



Tactiques Napoléon 1811 - Albuera

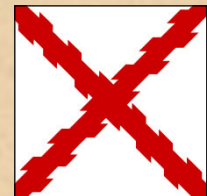


Maréchal Soult vs. Marshal Beresford
16 May 1811

 **Weather Check**



 8:30	 9:00	 9:30	 10:00	 10:30	 11:00	 11:30
 12:00	 12:30	 13:00	 13:30	 14:00	 14:30	 15:00
 15:30	 16:00	 16:30	 17:00	 17:30	 18:00	 18:30



Scenario

First Turn: 8:30

Last Turn: 18:30

Turns: 21

- The Coalition player deploys first. The French player activates first every Turn.
- TN 9.2 exception: Army Leaders may only issue up to their Command Rating/2, rounding up, during the Order Issue Segment.

Weather

- Players make Weather Checks from the 8:30 to 15:30 Turns as modified below:
 - + 1 Previous Turn was Rain or Torrents.
 - + 2 If between 12:00 and 1:40 (inclusive).
- On a roll of 1 to 7 there is no effect.
- On a roll of 8 to 9 there is Rain with the following effects:
 - Apply a - 1 modifier to all fire rolls.
 - Apply a - 1 modifier to all Reaction Task Checks.
 - LoS is restricted to 6 a maximum of 6 hexes.
- On a roll of 10 there are Torrents with the following effects:
 - No fire is allowed.
 - MP costs are doubled.
 - Apply a - 3 modifier to all Reaction Task Checks.
 - Units may not Rally.

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 + 2 VPs at game end.
- Coalition Decisive Victory:** Accumulate + 7 VPs at end of any Turn.

VP	Condition
+ 2	Control of Albuera
+ 1	Per 4 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command

January 30, 2025

Original Game Design by Monte Mattson, Dennis Spors and Ed Wimble
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	~
Brush	2	3	3	1	18 incr.	- 1 Hinder	0	Broken	Yes	~
Olive Grove	2	3	4	1	12 incr.	Blocking	- 1	Broken	Yes	~
Village	2	3	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Slope	+ 0	+ 1	+ 2	+ 0	~	Sloping	0	~	~	~
Steep Slope	+ 2	+ 4	Impassable	+ 1	~	Sloping	0	Broken	~	- 2 Fire across adjacent hexes
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Ford	+ 2	+ 3	+ 3*	1/2	March	See OT	See OT	Broken	~	Rio Albuera Fords only
Stream	+ 1	+ 2	+ 2	+ 1	~	Clear	0	Broken	~	~
Rio Albuera	Impassable	Impassable	Impassable	Impassable	~	Clear	0	~	~	See Fording rules

* Only if Fordable by artillery. See Terrain rules.



The Caminos de Cortes, Sevilla and Torre de Miguel hexes leading off the southern and eastern edges are French Depot hexes.



The Camino de Badajoz leading off the north map edge and the road hex leading to Talavera Real are the Coalition Depot hexes.

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	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.
6	Inspired Leadership	Coalition player may increase the Command Rating of any one Spanish or Portuguese Leader by + 1 for the remainder of the game.
7	Murderous Fire	Add a + 1 modifier to all Offensive, Opportunity and Defensive Fire occurring this Turn.
8	Hard Campaigning	Roll 1d10 (odd = Coalition/even = French) to determine winning player. Winning player chooses any one enemy Brigade Command to immediately gain 1 Fatigue.
9	Spanish Delays	All Spanish Pending Orders are immediately Lost. Erase Order from Pending Orders boxes.
10	Manoeuvre sur le Flanc (Once per Game)	Up to 3 French Brigade Commands may <u>Double Step</u> without suffering Fatigue. The French player may 'reserve' this Event and use on any future Turn.

National Modifiers



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



Spanish cavalry apply a - 2 Counter Charge TC modifier



Polish cavalry apply a + 1 Melee Declaration and Counter Charge modifier



British cavalry apply a - 1 Recall TC modifier.



