

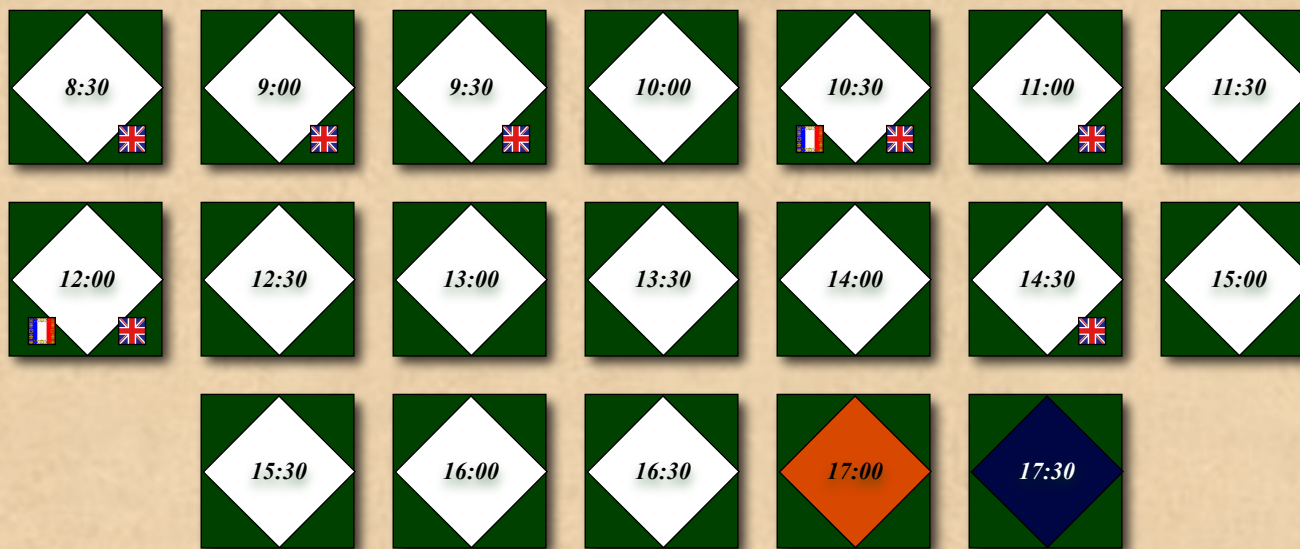


Tactiques Napoléon 1814 - Orthez



Maréchal Soult vs. the Duke of Wellington

7 February 1814



◆ Dusk Turn ◆ Night Turn

Scenario

First Turn: 8:30

Last Turn: 17:30

Turns: 19

- 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.

Terrain

- **Walled Structures:** Les Bernadines, Les Trinitaires, la Tour de Moncade and the Orthez Church are Strongpoint hexes.
- **Stream:** Cavalry may not Charge across a Stream hexside.
- **Rough Ground:** Before any attacking cavalry unit's Melee Resolution, roll a d10:
 - On an Even result there is no effect.
 - On an Odd result the unit gains *Disruption* prior to Resolution.

January 30, 2025

Original Game Design by Eric Lyons

Tactiques Napoléon module by Jean Tessier

Victory Conditions

- **French Decisive Victory:** Accumulate + 10 VPs at end of any Turn.
- **French Tactical Victory:** Accumulate + 0 VPs at game end.
- **Draw:** Any other result.
- **Allied Tactical Victory:** Accumulate + 4 VPs more at game end.
- **Allied Decisive Victory:** Accumulate + 12 VPs at end of any Turn.

VP	Condition
+ 2	Control of Orthez
+ 1	Control of Lafaurie
+ 1	Control of Plassotte
+ 1	Control of Rontrun
+ 1	Control of Baraille
+ 1	Per 4 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command
+ 2	No French Reinforcement Group A (French only)

