◆□)

3e Rég. de Hussards + 6 (x .5) x 2 (□□□◆□□□)

15e Rég. de Chasseurs à Cheval + 5 (x .5) x 2 (□□□◆□□□)

Brigade Fournier (□) ○○○○○○○○ RR: 2

Général de Brigade Fournier : 3/~0 (□◆□)

15e Rég. de Dragons + 5 ~ x 2.5 (□□□◆□□□)

16e Rég. de Dragons + 5 ~ x 2.5 (□□□◆□□□)

French Special Rules

- French replacement Leaders have 2/~0 Command Ratings.
- Marchand Confident:** Apply a + 2 RR modifier to French Commitment Checks until at least one French infantry Brigade Shatters after which the modifier is lost for the remainder of the game.

2e Division

Général de Division Mathieu : 3/~1

Command Range: 8 MPs

2e Brigade (□) ○○○○○○○○ RR: 5

Général de Brigade Labassée : 3/~0 (□□□◆□□□)

1er Bn./25e Rég. Légère + 5 (x 1) x 2 (□□□◆□□□)

2e Bn./25e Rég. Légère + 5 (x 1) x 2 (□□□◆□□□)

1er Bn./27e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

2e Bn./27e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

1er Bn./59e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

2e Bn./59e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

3e Bn./59e Rég. de Ligne + 5 (x 1) x 2 (□□□◆□□□)

French Reinforcements

Group A (Automatic) enters anywhere on the northern map edge.

- 11:00** - 1ere Division
 - Brigade Lorcet
 - GdD Marchand
 - GdB Jomini
 - VI Corps Artillery
- + 2 Turns** - 2e Division
 - Brigade Fournier

	RR	Infantry	Cavalry	Artillery	Total
1er Division	8	7.400	0	0	7.400
2e Division	5	5.000	0	0	5.000
Brigade Lorcet	2	0	600	0	600
Brigade Fournier	2	0	600	0	600
Misc. Echelon Troops	0	0	0	16	320
	17	12.400	1.200	16	13.920

Ejército de la Izquierda



Duque del Parque : 2/~ /2

Command Range: 9 MPs

Mariscal del Campo Mendizábal : 2/* /1

AdC - Duque del Parque

1º Artillería de Pie	+ 4	x 2/7	x 2	(□) ○○
2º Artillería de Pie	+ 4	x 2/7	x 2	(□) ○○
3º Artillería de Pie	+ 4	x 2/7	x 2	(□) ○○
4º Artillería de Pie	+ 4	x 2/7	x 2	(□□) ○○

Vanguardia



Mariscal de Campo de la Carrera : 3/~ /1

Command Range: 6 MPs

1º Brigada



○○○○○○○○○ RR: 3

General de Brigada Castellos : 2/~ /0

□□□□◆□□□□

1º Bn./Regimiento de Cataluña	+ 4	(x 1)	x 2	□□□◆□□
2º Bn./Regimiento de Cataluña	+ 4	(x 1)	x 2	□□□◆□□
1º Bn./Regimiento del Príncipe	+ 4	x 1	x 2	□□◆□□
2º Bn./Regimiento del Príncipe	+ 4	x 1	x 2	□□◆□□
3º Bn./Regimiento del Príncipe	+ 4	x 1	x 2	□□◆□□
1º Bn./Regimiento de Zaragoza	+ 4	x 1	x 2	□□◆□□
2º Bn./Regimiento de Zaragoza	+ 4	x 1	x 2	□□◆□□
3º Bn./Regimiento de Zaragoza	+ 4	x 1	x 2	□□◆□□

2º Brigada



○○○○○○○○○ RR: 2

General de Brigada Vicenza : 1/~ /0

□□□◆□□□

Cazadores de Barbastro	+ 4	(x 1)	x 2	□□◆□□
Battalion de Gerona	+ 4	(x 1)	x 2	□□◆□□
Battalion de Montforte	[+ 4]	x .5	x 2	□□◆□□
Battalion de la Muerte	[+ 4]	x .5	x 2	□□◆□□
Battalion de Vitoria	[+ 4]	x .5	x 2	□□◆□□
Escolares de León	[+ 4]	x .5	x 2	□□□◆□□□