Portuguese cavalry apply a - 1 Melee Declaration and Counter Charge modifier

V Corps d'Armée



Maréchal Sout : 3/~2

Command Range: 12 MPs

Général de Brigade Ruty : 3/B/1

Commandant - Artillerie

45e Bn. de Grenadiers	+ 6	(x 1)	x 2	(□□♦□)
63e Bn. de Grenadiers	+ 6	(x 1)	x 2	(□□♦□)
95e Bn. de Grenadiers	+ 6	(x 1)	x 2	(□□♦□)
Bn. de Grenadiers Polonais	+ 6	(x 1)	x 2	(□♦□)
27e Rég. de Chasseurs à Cheval	+ 5	(x .5)	x 2	(□□□□♦□□□)
1er Cie./6e Artillerie à Pied[1]	+ 6	x 3/9	x 3	(□□) ○○○
2e Cie./6e Artillerie à Pied[2]	+ 6	x 3/9	x 3	(□□) ○○○

Brigade Godinot/1er Corps



○○○○○○○○○ RR: 3

Général de Brigade Godinot : 3/~1

□□□♦□□□

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./51e Rég. de Ligne	+ 5	(x 1)	x 2	□□□□♦□□□□
2e Bn./51e Rég. de Ligne	+ 5	(x 1)	x 2	□□□□♦□□□
3e Bn./51e Rég. de Ligne	+ 5	(x 1)	x 2	□□□□♦□□□

1er Division



Général de Brigade Girard : 3/A/1

Command Range: 8 MPs

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

1ere Brigade



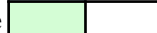
○○○○○○○○○ RR: 2

Général de Brigade Brayer : 3/~0

□□♦□□

2e Bn./34e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
3e Bn./34e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
1er Bn./40e Rég. de Ligne	+ 5	(x 1)	x 2	□□♦□□
2e Bn./40e Rég. de Ligne	+ 5	(x 1)	x 2	□□♦□□

2e Brigade



○○○○○○○○○ RR: 2

Général de Brigade LeCompte : 2/~0

□□□♦□□

1er Bn./64e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
2e Bn./64e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
3e Bn./64e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
2e Bn./88e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
3e Bn./88e Rég. de Ligne	+ 5	(x 1)	x 2	□□♦□□

Brigade Werle/4e Corps



○○○○○○○○○ RR: 4

Général de Brigade Werle : 3/~1

□□□□♦□□□□

1er Bn./12e Rég. Légère	+ 5	(x 1)	x 2	□□□□♦□□□□
2e Bn./12e Rég. Légère	+ 5	(x 1)	x 2	□□□□♦□□□
3e Bn./12e Rég. Légère	+ 5	(x 1)	x 2	□□□□♦□□□
1er Bn./55e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□□
2e Bn./55e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□□
3e Bn./55e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□□
1er Bn./58e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□□
2e Bn./58e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
3e Bn./58e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□

2e Division



Général de Division Gazan : 3/~1

Command Range: 8 MPs

4e Cie./6e Artillerie à Pied[4] + 6 x 3/9 x 3 (□□) ○○○

1ere Brigade



○○○○○○○○○ RR: 2

Général de Brigade Pepin : 3/~0

□□□♦□□

1er Bn./21e Rég. Légère	+ 5	(x 1)	x 2	□□♦□□
2e Bn./21e Rég. Légère	+ 5	(x 1)	x 2	□□♦□□
1er Bn./28e Rég. Légère	+ 5	(x 1)	x 2	□□□♦□□
2e Bn./28e Rég. Légère	+ 5	(x 1)	x 2	□□□♦□□
3e Bn./28e Rég. Légère	+ 5	(x 1)	x 2	□□♦□□

2e Brigade



○○○○○○○○○ RR: 2

Général de Brigade Marasin : 3/~0

□□□♦□□

1er Bn./100e Rég. de Ligne	+ 5	(x 1)	x 2	□□♦□□
2e Bn./100e Rég. de Ligne	+ 5	(x 1)	x 2	□□♦□□
1er Bn./103e Rég. de Ligne	+ 5	(x 1)	x 2	□□□♦□□
2e Bn./103e Rég. de Ligne	+ 5	(x 1)	x 2	□□♦□□
3e Bn./103e Rég. de Ligne	+ 5	(x 1)	x 2	□□♦□□