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1	24 incr.	~	0	~	Yes	Charging cavalry roll 1d10
Cultivated Field	1	2	2	1	18 incr.	- 1 Hinder	0	~	Yes	~
Woods	2	4	4	2	12 incr.	Blocking	- 2	Broken	No	General Terrain
Small Farm	1	2	2	1	18 incr.	- 1 Hinder	- 1	Clear	Yes	Supported Flanks
Walled Structures	3	Impassable	Impassable	1	6 incr.	Blocking	- 2	Broken	Yes	General Terrain
Town	2	3	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Wall	+ 1	+ 3	Impassable	+ 0	~	Blocking	- 2	Broken	~	~
Slope	+ 1	+ 2	+ 2	+ 0	~	Sloping	0	~	~	~
Steep Slope	+ 2	Impassable	Impassable	+ 1	~	Sloping	0	Broken	~	- 2 Fire across adjacent hexes
Sunken Road	+ 2	+ 4	Impassable	+ 0	~	See OT	-1 March	Broken	~	Cost to enter/exit hexside
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	~	~
Ford/Bridge	+ 0	+ 1	+ 2	+ 0	March	See OT	See OT	Broken	~	~
Stream	+ 2	+ 5	Impassable	+ 1	~	Clear	0	Broken	~	Cavalry may not Charge across
Marsh	4	Impassable	Impassable	3	12 incr.	Clear	0	Broken	No	Units entering <i>Disrupt</i>



The eastern road hex leading to Sault de Navailles is the French Depot hex.



The western road hex leading to Baights de Béarn is the Anglo-Allied 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	Hill on the March	<u>Odd</u> : All Anglo-Allied Reinforcement Group F rolls receive a - 1 (cumulative) modifier. <u>Even</u> : All Anglo-Allied Reinforcement Group F rolls receive a + 1 (cumulative) modifier.
6	French Tension	Soult and Reille may no longer stack together in the same hex. All Commands of the Aile Droite suffer a - 1 Order Acceptance modifier.
7	Every Little Bit Helps	Any one Allied Brigade Command (Allied player's choice) may immediately have it's Accepted Orders changed to Engage or Maneuver Orders.
8	Bravura Portuguesa	Allied player picks any Portuguese unit with a + 4 Morale Value to immediately become a + 6 Morale Value unit for the remainder of the game. (Make note on the Allied roster).
9	Soult's Fate (Roll another die)	<u>Odd</u> : Soult plans for the future. Reduce his Command Rating and Morale Bonus by 1. <u>Even</u> : Soult proves himself. Increase his Command Rating and Morale Bonus by 1.
10	French Scouts	French scouts detect Hill's turning movement. French Group C enter this Turn. French units may now move to within 8 hexes of the eastern road hex leading to Pau.

National Modifiers



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

Armée des Pyrénées



Maréchal Soult : 3/~2

Command Range: 16 MPs

Général de Division Gazan : 3/~1

Chef d'Etat-Major: + 2 MPs

Général de Division Soult : 3/*1

AdC - Cavalerie

3e Cie./4e Sapeur + 5 x .5

x 2 (□♦□)

15e Cie./3e Artillerie à Pied + 6 x 3/9

x 3 (□□) ○○○

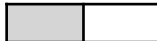
11e Cie./6e Artillerie à Pied + 6 x 3/9

x 3 (□□) ○○○

2e Cie./8e Artillerie à Pied + 6 x 3/9

x 3 (□□) ○○○

Brigade de Cavalerie Légère



○○○○○○○○○ RR: 1

Général de Brigade Vial : 3/~1

□♦□

5e Rég. de Chasseurs à Cheval + 5 (x .5)

x 2 □□□□♦□□□

10e Rég. de Chasseurs à Cheval + 5 (x .5)

x 2 □□□□□♦□□□□

3e Cie./3e Artillerie à Cheval + 5 x 2/9

x 2 (□□) ○○

The 3e Brigade may Activate and be issued Orders by any French Echelon Leader.

3e Brigade/8e Division



○○○○○○○○○ RR: 1

Général de Division Paris : 3/~1

□□□♦□□

1er Bn./10e Rég. de Ligne + 5 (x 1)

x 2 □□♦□□

2e Bn./10e 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 □□♦□□

1er Bn./8e Rég. Neapolitain + 4 (x 1)

x 2 □□♦□

French Deployment

- In/Within 5 hexes of Orthez, Les Trinitaires, Baraille and/or Rontrun:
 - Aile Gauche (*less 25e Légère, 115e Ligne and 13e Chasseurs à Cheval*)
- Within 10 hexes of Escouriet:
 - Aile Centre and French Piquets
- Within 8 hexes of Luc:
 - Aile Droite
- Leaders and units of the Armée des Pyrénées Army Command (*less GdD Soult and the Brigade de Cavalerie Légère*) deploys with any of the above.

