



Tactiques Napoléon 1812 - Salamanca

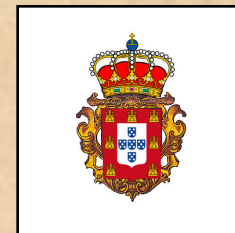


Maréchal Marmont vs. Sir Wellesley

22 July 1812



◆ Dusk Turn



Scenario

First Turn: 16:00

Last Turn: 21:30

Turns: 12

- The French player deploys first. The Allied 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.

Surprise Attack: The following rules are in effect during the 16:00 to 16:30 Turns.

- All French units are considered Out of Command.
- Only Marmont's designated Replacement Leader may issue Orders. Other French Echelon Leaders may not issue Orders.
- French units may not Defensive Fire.

Terrain

- Undulating Ground: Due to the rolling nature of the topography, artillery Line of Fire is limited to 3 hexes unless firing from a higher elevation.
- Cliff: Units adjacent to each other across a Cliff hexside ignore all rules pertaining to 'adjacent' units.

Victory Conditions

- **French Decisive Victory:** Accumulate + 3 VPs at end of any Turn.
- **French Tactical Victory:** Accumulate + 0 VPs at game end.
- **Draw:** Any other result.
- **Allied Tactical Victory:** Accumulate + 3 VPs more at game end.
- **Allied Decisive Victory:** Accumulate + 5 VPs at end of any Turn.

VP	Condition
+ 1	Los Arapiles
+ 1	Per 4 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command
x 2	Value of Spanish Brigade if Shattered

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Original Game Design by Jose L. Arcón

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.	3 hexes	0	~	Yes	~
Broken Ground	1	3	3	1	18 incr.	- 1 Hinder	- 1	Broken	Yes	~
Woods	2	3	3	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Grove	2	3	3	1	12 incr.	Blocking	- 1	Broken	Yes	General Terrain
Village	2	3	1	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Crag	All	All	Impassable	All	~	Sloping	0	Broken	~	Units crossing <i>Disrupt</i>
Slope	+ 1	+ 2	+ 1	+ 0	~	Sloping	0	~	~	~
Cliff	Impassable	Impassable	Impassable	Impassable	~	Sloping	0	~	~	No LoF across adjacent hexes
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Trail	3/4	3/4	1/2	1/2	March	See OT	See OT	See OT	~	~
Brook	+ 1	+ 1	+ 1	+ 0	~	See OT	See OT	~	~	~
Stream (Ford)	+ 2 (+ 0)	+ 3 (+ 1)	+ 3 (+ 1)	+ 1 (+ 0)	~	Clear	0	Broken	~	Cavalry charging <i>Disrupt</i>
Rio Tormes	Impassable	Impassable	Impassable	Impassable	~	Clear	0	~	~	~



The southern map edges labelled A to D are French Depot hexes.



The northern map edges labelled K to P are Allied Depot hexes.

Event Table

Roll	Event	Results
1 ~ 3	Supply The Canons	Roll 2 x 1d10 to determine winning rolls (odd = Allied/even = French). Each winning roll may erase all Low Ammo circles from any one artillery unit.
4 ~ 5	Murderous Fire	Add a + 1 modifier to all Offensive, Opportunity and Defensive Fire occurring this Turn.
6	Beresford Advises Caution	One Allied Brigade Command with Engage Orders (British player's choice which)must immediately has its Accepted Orders changed to Maneuver Orders.
7	Strongpoint	Roll 1d10 (odd = Allied/even = French) to determine winning player. Winner player may designate any 1 friendly occupied village hex as a Strongpoint hex.
8	Command Confusion	All currently Pending French Orders are lost.
9	Hard Campaigning	Roll 1d10 (odd = Allied/even = French) to determine winning player. Winner chooses any one enemy Brigade Command to immediately gain 1 Fatigue.
10	Tactical Theory	Allied player picks any one Leader to receive either the Grand Assault or Grand Charge ability, effective 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



- British (not KGL) cavalry apply a - 1 Recall TC modifier



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

French Special Rules

- The French player may not assign Engage Orders at game start.