Division de Cavalerie

GdeD Latour-Maubourg : 3/C/1		Command Range: 8 MPs	
1er Cie./3e Artillerie à Cheval [1]	+ 6 x 2	x 2	(□) ○○
2e Cie./5e Artillerie à Cheval [2]	+ 6 x 2	x 2	(□) ○○
Brigade Latour-Maubourg			○○○○○○○○○ RR: 1
<i>Colonel Konopka</i> : 3/~ /0			□♦
Lanciers du Vistule Polonais -a	*+ 6* ~	x 2+1	□□□♦□□□
Lanciers du Vistule Polonais -b	*+ 6* ~	x 2+1	□□□♦□□□
Brigade Briche			○○○○○○○○○ RR: 1
<i>Général de Brigade Briche</i> : 3/~ /0			□□♦□
2e Rég. de Hussards	+ 6 (x .5)	x 2	□□□♦□□□
10e Rég. de Hussards	+ 6 (x .5)	x 2	□□□♦□□□
21e Rég. de Chasseurs à Cheval	+ 5 (x .5)	x 2	□□□♦□□□
Brigade Bouvier des Eclats			○○○○○○○○○ RR: 1
<i>GdB Bouvier des Eclats</i> : 3/~ /0			□□♦□□
4e Rég. de Chasseurs d'Espagne	+ 4 (x 0)	x 2+1	□□♦□□
4e Rég. de Dragons	+ 5 ~	x 3	□□□□♦□□□□
14e Rég. de Dragons	+ 5 ~	x 3	□□□□♦□□□□
26e Rég. de Dragons	+ 5 ~	x 3	□□□♦□□□
Brigade Bron			○○○○○○○○○ RR: 1
<i>Général de Brigade Digeon</i> : 3/~ /0			□□♦□
17e Rég. de Dragons	+ 5 ~	x 3	□□□♦□□□
20e Rég. de Dragons	+ 5 ~	x 3	□□□♦□□□
27e Rég. de Dragons	+ 5 ~	x 3	□□□♦□□□

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
1er Division	4	4.200	0	8	4.360
2e Division	4	4.200	0	8	4.360
Brigade Godinot	3	3.900	0	0	3.900
Brigade Werle	4	5.600	0	0	5.600
Division de Cavalerie	4	0	3.850	0	3.850
Misc. Echelon Troops	0	1.100	0	28	1.660
	19	19.000	3.850	44	23.730

French Special Rules

- French replacement Leaders have 2/~ /0 Command Ratings.

French Reinforcements

- The French player must secretly pre-plan Command entry locations and times. Make note on the chart below.
- Only one Command may be scheduled to enter the map per Turn.
- French Commands may enter the map by any eastern edge road hex.
- Any Command designated to enter on the 10:00 Turn or after may also enter on any southern edge road hex, east of the Arroyo Chicapierna.
- The first designated Command enters automatically. All subsequent Commands must roll 10 or more on a d10 to enter applying a + 6 modifier to do so.

Turn	Hex	Command
		~ 1er Division
		~ 2e Division
		~ Brigade Werle
		~ Brigade Godinot
		~ Division de Cavalerie
		~ Leaders and units of the Corps Echelon Command

Army of the Coalition - Anglo-Portuguese Contingent



Marshal Beresford : 3/~1(P:2) Command Range: 13 MPs

"Royal Americans" 5/60th Foot	*+ 6*	[*x2*]	x 2	(□□□♦)DC
13th Light Dragoons	+ 5	(x .5)	x 2	(□□□□♦□□□)
Lefebure's Royal Foot Artillery	+ 5	x 2/9	x 3	(□□) ○○○
Hawker's Royal Foot Artillery	+ 5	x 2/9	x 3	(□□) ○○○
Sympher's KGL Foot Artillery	+ 5	x 2/9	x 3	(□□) ○○○
Cleeves' KGL Horse Artillery	+ 6	x 2/9	x 2	(□) ○○

KGL Brigade

Major-General Alten	: 4/~1	□♦□
1st KGL Light Battalion	+ 6 (*x2*)	x 2 □□□♦□□ DC
2nd KGL Light Battalion	+ 6 (*x2*)	x 2 □□□♦□□ DC