French Special Rules

- French replacement Leaders have 2/~0 Command Ratings.
- No French unit may set-up or move within 15 hexes of the eastern road hex leading to Pau until the first Allied units of Anglo-Allied Group F have entered the map.
- French Piquets:** The 1er Division of the Aile Centre has 5 Detached Companies. Piquets are considered AdC Commands and act as Detached Companies for all intents and purposes except they may be re-absorbed by ANY battalion of the 1er Division which has suffered a casualty. Once stacked, erase one casualty loss from the desired battalion and remove the Piquet unit from the game. Piquets may not be re-Detached. A battalion may only re-absorb one Detached Company Piquet once per game.
- Group A:** Prior to the 10:30 French Reinforcement Segment the French player may opt to not use Reinforcement Group A. If the French player chooses so, do not roll for the Reinforcement Group, they never enter play. The French player must exercise this option prior to making the Reinforcement roll. The French player is awarded 2 VPs to exercise this option.
- Group B:** If Reinforcement Group B fails to enter the map prior to Allied Reinforcement Group F, they are lost and never enter the game.
- Group C:** French Reinforcement Group C enters during the Allied Reinforcement Phase in which Allied Group F successfully rolls to come on as a reinforcement. French Group C units must move 8 hexes from their entry hex regardless of their actual MA and deploy in any desired facing or formation. They may activate during the subsequent Activation Phase.

French Reinforcements

- Group A** (+ 5 See Special French Rules) enters on the eastern Sault de Navailles road.
- 10:30** - GdeD Soult
 - Brigade de Cavalerie Légère
- Group B** (+ 2) enters on the eastern road hex vers Pau.
- 11:30** - 25e Rég. Légère (both battalions)
- Group C** (See Special Rules) enters on the eastern road hex vers Pau.
- 115 Rég. de Ligne (both battalions)
 - 13e Rég. de Chasseurs à Cheval

Aile Centre

Général de Division d'Erlon : 3/~1 Command Range: 12 MPs
Adjutant-Commandant Leseur : 2/~1 Chef d'Etat-Major: + 2 MPs
 15e Rég. de Chasseurs à Cheval + 5 (x .5) x 2 □□□□□♦□□□□□

1ere Division

Général de Division Foy : 3/~1 Command Range: 8 MPs
 French Piquets + 6 (x 1) x 2 (□□□□□)
 19e Cie./1er Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1ere Brigade □□□□□○ ○○ RR: 1½
Général de Brigade Friron : 3/~0 □□♦□□
 1er 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 □□□♦□□
 1er Bn./76e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□□
2e Brigade □□□□□○ ○○ RR: 1½
Général de Brigade Berlier : 3/~0 □□□♦□□
 1er Bn./36e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./36e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
 1er Bn./39e Rég. de Ligne + 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 □□□♦□□

2e Division

Général de Division Darmagnac : 3/~1 Command Range: 8 MPs
1ere Brigade □□□□□○ ○○ RR: 1½
Général de Brigade Menne : 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./120e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./120e Rég. de Ligne + 5 (x 1) x 2 □□♦□□
 4e Bn./120e Rég. de Ligne + 4 (x 1) x 2 □□□♦□□
2e Brigade □□□□□○ ○○ RR: 1½
Général de Brigade Guardet : 3/~0 □□□♦□□
 1er Bn./31er Rég. Légère + 5 (x 1) x 2 □□□♦□□
 2e Bn./31er Rég. Légère + 5 (x 1) x 2 □□□♦□□
 1er Bn./51e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./75e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 4e Bn./75e Rég. de Ligne + 4 (x 1) x 2 □□□♦□□

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
1er Division/Centre	3	4.800	0	8	4.960
2e Division/Centre	3	5.600	0	0	5.600
Echelon Aile Centre	0	0	500	0	500
4e Division/Droite	3	6.200	0	8	6.360
5e Division/Droite	3	4.200	0	8	4.360
Echelon Aile Droite	0	0	500	0	500
6e Division/Gauche	3	5.300	0	8	5.460
8e Division/Gauche	3	5.100	0	0	5.100
Echelon Aile Gauche	0	0	350	0	350
Misc Echelon Troops	2	2.100	1.000	30	3.700
	20	33.300	2.350	62	36.890