French Deployment

- On or within 2 hexes of Teso de la Pena: 1ere Division
- On or within 2 hexes of Arapil Grande: 2e Division
- In or within 6 hexes of Calvassara de Arriba: 3e Division
- On or within 2 hexes of El Castillejo: 5e Division (in March Column/Limbered formation)
- On or within 2 hexes of La Atalaya: 7e Division (in March Column/Limbered formation)
- On or within 4 hexes of Rejones: 8e Division, and all Leaders and units of the Armée du Portugal Echelon Command except Marmont.
- On or within 2 hexes of Monte Orejudos: 2e Brigade de Cavalerie Légère
- On or within 4 hexes of Las Coronillas: 1er and 2e Brigades de Dragons

French Reinforcements

x 3 ♦

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
1er Division	2	4.800	0	8	4.960
2e Division	2	6.100	0	6	6.220
3e Division	2	5.200	0	8	5.360
4e Division	2	4.600	0	6	4.720
5e Division	2	4.800	0	8	4.960
6e Division	2	3.500	0	6	3.620
7e Division	2	4.200	0	6	4.320
8e Division	2	6.300	0	6	6.420
Cavalerie	2	0	2.780	0	2.780
Misc Echelon Troops	0	0	200	24	680
	18	39.500	2.980	78	44.040

1er Division

Général de Division Foy : 3/~1 Command Range: 8 MPs

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

1ere Brigade ○○○○○○○○ RR: 1

Général de Brigade Chemineau : 3/~0 □□◆□□

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

2e Bn./6e Rég. de Ligne +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 □□□□◆□□□

2e Brigade ○○○○○○○○ RR: 1

Général de Brigade Desgraviers : 3/~0 □□◆□□

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

2e 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 □□□□◆□□□

2e Division

Général de Division Clausel : 3/A1 Command Range: 8 MPs

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

1ere Brigade ○○○○○○○○ RR: 1

Général de Brigade Berlier : 3/~0 □□□◆□□

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

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

3e 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 □□□◆□□□

2e Brigade ○○○○○○○○ RR: 1

Colonel Loverdo : 2/~0 □□□◆□□

1er Bn./50e Rég. de Ligne +5 (x 1) x 2 □□□◆□□□

2e Bn./50e Rég. de Ligne +5 (x 1) x 2 □□□◆□□□

3e Bn./50e 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 Division

Général de Division Ferey : 3/~1 Command Range: 8 MPs

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

1ere Brigade ○○○○○○○○ RR: 1

Général de Brigade Menne : 3/~0 □□◆□□

1er Bn./26e Rég. de Ligne +5 (x 1) x 2 □□□□◆□□□

2e Bn./26e Rég. de Ligne +5 (x 1) x 2 □□◆□□

1er Bn./31e Rég. de Ligne +5 (x 1) x 2 □□□□◆□□□

2e Bn./31e Rég. de Ligne +5 (x 1) x 2 □□□□◆□□□

2e Brigade ○○○○○○○○ RR: 1

Général de Brigade Arnaud : 3/~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 □□◆□□

1er Bn./70e Rég. de Ligne +5 (x 1) x 2 □□□◆□□□

2e Bn./70e Rég. de Ligne +5 (x 1) x 2 □□□◆□□

4e Division

Général de Division Sarrut : 3/~1 Command Range: 8 MPs

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

1ere Brigade ○○○○○○○○ RR: 1

Général de Brigade Friron : 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 □□□◆□□

2e Brigade ○○○○○○○○ RR: 1

Colonel Langeron : 2/~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 □□◆□□

5e Division

Général de Division Maucune : 2/~1		Command Range: 8 MPs	
Artillerie à Pied/5	+ 6 x 3/9	x 3 (□□) ○○○	
1ere Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Barbot</i> : 3/~0		□□□◆□□	
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 □□□◆□□	
1er Bn./66e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□□	
2e Bn./66e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
2e Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Montford</i> : 3/~0		□□◆□□	
1er Bn./82e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
2e Bn./82e 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 □□□◆□□	