2nd British Division

Major-General W. Stewart : 4/~1 Command Range: 7 MPs

1st Brigade

<i>Lt.-Col. Colborne</i>	: 2/~0	□□♦□□
"The Buffs" 1/3rd Foot	+ 5 (x1.5)	x 2 □□□□♦□□□
"Huntingdonshire" 2/31st Foot	+ 5 (x1.5)	x 2 □□♦□□
"Northamptonshire" 2/48th Foot	+ 5 (x1.5)	x 2 □□♦□□
"Berkshire" 2/66th Foot	+ 5 (x1.5)	x 2 □□♦□□

2nd Brigade

<i>Major-General Hoghton</i>	: 2/~0	□♦□
"Northamptonshire" 1/48th Foot	+ 5 (x1.5)	x 2 □□♦□□
"West Middlesex" 1/57th Foot	+ 5 (x1.5)	x 2 □□□♦□□□

3rd Brigade

<i>Lt.-Col. Abercrombie</i>	: 2/~0	□□♦□□
"North Gloucestershire" 2/28th Foot	+ 5 (x1.5)	x 2 □□□♦□□
"Worcestershire" 29th Foot	+ 5 (x1.5)	x 2 □□♦□□
"Cumberlands" 2/34th Foot	+ 5 (x1.5)	x 2 □□□♦□□□
"East Middlesex" 2/39th Foot	+ 5 (x1.5)	x 2 □□♦□□

Coalition Deployment

- All Anglo-Portuguese and Spanish Leaders and units except the 4th British Division deploy in or within 4 hexes of Albuera and/or hexes A, B, C, D, E, L, Q.
- The Coalition player may use 38 Mask markers at game start.

British Cavalry

Brigadier-General Lumley	: 2/~1	□♦□
"Pr. Wales" 3rd Dragoon Guards	*+ 6*	~ x 4 □□□□♦□□□
"Queen's Own" 4th Dragoons	+ 5	~ x 3 □□□□♦□□□

4th British Division

Major-General Cole : 3/~1 Command Range: 7 MPs

1st Brigade

<i>Lt.-Colonel Myers</i>	: 2/~0	□□♦□□
"Royal" 1/7th Foot	+ 5 (x1.5)	x 2 □□□♦□□□
"Royal" 2/7th Foot	+ 5 (x1.5)	x 2 □□□♦□□□
"Royal Welsh Fusiliers" 1/23rd Foot	*+ 5* (x 2)	x 2 □□□□♦□□□DC

2nd Brigade

<i>Lt.-Colonel Kemmis</i>	: 2/~0	□□♦□□
"Inniskillings" 2/27th Foot	+ 5 (x1.5)	x 2 □♦
"2nd Somersetshire" 1/40th Foot	+ 5 (x1.5)	x 2 □♦
"Queen's German Rég't." 97th Foot	+ 5 (x1.5)	x 2 □♦

3rd Brigade

<i>Brigadeiro Harvey</i>	: 2/~0	□□□♦□□
1 Bn./11° Regimento de Almeida	+ 4 x 1	x 2 □□□♦□□□
2 Bn./11° Regimento de Almeida	+ 4 x 1	x 2 □□□♦□□□
1 Bn./23° Regimento de Almeida	+ 4 x 1	x 2 □□□♦□□□
2 Bn./23° Regimento de Almeida	+ 4 x 1	x 2 □□□♦□□□
Loyal Lusitanian Legion	+ 3 x .5	x 2 □□□♦□□□

	RR	Infantry	Cavalry	Artillery	Total
2nd Division	3	5.100	0	0	5.100
4th Division	3,5	5.200	0	0	5.200
Portuguese Contingent	6	6.200	0	14	6.480
Cavalry	1	0	2.050	0	2.050
Ejercito "Blake"	5,5	11.600	1.550	12	13.390
Misc. Echelon Troops	1	1.100	0	21	1.520
	20	29.200	3.600	47	33.740

Army of the Coalition - Ejército "Blake"