Aile Gauche

Général de Division Clausel : 3/~1 Command Range: 12 MPs
 Adjutant-Commandant Lurat : 2/~1 Chef d'Etat-Major: + 2 MPs
 13e Rég. de Chasseurs à Cheval + 5 (x .5) x 2 □□□□♦□□□

6e Division

Général de Division Villate : 3/~1 Command Range: 8 MPs
 13/7e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1ere Brigade □□□□□□□□ RR: 1½
Général de Brigade Saint-Pol : 3/~0 □□♦□□
 1er Bn./21e Rég. Légère + 5 (x 1) x 2 □□□□♦□□□
 1er Bn./86e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□□
 1er Bn./96e Rég. de Ligne + 5 (x 1) x 2 □□□□♦□□□
 1er Bn./100e Rég. de Ligne + 5 (x 1) x 2 □□□□□♦□□□□
2e Brigade □□□□□□□□ RR: 1½
Général de Brigade Lamorendière : 3/~0 □□♦□□
 2e Bn./28e Rég. Légère + 5 [x 1] x 2 □□□♦□□
 1er Bn./103e Rég. de Ligne + 5 (x 1) x 2 □□□□♦□□□
 1er Bn./119e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 4e Bn./119e Rég. de Ligne + 4 (x 1) x 2 □□□♦□□

8e Division

Général de Division Harispe : 3/~1 Command Range: 8 MPs
1ere Brigade □□□□□□□□ RR: 1½
Général de Brigade Dauture : 3/~0 □□♦□□
 1er Bn./9e Rég. Légère + 6 (x 1) x 2 □□□♦□□□
 2e Bn./9e Rég. Légère + 6 (x 1) x 2 □□□♦□□
 1er Bn./34e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□□
 2e Bn./34e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
3e Brigade □□□□□□□□ RR: 1½
Général de Brigade Baurot : 3/~0 □□□♦□□□
 1er Bn./25e Rég. Légère + 5 (x 1) x 2 □□□♦□□
 2e Bn./25e Rég. Légère + 5 (x 1) x 2 □□□♦□□
 5e Bn./114e Rég. de Ligne + 4 (x 1) x 2 □□♦□□
 3e Bn./115e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 4e Bn./115e Rég. de Ligne + 4 (x 1) x 2 □□♦□□
 5e Bn./117e Rég. de Ligne + 4 (x 1) x 2 □□□♦□□

Aile Droite

Général de Division Reille : 3/~1 Command Range: 12 MPs
 Adjutant-Commandant Delachasse : 2/~1 Chef d'Etat-Major: + 2 MPs
 21e Rég. de Chasseurs à Cheval + 5 (x .5) x 2 □□□□□♦□□□□

4e Division

Général de Division Taupin : 3/~1 Command Range: 8 MPs
 13/6e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1ere Brigade □□□□□□□□ RR: 1½
Général de Brigade Rey : 3/~0 □□□♦□□□
 1er Bn./12e Rég. Légère + 5 (x 1) x 2 □□□♦□□
 2e Bn./12e Rég. Légère + 5 (x 1) x 2 □□♦□□
 1er Bn./32e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□□
 2e Bn./32e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./43e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□□
 2e Bn./43e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
2e Brigade □□□□□□□□ RR: 1½
Général de Brigade Béchaud : 2/~0 □□□♦□□
 1er Bn./45e Rég. de Ligne + 5 (x 1) x 2 □□□□♦□□□
 1er Bn./47e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 2e Bn./47e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□
 1er Bn./55e Rég. de Ligne + 5 (x 1) x 2 □□□♦□□□
 1er Bn./58e Rég. de Ligne + 5 (x 1) x 2 □□□□♦□□□