6e Division

Général de Brigade Brenier : 3/~1		Command Range: 8 MPs	
Artillerie à Pied/6	+ 6 x 3/9	x 3 (□□) ○○○	
1ere Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Taupin</i> : 3/~0		□□□◆□□	
1er Bn./17e Rég. Légère	+ 5 (x 1)	x 2 □□□◆□□□	
2e Bn./17e Rég. Légère	+ 5 (x 1)	x 2 □□□◆□□□	
1er Bn./65e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
2e Bn./65e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
3e Bn./65e Rég. de Ligne	+ 5 (x 1)	x 2 □□◆□	
2e Brigade		○○○○○○○○○	RR: 1
<i>Colonel Delom</i> : 2/~0		□◆□	
1er Bn./22e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
3e Bn./22e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
4e Rég. Prusse	+ 4 (x 1)	x 2 (□◆)	

7e Division

Général de Brigade Thomières : 2/~1		Command Range: 8 MPs	
Artillerie à Pied/7	+ 6 x 3/9	x 3 (□□) ○○○	
1ere Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Bonté</i> : 3/~0		□□□◆□□	
1er Bn./1er Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□□	
2e Bn./1er Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□□	
3e Bn./1er Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
1er Bn./62e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□□	
2e Bn./62e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
2e Brigade		○○○○○○○○○	RR: 1
<i>Colonel Herbez de la Latour</i> : 2/~0		□□◆□	
1er Bn./101e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
2e Bn./101e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
3e Bn./101e Rég. de Ligne	+ 5 (x 1)	x 2 □□◆□□	

8e Division

Général de Division Bonet : 2/~1		Command Range: 8 MPs	
Artillerie à Pied/8	+ 6 x 3/9	x 3 (□□) ○○○	
1ere Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Gauthier</i> : 3/~0		□□□◆□□	
1er Bn./118e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□□	
2e Bn./118e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
3e Bn./118e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
1er Bn./119e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
2e Bn./119e Rég. de Ligne	+ 5 (x 1)	x 2 □□◆□□	
3e Bn./119e Rég. de Ligne	+ 5 (x 1)	x 2 □□◆□□	
2e Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Charles</i> : 3/~0		□□□◆□□	
1er Bn./120e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□□□	
2e Bn./120e Rég. de Ligne	+ 5 (x 1)	x 2 □□□◆□□	
3e Bn./120e 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 □□□◆□□	

Army of Portugal



Lord Wellington : 4/~2

Command Range: 15 MPs

Marshal Beresford : 3/~1(P:2)

Command Range: 9 MPs

Colonel Delancey : 2/~1

Adjutant General: + 2 MPs

Lord Clinton : 3/*1

AdC - Wellington

"Royal Americans" 5/60th Foot	*+ 6*	[*x2*]	x 2	(□□□□□□♦) DC
Brunswick Oels	+ 5	[*x1*]	x 2	(□□□♦) DC
Bull's Royal Horse Artillery/1	+ 6	x 2/9	x 2	(□) ○○
Bull's Royal Horse Artillery/2	+ 6	x 2/9	x 2	(□) ○○

Light Division

Major-General Alten : 3/~2

Command Range: 7 MPs

Ross' Royal Horse Artillery/1

+ 6

x 2/9

x 2

(□) ○○

Ross' Royal Horse Artillery/2

+ 6

x 2/9

x 2

(□) ○○

Barnard's Light Brigade

(□□□□□□□□)

RR: 1

Lt.-Colonel Barnard : 3/~0

(□♦□)

1° Caçadores de Castello de Vide

+ 5

(x 1)

x 2

(□□□♦□□)

"Monmouthshire Lt. Inf." 1/43rd Foot

+ 5

(x 2)

x 2

(□□□□♦□□□)

"Rifles" 2/95th Foot

+ 6

[*x2*]

x 2

(□□♦) DC

"Rifles" 3/95th Foot

+ 6

[*x2*]

x 2

(□□♦) DC

Vandeleur's Light Brigade

(□□□□□□□□)

RR: 1

Major-General Vandeleur : 3/~0

(□□♦□)

3° Caçadores de Villa Real

+ 4

(x 1)

x 2

(□□□♦□□)

"Oxfordshire Lt. Inf." 1/52nd Foot

+ 6

(x 2)

x 2

(□□□□♦□□□□)