Division Caballería



Príncipe de Anglona : 1/~ /1

Command Range: 6 MPs

1º Brigada



○○○○○○○○○ RR: 1

General de Brigada Ezpeleta : 1/~ /0

□□◆□

Cazadores de Granada	[+ 4]	(x .5)	x 2	□□□◆□□□
Regimiento de los Borbón	+ 4	~	x 3	□□□◆□□□
Regimiento de Sagunto	+ 4	~	x 3	□□□◆□□□

2º Brigada



○○○○○○○○○ RR: 1

General de Brigada Bernardo : 1/~ /0

□□◆□

Cazadores de Ciudad Rodrigo	[+ 4]	(x .5)	x 2	□□□◆□□□
Cazadores de Sevilla	[+ 4]	(x .5)	x 2	□□□◆□□□
Dragones de la Reina	[+ 4]	~	x 3	□□□◆□□□

Spanish Special Rules

- Spanish replacement Leaders have 1/~ /0 Command Ratings.
- Castillo de Tamames: Apply a +1 modifier to Spanish Commitment Checks so long as a Spanish unit occupies the Castillo.
- Spanish cavalry units may never stack, even if accompanied by a Leader.

Spanish Deployment

- All Spanish Leaders and units deploy within 8 hexes of I, III, V, C, the Castillo and/or Tamames.

1ª División

Mariscal de Campo Losada : 2/~1 Command Range: 6 MPs

1º Brigada   ○○○○○○○○ RR: 3

General de Brigada Vivares : 1/~0   

1º Bn./Grenaderos de Galicia +5 x 1 x 2   

2º Bn./Grenaderos de Galicia +5 x 1 x 2   

1º Bn./Regimiento de Aragon +4 x 1 x 2   

2º Bn./Regimiento de Aragon +4 x 1 x 2   

1º Bn./Regimiento de León +4 x 1 x 2   

2º Bn./Regimiento de León +4 x 1 x 2   

2º Brigada   ○○○○○○○○ RR: 3

General de Brigada Turcio : 1/~0   

Regimiento del General +4 x 1 x 2   

1º Bn./Regimiento de la Unión +4 x 1 x 2   

2º Bn./Regimiento de la Unión +4 x 1 x 2   

1º Bn./Voluntarios de Betanzos [+4] x 1 x 2   

2º Bn./Voluntarios de Betanzos [+4] x 1 x 2   

1º Bn./Voluntarios de La Coruna [+4] x 1 x 2   

2º Bn./Voluntarios de La Coruna [+4] x 1 x 2   

Voluntarios de Orense +4 x 1 x 2   

2ª División

Conde de Belveder : 1/~1 Command Range: 6 MPs

1º Brigada   ○○○○○○○○ RR: 3

General de Brigada Fregoli : 1/~0   

1º Bn./Regimiento del Rey +4 x 1 x 2   

2º Bn./Regimiento del Rey +4 x 1 x 2   

1º Bn./Regimiento de Sevilla +4 x 1 x 2   

2º Bn./Regimiento de Sevilla +4 x 1 x 2   

Voluntarios de Navarra [+4] x 1 x 2   

Voluntarios de Santiago [+4] x 1 x 2   

2º Brigada   ○○○○○○○○ RR: 3

General de Brigada Campo : 2/~0   

1º Bn./Regimiento de Hibernia +4 x 1 x 2   

2º Bn./Regimiento de Hibernia +4 x 1 x 2   

1º Bn./Regimiento de Lobera +4 x 1 x 2   

2º Bn./Regimiento de Lobera +4 x 1 x 2   

1º Bn./Regimiento de Toledo +4 x 1 x 2   

2º Bn./Regimiento de Toledo +4 x 1 x 2   

1º Bn./Regimiento de Zamora +4 x 1 x 2   

2º Bn./Regimiento de Zamora +4 x 1 x 2   

3º Bn./Regimiento de Zamora +4 x 1 x 2   

	RR	Infantry	Cavalry	Artillery	Total
Vanguardia	5	6.000	0	0	6.000
1ª División	6	6.700	0	0	6.700
2ª División	6	8.000	0	0	8.000
Caballería	2	0	1.800	0	1.800
Misc. Echelon Troops	0	0	0	20	400
	19	20.700	1.800	20	22.900