5e Division

Général de Brigade Rouget : 3/~1 Command Range: 8 MPs
 19/3e Artillerie à Pied + 6 x 3/9 x 3 (□□) ○○○
1ere Brigade □□□□□□□□ RR: 1½
Général de Brigade Barbot : 3/~0 □□♦□□
 1er Bn./4e Rég. Légère + 5 (x 1) x 2 □□□♦□□
 1er 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: 1½
Colonel Gaudin : 2/~0 □□♦□□
 1er Bn./27e Rég. de Ligne + 5 (x 1) x 2 □□□□♦□□□
 1er Bn./50e Rég. de Ligne + 5 (x 1) x 2 □□□□♦□□□
 1er Bn./59e Rég. de Ligne + 5 (x 1) x 2 □□□□♦□□□

Anglo-Allied Army



Lord Wellington : 4/~3

Command Range: 15 MPs

Colonel Delancey : 2/~1

Adjutant-General: + 2 MPs

Lt.-Colonel Somerset : 2/*1

Military Secretary

Light Division

Major-General Alten : 3/~2

Command Range: 7 MPs

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

Kempt's Brigade

○○○○○○○○○ RR: 1

Brigadier-General Kempt : 3/~0

□♦□

"Rifles" 3/95th Foot

+ 6 [*x2*] x 2 □□□♦□□ DC

1° Caçadores de Lisboa

+ 4 (x 1) x 2 □□♦□□

Barnard's Brigade

○○○○○○○○○ RR: 1

Brigadier-General Barnard : 3/~0

□□□♦□□

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

+ 6 [*x2*] x 2 □□□♦□□ DC

"Rifles" 2/95th Foot

+ 6 [x 2] x 2 □□□♦□□ DC

3° Caçadores de Villa Real

+ 4 (x 1) x 2 □□♦□□

1 Bn./17° Regimiento de Elvas

+ 4 (x 1) x 2 □□♦□□

2 Bn./17° Regimiento de Elvas

+ 4 (x 1) x 2 □□♦□□

Cavalry Division

Lieutenant-General Cotton : 3/C/2

Cavalry: Com. Range: 7 MPs

Bull's Royal Horse Artillery

+ 6 x 2/9 x 2 (□□) ○○

Gardiner's Royal Horse Artillery

+ 6 x 2/9 x 2 (□□) ○○

Cavalry Brigade D

○○○○○○○○○ RR: 1

Major-General Fane : 3/~1

□♦□

13th Light Dragoon Regt.

+ 5 (x .5) x 2 □□□□♦□□□

14th Light Dragoon Regt.

+ 5 (x .5) x 2 □□□□♦□□□□

Cavalry Brigade E

○○○○○○○○○ RR: 1

Major-General Vivian : 2/~1

□♦□

18th Hussars Regt.

+ 5 (x .5) x 2 □□□□♦□□□□

1st KGL Hussar Regt.

+ 5 (x .5) x 2 □□□□□♦□□□□

Cavalry Brigade H

○○○○○○○○○ RR: 1

Major-General Somerset : 3/~1

□□♦□

7th Hussar Regt.

+ 5 (x .5) x 2 □□□□□♦□□□□□

10th Hussar Regt.

+ 5 (x .5) x 2 □□□□□♦□□□□□

15th Hussar Regt.

+ 5 (x .5) x 2 □□□□□♦□□□□□

Allied Special Rules

- British and Portuguese replacement Leaders have 2/~0 Command Ratings.
- Leaders suffer a - 1 Order Point modifier should Wellington become a casualty.
- Brigade Leaders out of Echelon Command but within Command Range of Wellington are considered In Command..
- Marshal Beresford applies a + 2 Morale Bonus modifier when stacked with Portuguese units.
- Wellington may not participate in an attacking Assault or Charge.
- Allied Wing and Division Leaders may Activate, issue Orders and Order Points to any cavalry Brigade.
- Only Wellington may issue Orders and Order Points to the Light Division. The Light Division activates when Wellington activates.
- Apply the Reserve Rating modifier of Hill's Wing Command (2nd Division, 1st Portuguese Brigade and Cavalry Brigade D) to all Allied Commitment Checks while those Commands are off map. Once on map they adhere to normal Reserve Rating rules.
- Prone: British infantry units may change into an additional "Prone" formation:
 - Prone is a Closed formation.
 - Prone units may not move except to change out of Prone formation. Units may change out of Prone (0 MP) the instant an enemy unit into its ZoI.
 - Prone units benefit from a - 2 cover modifier when fired upon by units 6 or more hexes away.