"Rifles" 1/95th Foot

+ 6

[*x2*]

x 2

(□□□♦□□□ DC)

1st Division

Major-General Campbell : 3/~1

Command Range: 7 MPs

Gardiner's Royal Foot Artillery

+ 5

x 3/9

x 3

(□□) ○○

Fermor's British Brigade

(□□□□□□□□)

RR: 1

Brigadier-General Fermor : 3/~0

(□□♦)

"Coldstream Guards" 2/2nd Foot

+ 6

(*x2*)

x 2

(□□□□♦□□□)

Flank Battalion 2/2nd Foot

+ 6

(*x2*)

x 2

(□□♦)

"Scots Guards" 2/3rd Foot

+ 6

(*x2*)

x 2

(□□□□♦□□□)

Flank Battalion 2/3rd Foot

+ 6

(*x2*)

x 2

(□□♦)

Wheatley's British Brigade

(□□□□□□□□)

RR: 1

Brigadier-General Wheatley : 3/~0

(□□♦□□)

"2nd Warwickshire" 2/24th Foot

+ 5

(x1.5)

x 2

(□□♦□□)

"Royal Highlanders" 1/42nd Foot

+ 6

(x1.5)

x 2

(□□□□□♦□□□□□)

"Rutlandshire" 2/58th Foot

+ 5

(x1.5)

x 2

(□□♦□□)

"Cameron Highlanders" 1/79th Foot

+ 6

(x1.5)

x 2

(□□□□♦□□□)

Löwe's KGL Brigade

(□□□□□□□□)

RR: ½

Brigadier-General Löwe : 3/~0

(□□♦□)

1st KGL Line Battalion

+ 5

(x1.5)

x 2

(□□□♦□□□)

2nd KGL Line Battalion

+ 5

(x1.5)

x 2

(□□□♦□□□)

5th KGL Line Battalion

+ 5

(x1.5)

x 2

(□□□♦□□□)

3rd Division

Major-General Packenham : 3/~1

Command Range: 7 MPs

Douglas' Royal Foot Artillery

+ 5

x 3/9

x 3

(□□) ○○

Wallace's British Brigade

(□□□□□□□□)

RR: 1

Brigadier-General Wallace : 3/~0

(□□♦□)

"Nottinghamshire" 1/45th Foot

+ 5

(x1.5)

x 2

(□□♦□□)

"Highland" 74th Foot

+ 5

(x1.5)

x 2

(□□♦□□)

"Connaught Rangers" 1/88th Foot

+ 5

(x1.5)

x 2

(□□□♦□□□)

Campbell's British Brigade

(□□□□□□□□)

RR: 1

Brigadier-General Campbell : 3/~0

(□□♦□□)

"Northumberland" 1/5th Foot

+ 5

(x1.5)

x 2

(□□□□□♦□□□□)

"Northumberland" 2/5th Foot

+ 5

(x1.5)

x 2

(□□♦□)

"Dublin" 2/93rd Foot

+ 5

(x1.5)

x 2

(□□♦□)

"Scots Brigade" 94th Foot

+ 5

(x1.5)

x 2

(□□♦□□)

Champalimaud's Portuguese Brigade

(□□□□□□□□)

RR: ½

Brigadeiro Champalimaud : 3/~0

(□□♦□□)

12° Caçadores de Ponte de Lima

+ 4

(x 1)

x 2

(□□□♦□□□)

1 Bn./9° Regt. de Viana

+ 4

(x 1)

x 2

(□□□♦□□)

2 Bn./9° Regt. de Viana

+ 4

(x 1)

x 2

(□□♦□□)

21° Regt. de Valenza

+ 4

(x 1)

x 2

(□□□□♦□□□)