Capitán General Blake : 2/~ /2 Command Range: 9 MPs

1º Artillería de Pie +4 x 2/9 x 2 (□□) ○○

Vanguardia

Mariscal de Campo Lardizabal : 3/~ /1 Command Range: 6 MPs

1º Brigada ○○○○○○○○ RR: ½

General de Brigada Cansinos : 2/~ /0 □♦□

Regimiento de Canarias +4 x 1 x 2 □□♦□□

Regimiento de Murcia +4 x 1 x 2 □□□□♦□□□□

2º Brigada ○○○○○○○○ RR: ½

Gen. de Brig. Gouvea-Cansinas : 1/~ /0 □♦□

Cazadores de Campomayor [+4] (x .5) x 2 □□□♦□□

2º Voluntarios de Leon [+4] x .5 x 2 □□♦□□

3ª Division

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

1º Brigada ○○○○○○○○ RR: ½

Gen. de Brig. Gouvea-Asensio : 2/~ /0 □□♦□

Carzadores de Barbastro [+4] (x .5) x 2 □□♦□□□

Regimiento de Pravia +4 x 1 x 2 □□□♦□□□

Voluntarios de Catalunya [+4] x .5 x 2 □□□□♦□□□□

2º Brigada ○○○○○○○○ RR: ½

General de Brigada Carvajal : 1/~ /0 □□♦□□

Regimiento de Castropol +4 x 1 x 2 □□♦□□

Regimiento de Infiestro +4 x 1 x 2 □□♦□□

Regimiento de Lena +4 x 1 x 2 □□♦□□

Regimiento de Cangas de Tineo +4 x 1 x 2 □□♦□□

Division Caballería

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

1º Brigada ○○○○○○○○ RR: ½

General de Brigada Alvares : 1/~ /0 □♦□

Húsares de Castilla [+4] (x .5) x 2 □□□♦□□□□

Caballería de Santiago [+4] ~ x 2 □□□♦□□□□

2º Brigada ○○○○○○○○ RR: ½

General de Brigada Aviles : 2/~ /0 □♦□

Granaderos Montados [+4] ~ x 2 □□□♦□□□

Escadron de Instruction [+4] ~ x 2 □♦□

4ª Division

Teniente-General Zayas : 3/~ /1 Command Range: 6 MPs

1º Brigada ○○○○○○○○ RR: 1

General de Brigada Molina : 2/~ /0 □□♦□

2º Bn./Guardia Españolas +5 x 1 x 2 □□□♦□□

4º Bn./Guardia Españolas +5 x 1 x 2 □□□♦□□□

4º Bn./Guardia Walonias +5 x 1 x 2 □□□♦□□□

2º Brigada ○○○○○○○○ RR: ½

General de Brigada Inglesias : 2/~ /0 □♦□

Regimiento de Irlanda +4 x 1 x 2 □□□□♦□□□□

Legion Etranjera [+4] x .5 x 2 □□♦□

3º Brigada ○○○○○○○○ RR: ½

General de Brigada Fernandez : 1/~ /0 □□♦□

Regimiento Imperiale de Toledo +4 x 1 x 2 □□♦□

Voluntarios de la Patria [+4] x .5 x 2 □□♦□□□

Voluntarios de Ciudad Roderigo [+4] x .5 x 2 □□□♦□□□

Division Castaños

Capitán General Castaños : 2/~ /1 Command Range: 6 MPs

2º Artillería de Pie +4 x 2/9 x 2 (□□) ○○

Infanteria ○○○○○○○○ RR: ½

General de Brigada d'España : 2/~ /0 □□♦□

Regimiento del Rey +5 x 1 x 2 □□□♦□□□

Regimiento de Zamora +4 x 1 x 2 □□□♦□□

Voluntarios de Navarra [+4] x .5 x 2 □□□♦□□

Caballería ○○○○○○○○ RR: ½

Mariscal de Campo Penne-Villemur : 1/~ /0 □□□♦□□□

Húsares de Granada [+4] (x .5) x 2 □♦□

Húsares de Palafox [+4] (x .5) x 2 □♦□

Carzadores de Sevilla [+4] (x .5) x 2 □♦

Carzadores de Ciudad Roderigo [+4] (x .5) x 2 □♦

Carzadores de Cordoba [+4] (x .5) x 2 □♦

Tiradores de Estramadura [+4] (x .5) x 2 □♦

Lanceros de Xerxes [+4] ~ x 2+1 □♦