Center Wing

Lieutenant-General Picton : 3/~2

Command Range: 9 MPs

3rd Division

Lieutenant General Picton

"Royal Americans" 5/60th Foot	*+ 6*	[*x2*]	x 2	(□□♦) DC
Douglas' Royal Foot Artillery	+ 5	x 3/9	x 3	(□□) ○○○
Brisbane's British Brigade				○○○○○○○○○ RR: 1
<i>Brigadier-General Brisbane</i> : 3/~0				□□♦□□
"Nottinghamshire" 1/45th Foot	+ 5	(x1.5)	x 2	□□□♦□□DC
"Shropshire" 1/53rd Foot	+ 5	(x1.5)	x 2	□□□♦□□DC
"Highland" 74th Foot	+ 5	(x1.5)	x 2	□□□♦□□DC
"Connaught Rangers" 1/88th Foot	+ 5	(x1.5)	x 2	□□□□♦□□□DC
Keane's British Brigade				○○○○○○○○○ RR: 1
<i>Colonel Keane</i> : 2/~0				□□♦□□
"Northumberland" 1/5th Foot	+ 5	(x1.5)	x 2	□□□♦□□□
"Dublin" 2/93rd Foot	+ 5	(x1.5)	x 2	□□□♦□□
"Prince of Wales Own Irish" 2/97th Foot	+ 5	(x1.5)	x 2	□□♦□□
"Scots Brigade" 94th Foot	+ 5	(x1.5)	x 2	□□□♦□□
Power's Portuguese Brigade				○○○○○○○○○ RR: 1
<i>Major-General Power</i> : 2/~0				□□□♦□□
11° Caçadores de Freire	+ 4	(x 1)	x 2	□□♦□□
1 Bn./9° Regimiento de Viana	+ 4	(x 1)	x 2	□□□♦□□
2 Bn./9° Regimiento de Viana	+ 4	(x 1)	x 2	□□♦□□
1 Bn./21° Regimiento de Valenza	+ 4	(x 1)	x 2	□□♦□□
2 Bn./21° Regimiento de Valenza	+ 4	(x 1)	x 2	□□♦□□

6th Division

Lieutenant General Clinton : 3/~2

Command Range: 7 MPs

"Royal Americans" 5/60th Foot	*+ 6*	[*x2*]	x 2	(□□♦) DC
Bradeseth's Royal Foot Artillery	+ 5	x 3/9	x 3	(□□) ○○○
Pack's British Brigade				○○○○○○○○○ RR: 1
<i>Brigadier-General Pack</i> : 3/~0				□□♦□□
"Black Watch" 1/42nd Foot	+ 6	(x1.5)	x 2	□□□♦□□DC
"Cameron Highlanders" 1/79th Foot	+ 6	(x1.5)	x 2	□□□♦□□DC
1/91st Foot	+ 5	(x1.5)	x 2	□□♦□□DC
Lambert's British Brigade				○○○○○○○○○ RR: 1
<i>Brigadier-General Lambert</i> : 3/~0				□□♦□□
"North Devonshire" 1/11th Foot	+ 5	(x1.5)	x 2	□□□♦□□□
"Cornwall" 1/32nd Foot	+ 5	(x1.5)	x 2	□□□♦□□□
"Herefordshire" 1/36th Foot	+ 5	(x1.5)	x 2	□□□♦□□
South Gloucestershire" 1/61st Foot	+ 5	(x1.5)	x 2	□□□♦□□□
Douglas' Portuguese Brigade				○○○○○○○○○ RR: 1
<i>Coronel Douglas</i> : 2/~0				□□□♦□□
9° Caçadores de Beiras	+ 4	(x 1)	x 2	□□♦□□
1 Bn./8° Regimiento de Evora	+ 4	(x 1)	x 2	□□♦□□
2 Bn./8° Regimiento de Evore	+ 4	(x 1)	x 2	□□♦□□
1 Bn./12° Regimiento de Chaves	+ 4	(x 1)	x 2	□□♦□□
2 Bn./12° Regimiento de Chaves	+ 4	(x 1)	x 2	□□♦□□