4th Division

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

Sympher's KGL Horse Artillery/1	+ 6	x 2/9	x 2	(□) ○○
Sympher's KGL Horse Artillery/2	+ 6	x 2/9	x 2	(□) ○○
Ellis' British Brigade				○○○○○○○○○ RR: 1
<i>Brigadier-General Ellis</i> : 3/~ /0				□□◆□
"Royal Fusiliers" 1/7th Foot	+ 6	(x 2)	x 2	□□□◆□□□
"Royal Welsh Fusiliers" 23rd Foot	*+ 6*	(x 2)	x 2	□□□◆□□
"Northamptonshire" 1/48th Foot	+ 5	(x1.5)	x 2	□□□◆□□
Anson's British Brigade				○○○○○○○○○ RR: 1
<i>Brigadier-General Anson</i> : 3/~ /0				□◆□
"Inniskilling" 3/27th Foot	+ 5	(x1.5)	x 2	□□□◆□□□
"2nd Somersetshire" 1/40th Foot	+ 5	(x1.5)	x 2	□□□◆□□□
Stubbs' Portuguese Brigade				○○○○○○○○○ RR: ½
<i>Brigadeiro Stubbs</i> : 3/~ /0				□□□◆□□
7° Caçadores de Guarda	+ 4	(x 1)	x 2	□□□◆□□□
1 Bn./11° Regt. de Almeida	+ 4	(x 1)	x 2	□□□◆□□
2 Bn./11° Regt. de Almeida	+ 4	(x 1)	x 2	□□◆□□
1 Bn./23° Regt. de Almeida	+ 4	(x 1)	x 2	□□□◆□□
1 Bn./23° Regt. de Almeida	+ 4	(x 1)	x 2	□□□◆□□

5th Division

Lieutenant-General Leith : 3/~ /1 Command Range: 7 MPs

Lawson's Royal Foot Artillery	+ 5	x 3/9	x 3	(□□) ○○
Greville's British Brigade				○○○○○○○○○ RR: 1
<i>Brigadier-General Greville</i> : 2/~ /0				□□◆□□
"Royal" 3/1st Foot	+ 5	(x1.5)	x 2	□□□□◆□□□
"East Suffolk" 1/9th Foot	+ 5	(x1.5)	x 2	□□□□◆□□□
"1st Staffordshire" 1/38th Foot	+ 5	(x1.5)	x 2	□□□□◆□□□□
"2nd Staffordshire" 2/38th Foot	+ 5	(x1.5)	x 2	□□◆□
Pringle's British Brigade				○○○○○○○○○ RR: 1
<i>Brigadier-General Pringle</i> : 3/~ /0				□□◆□□
"King's Own" 1/4th Foot	+ 5	(x1.5)	x 2	□□◆□□
"King's Own" 2/4th Foot	+ 5	(x1.5)	x 2	□□□□◆□□
"Cambridgeshire" 2/30th Foot	+ 5	(x1.5)	x 2	□□◆□
"East Essex" 2/44th Foot	+ 5	(x1.5)	x 2	□□◆□
Spry's Portuguese Brigade				○○○○○○○○○ RR: ½
<i>Brigadeiro Spry</i> : 2/~ /0				□□□◆□□
8° Caçadores de Trancoso	+ 4	(x 1)	x 2	□□◆□□
1 Bn./3° Regt. de Olivença	+ 4	(x 1)	x 2	□□□◆□□□
2 Bn./3° Regt. de Olivença	+ 4	(x 1)	x 2	□□◆□□
1 Bn./15° Regt. de Olivença	+ 4	(x 1)	x 2	□□◆□□
2 Bn./15° Regt. de Olivença	+ 4	(x 1)	x 2	□□◆□□

Cavalry Division

Lieutenant-General Cotton : 3/C /1 Cavalry: Com. Range: 7 MPs

Le Marchant's Cavalry Brigade				○○○○○○○○○ RR: ½
<i>Major-General Le Marchant</i> : 3/C /1				□□◆□
3rd "King's Own" Dragoons	+ 5	~	x 3	□□□□◆□□□
4th "Queen's Own" Dragoons	+ 5	~	x 3	□□□□◆□□□
5th Dragoon Guards	+ 6	~	x 4	□□□◆□□□
G. Anson's Cavalry Brigade				○○○○○○○○○ RR: ½
<i>Major-General G. Anson</i> : 3/~ /0				□□◆□
11th Light Dragoons	+ 5	(x .5)	x 2	□□□□◆□□□□
12th Light Dragoons	+ 5	(x .5)	x 2	□□□□◆□□□
16th Light Dragoons	+ 5	(x .5)	x 2	□□□◆□□

v. Alten's Cavalry Brigade				○○○○○○○○○ RR: ½
<i>Major-General v. Alten</i> : 3/~ /0				□□◆□□
1st KGL Hussars/1	+ 6	(x .5)	x 2	□□◆□
1st KGL Hussars/2	+ 6	(x .5)	x 2	□□◆□
14th Light Dragoons/1	+ 5	(x .5)	x 2	□□◆□
14th Light Dragoons/2	+ 5	(x .5)	x 2	□□◆□
d'Urban's Cavalry Brigade				○○○○○○○○○ RR: ½
<i>Brigadeiro d'Urban</i> : 3/~ /0				□□◆□
1° Cavalaria de Alcantara	+ 5	~	x 3	□□□◆□□
11° Cavalaria de Almeida	+ 5	~	x 3	□□◆□□
12° Cavalaria de Braganza	+ 5	~	x 3	□◆□

6th Division

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

Greene's Royal Foot Artillery +5 x 3/9 x 3 (□□) ○○

Hinde's British Brigade ○○○○○○○○ RR: 1

Brigadier-General Hinde : 3/~ /0 □□◆□

"Queen's Royal" 2nd Foot +5 (x1.5) x 2 □□◆□□

"Cornwall" 1/32nd Foot +5 (x1.5) x 2 □□□◆□□□

"Herfordshire" 1/36th Foot +5 (x1.5) x 2 □□◆□□

Hulse's British Brigade ○○○○○○○○ RR: 1

Brigadier-General Hulse : 2/~ /0 □□◆□

"N.Devonshire" 1/11th Foot +5 (x1.5) x 2 □□□◆□□

"Shropshire" 2/53rd Foot +5 (x1.5) x 2 □□◆□

"S. Gloucestershire" 1/61st Foot +5 (x1.5) x 2 □□◆□□

Rezende's Portuguese Brigade ○○○○○○○○ RR: ½

Brigadeiro de Rezende : 3/~ /0 □□□◆□□

9° Caçadores de Beiras +4 (x 1) x 2 □□□◆□□□

1 Bn./8° Regt. de Evora +4 (x 1) x 2 □□□◆□□□

2 Bn./8° Regt. de Evora +4 (x 1) x 2 □□◆□□

1 Bn./12° Regt. de Chaves +4 (x 1) x 2 □□□◆□□

2 Bn./12° Regt. de Chaves +4 (x 1) x 2 □□□◆□□

Pack's Portuguese Brigade ○○○○○○○○ RR: ½

Brigadeiro Pack : 3/~ /0 □□□◆□□

4° Caçadores de Viseu +4 (x 1) x 2 □□□◆□□□

1 Bn./1° Regt. de Lippe +4 (x 1) x 2 □□□◆□□□

2 Bn./1° Regt. de Lippe +4 (x 1) x 2 □□◆□□

1 Bn./16° Regt. de Viera Telles +4 (x 1) x 2 □□□◆□□□

2 Bn./16° Regt. de Viera Telles +4 (x 1) x 2 □□◆□□

Bradford's Portuguese Brigade ○○○○○○○○ RR: ½

Brigadeiro Bradford : 3/~ /0 □□□◆□□

5° Caçadores de Campomaioir +4 (x 1) x 2 □□◆□□

1 Bn./13° Regt. de Peniche +4 (x 1) x 2 □□◆□□

2 Bn./13° Regt. de Peniche +4 (x 1) x 2 □□◆□

1 Bn./24° Regt. de Bragança +4 (x 1) x 2 □□◆□□

2 Bn./24° Regt. de Bragança +4 (x 1) x 2 □□◆□

7th Division

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

Macdonald's Royal Horse Artillery/1 +6 x 2/9 x 2 (□) ○○

Macdonald's Royal Horse Artillery/2 +6 x 2/9 x 2 (□) ○○

Bernewitz's British Brigade ○○○○○○○○ RR: 1

Major-General v. Bernewitz : 3/~ /0 □□◆□□

"2nd Yorkshire Light" 1/51st Foot +6 (*x2*) x 2 □□◆□

"Durham" 68th Foot +5 (x1.5) x 2 □□◆□

"Prince of Wales Vol." 1/82nd Foot +5 (x1.5) x 2 □□□◆□□□

Chasseurs Britanniques +5 (x 1) x 2 □□□◆□□□

Halkett's KGL Brigade ○○○○○○○○ RR: 1

Colonel Halkett : 3/~ /0 □□◆□

1st KGL Light Battalion +6 (*x2*) x 2 □□□◆□□

2nd KGL Light Battalion +6 (*x2*) x 2 □□□◆□□

Brunswick Oels Regt. +5 [*x1*] x 2 □□□◆□□□

Collins' Portuguese Brigade ○○○○○○○○ RR: ½