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
3rd Division/CW	3	6.600	0	8	6.760
6th Division/CW	3	5.800	0	8	5.960
4th Division/LW	3	6.100	0	8	6.260
7th Division/LW	3	6.000	0	6	6.120
2nd Division/RW	4	7.800	0	0	7.800
Portuguese Division/RW	2	4.400	0	8	4.560
Light Division	2	3.100	0	6	3.220
Cavalry Division	3	0	3.000	12	3.240
	23	39.800	3.000	56	43.920

Left Wing

Marshal Beresford : 3/~1(P:2) Command Range: 9 MPs

4th Division

Lieutenant-General Cole : 3/~2 Command Range: 7 MPs

Symphers' KGL Horse Artillery +6 x 2/9 x 2 (□□) ○○

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

Major-General Anson : 3/~0 □□◆□

"Royal Americans" 5/60th Foot *+ 6* [*x2*] x 2 (□◆)

"Inniskilling" 3/27th Foot +5 (x1.5) x 2 □□□□◆□□□

"2nd Somersetshire" 1/40th Foot +5 (x1.5) x 2 □□□◆□□□

"Northamptonshire" 1/48th Foot +5 (x1.5) x 2 □□□◆□□

Ross' British Brigade ○○○○○○○○○○ RR: 1

Major-General Ross : 3/~0 □□◆□

Brunswick Oels +6 [*x1*] x 2 (□◆)

"Royal Fusiliers" 1/7th Foot +6 (x1.5) x 2 □□□□◆□□□

"East Devonshire" 1/20th Foot +5 (x1.5) x 2 □□□◆□□

"Royal Welch Fusiliers" 1/23rd Foot *+ 6* (x 2) x 2 □□□◆□□DC

Vasconcellos' Portuguese Brigade ○○○○○○○○○○ RR: 1

Coronel Vasconcellos : 2/~0 □□□◆□□

7° Caçadores de Guarda +4 (x 1) x 2 □□□◆□□

1 Bn./11° Regimiento de Almeida +4 (x 1) x 2 □□□◆□□

2 Bn./11° Regimiento de Almeida +4 (x 1) x 2 □□□◆□□

1 Bn./23° Regimiento de Serpa +4 (x 1) x 2 □□□◆□□

2 Bn./23° Regimiento de Serpa +4 (x 1) x 2 □□◆□□

7th Division

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

Carnes' Royal Foot Artillery +5 x 3/9 x 2 (□□) ○○○

Inglis' British Brigade ○○○○○○○○○○ RR: 1

Brigadier-General Inglis : 2/~0 □□◆□□

"Durham" 1/68th Foot +5 (x1.5) x 2 □□□◆□□DC

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

Chasseurs Britanniques +4 (x 1) x 2 □□◆□

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

Brigadier-General Gardiner : 3/~0 □□◆□□

Brunswick Oels +6 [*x1*] x 2 □□□□◆ DC

"1st Warwickshire" 1/6th Foot +5 (x1.5) x 2 □□□□◆□□□

"Warwickshire" 2/24th Foot +5 (x1.5) x 2 □□□◆□□□

"West Essex" 2/56th Foot +5 (x1.5) x 2 □□□◆□□DC

Doyle's Portuguese Brigade ○○○○○○○○○○ RR: 1

Coronel Doyle : 3/~0 □□□◆□□

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

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

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

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

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

Allied Deployment

- Within 4 hexes of entry hex A:
 - 4th Division, Left Wing Brunswick Oels and General Cole/Left Wing.
- Within 4 hexes of entry hex B:
 - Army Echelon Leaders and Lt.-Gen. Cotton.
- In or adjacent to Départ:
 - 2nd Portuguese Brigade/Right Wing.

Right Wing

Lieutenant-General Hill : 4/A/2

Command Range: 9 MPs

2nd Division

Lieutenant-General Stewart : 3/~ /1

Command Range: 7 MPs

"Royal Americans" 5/60th Foot *+ 6* [*x2*] x 2 (□□□♦) DC

Byng's British Brigade □□□□□□□□ RR: 1

Major-General Byng : 3/~ /0 □□♦□

"The Buffs" 1/3rd Foot + 6 (x1.5) x 2 □□□♦□□

"West Middlesex" 1/57th Foot + 5 (x1.5) x 2 □□□♦□□

1st Provisional Foot + 4 (x1.5) x 2 □□□♦□□

Barnes' British Brigade □□□□□□□□ RR: 1

Major-General Barnes : 3/~ /0 □□♦□

"West Kent" 1/50th Foot + 5 (x1.5) x 2 □□□♦□□

"Highland Lt. Inf" 1/71st Foot + 6 (x 2) x 2 □□□□♦□□□ DC

"Gordon Highlanders" 1/92nd Foot + 6 (x 2) x 2 □□□♦□□□□ DC

O'Callaghan's British Brigade □□□□□□□□ RR: 1

Colonel O'Callaghan : 2/~ /0 □□♦□

"N. Gloucestershire" 1/28th Foot + 5 (x1.5) x 2 □□□♦□□

"Cumberland" 2/34th Foot + 5 (x1.5) x 2 □□□♦□□

"Dorsetshire" 1/39th Foot + 5 (x1.5) x 2 □□□♦□□

Harding's Portuguese Brigade □□□□□□□□ RR: 1

Coronel Harding : 2/~ /0 □□□♦□□

6° Caçadores de Porto + 5 (x 1) x 2 □□♦□□

1 Bn./6° Regimiento de Porto + 5 (x 1) x 2 □□□♦□□

2 Bn./6° Regimiento de Porto + 5 (x 1) x 2 □□♦□□

1 Bn./18° Regimiento de Porto + 5 (x 1) x 2 □□□♦□□

1 Bn./18° Regimiento de Porto + 5 (x 1) x 2 □□□♦□□



Right Wing Units and Commands may also use the eastern road hex

- leading to Pau as a Depot and/or the road from Depart leading off the southern map edge.

Portuguese Division

Major-General Lecor : 3/~ /1

Command Range: 7 MPs

Foot Battery DeSilva + 5 x 3/9 x 3 (□□) ○○○

1st Portuguese Brigade □□□□□□□□ RR: 1

Brigadeiro Da Costa : 2/~ /0 □□♦□□

1 Bn./2° Regimento de Lagos + 5 (x 1) x 2 □□□♦□□

2 Bn./2° Regimento de Lagos + 5 (x 1) x 2 □□□♦□□

1 Bn./14° Regimento de Tavira + 5 (x 1) x 2 □□□♦□□

2 Bn./14° Regimento de Tavira + 5 (x 1) x 2 □□□♦□□

2nd Portuguese Brigade □□□□□□□□ RR: 1

Brigadeiro Buchan : 2/~ /0 □□□♦□□

10° Caçadores de Aveiro + 5 (x 1) x 2 □□♦□□

1 Bn./4° Regimento de Freire + 5 (x 1) x 2 □□□♦□□

2 Bn./4° Regimento de Freire + 5 (x 1) x 2 □□□♦□□

1 Bn./10° Regimento de Lisboa + 5 (x 1) x 2 □□□♦□□

2 Bn./10° Regimento de Lisboa + 5 (x 1) x 2 □□□♦□□

Allied Reinforcements

Group A (+ 8) enters on the western Baights de Béarn road hex.

- 8:30 - Cavalry Brigade H
 - Bull's Royal Horse Artillery
- + 1 Turn - 3rd Division
 - Center Wing Echelon Units and Leaders

Group B (+ 7) enters on the western road hex marked Entry Hex A.

- 9:00 - 4th Division
 - Left Wing Echelon Units and Leaders
- + 2 Turns - Cavalry Brigade E
 - Gardiner's Royal Horse Artillery (*Allied player rolls 1d10. Even = Gardiner's RHA comes on. Odd = It does not and never does.*)

Group C (+ 6) enters on the western Baights de Béarn road hex.

- 9:30 - 6th Division (*Allied player rolls 1d10. Even = 1/79th comes on with Brigade. Odd = It does not and never does*)

Group D (+ 6) enters on the western read hex marked Entry Hex B.

- 10:30 - Light Division

Group E (+ 6) enters on the western road hex marked Entry Hex A.

- 11:00 - 7th Division

Group F (+ 2) enters on the eastern road hex marked vers Pau.

- 12:00 - 2nd Division
 - Right Wing Echelon Units and Leaders

- + 2 Turns - Portuguese Division (*Remainder*)

Group G (+ 7) enters on the eastern road hex marked vers Pau.

May only enter after Group F has entered.

- 14:30 - Cavalry Brigade D