Coronel Collins : 3/~ /0 □□□◆□□

2° Caçadores de Moura +4 (x 1) x 2 □□◆□□

1 Bn./7° Regt. de Setubal +4 (x 1) x 2 □□□◆□□□

2 Bn./7° Regt. de Setubal +4 (x 1) x 2 □□◆□□

1 Bn./19° Regt. de Cascais +4 (x 1) x 2 □□◆□□

2 Bn./19° Regt. de Cascais +4 (x 1) x 2 □□◆□

Spanish Division ○○○○○○○○ RR: 1

Marechal de Campo d'España : 1/~ /1 □□□◆□□

Tiradores de Castilla +4 (x .5) x 2 □□◆□□

Cazadores de Castilla +4 (x .5) x 2 □□□◆□□□

Regimiento de Jaen [+4] x .5 x 2 □□□◆□□□□

Regimiento de Sevilla [+4] x .5 x 2 □□◆□□□

Lanceros de Julian +4 (x 0) x 2+1 □□□□◆□□□□□

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

Allied Special Rules

- British and Portuguese replacement Leaders have 2/~0 Command Ratings.
- Spanish replacement Leaders have 1/~0 Command Ratings.
- The Brunswick Oels, 60th Foot and the 95th Foot of Barnard's Brigade must deploy as individual Detached Companies.
- Leaders suffer a - 1 Leader Initiative modifier when Wellington is on the map.
- Bock's Cavalry Brigade, Glubb's RFA and 12° Cavalaria de Miranda are located off map and not used in this game. They do provide a Reserve Rating of ½ for all Allied Command Commitment Checks.
- Marshal Beresford may only issue Orders (unless he replaces a wounded or killed Wellington) to Portuguese Commands. He also applies a + 2 Morale Bonus modifier when stacked with Portuguese units.
- Attached Commands: The four Cavalry and two Portuguese Brigades may activate with any Allied Formation.
- Allied Cooperation: Spanish units may not stack with non-Spanish Allied units.
- 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.

Allied Deployment

- The following units deploy in or within 4 hexes of:
 - Pelagarcia: Light Division
 - Cabezuela: 1st Division
 - Teso Grande: 3rd Division and D'Urban's Cavalry Brigade
 - Arapile de las Fuentes: 4th Division
 - Teso de San Miguel: 5th Division
 - Le Marchand Cavalry Brigade
 - Anson's Cavalry Brigade
 - Leaders and units of the Army of Portugal Army Echelon Command
 - La Rutella del Corral: 6th Division
 - Las Torres: 7th Division
 - El Caloro: Pack's Brigade
 - Teso de la Canteras: Bradford's Brigade
 - La Penilla: Spanish Division
 - Teso de las Perdices: Alten's Cavalry Brigade

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
Light Division	2	3.500	0	6	3.620
1st Division	2	6.100	0	6	6.220
3rd Division	2	5.500	0	6	5.620
4th Division	2	5.300	0	6	5.420
5th Division	2	6.300	0	6	6.420
6th Division	2	5.200	0	6	5.320
7th Division	2	5.700	0	6	5.820
Portuguese Brigades	1	4.400	0	0	4.400
Spanish Division	1	2.200	500	6	2.820
Cavalry Division	2	0	3.150	6	3.270
Misc Echelon Troops	0	1.000	0	6	1.120
	18	45.200	3.650	60	50.050