

Player Aid Chart 1

TROOP VALUES TABLE IMPERIAL SIDE

COUNTRY	TROOP TYPE
FRANCE	Veteran Infantry / Vet (6)+2
	Line Infantry / Ln (5)+1
	Recruit Infantry / Rec (4)+0
	Guard Infantry / Gd (9)+5
	YGd. Infantry / YGd (8)+3
	Cavalry / Cav (7)+2
	Guard.Light Cav / Glc (9)+3
	Guard Heavy Cav / Ghc (9)+4
SPAIN *	Veteran Infantry / Sp (4)+1
	Royal Guard / RG (6)+2
	Guard Cavalry / GC (6)+0
ITALY	Veteran Infantry / It (6)+2
	Cavalry / ItCav (7)+2
NAPLES **	Veteran Infantry / Nap (4)+0
GERMANY ***	Veteran Infantry / Ge (5)+1
HOLLAND	Veteran Infantry / Hol (6)+2
	Cavalry / HolCav (7)+2
POLAND	Legion Infantry / Leg (8)+3
	Cavalry / PolCav (7)+2
SWIZERLAND	Veteran Infantry / Sz (6)+2

Notes:

* It covers Spanish units under King Joseph flag, they were called "Juramentados".

** Troops from the Kingdom of Naples, do not mix them up with the Neapolitan troops that fight alongside the British and were recruited from Sicily, then under British control.

*** Includes all troops from Germany: Rhine Confederation, Great Duchy of Berg, Baden, Wurttemberg and other political entities.

TROOP VALUES TABLE ALLIED SIDE

COUNTRY	TROOP TYPE
UNITED KINGDOM	Veteran Infantry / Vet: (6)+2*
	Line Infantry / Ln: (5)+1
	Recruit Infantry / Rec: (4)+0
	Cavalry / Cav: (7)+1
NAPLES	Veteran Infantry / Nap: (4)+0
PORTUGAL	Veteran Infantry / Vet: (3)+0
	Veteran Infantry** / Vet: (6)+2
	Recruit Infantry / Rec: (4)+0
	Lusitanian Leg.*** / LLL: (6)+2
	Militia Infantry / Mi: (3)-1
	Cavalry / Cav: (3)-1
SPAIN	Cavalry ** / Cav: (6)+1
	Veteran Infantry / Vet: (6)+2
	Line Inf / Ln: (5)+1
	Recruit Infantry / Rec: (4)+0
	Cavalry / Cav: (4)+0

Notes:

* See Exclusive Rule 3.10 (British Defence)

** Armed, trained and led by the British, Portuguese troops greatly improved their performance from 1810 onward.

*** This unit existed during 1808 and 1809 as a nucleus for the regular army and fought alongside the British. It was disbanded when the Portuguese army was fully reformed. Its full name was Loyal Lusitanian Legion.

Maximun SP Capacity (per CU)

- Infantry Div.: 15 SP (Inf/Cav)
 - o If British it may contain up to 3 SP InfPt
 - o If Spanish it may contain up to 1 SP of Artillery.
- British Light Division: 6 SP (up to 2 of them Pt)
- British Naval Division.: may contain Spanish SP
- Portuguese Militia: 8 MiPt.
- Infantry Brigade: Pt: 3 SP InfPt.
- Cavalry Division: 6 SP Cav.
- Cavalry Brigade: 2 SP Cav.
- French Artillery CU: 2 SP Art.
- French Artillery Reserve CU: 4 SP Art.
- British Artillery Reserve CU: 3 SP Art.

ATRICTION TABLE

	-	1	2	3	4	5	6	7	8	9	10
Depot	1-49	50-99	100-149	150-199	200-249	250-299	300-349	350-399	400-449	450-499	500+
Requisition	1-24	25-49	50-74	75-99	100-124	125-149	150-174	175-199	200-224	225-249	250+
Forced March	1-19	20-39	40-59	60-79	80-99	100-119	120-139	140-159	160-179	180-199	200+
No Supply	1-14	15-27	28-41	42-56	57-70	71-84	85-99	100-113	114-127	128-141	142+
Depot	1-24	25-49	50-74	75-99	100-124	125-149	150-174	175-199	200-224	225-249	250+
Requisition	1-14	15-27	28-41	42-56	57-70	71-84	85-99	100-113	114-127	128-141	142+
Forced March	1-8	9-17	18-26	27-35	36-44	45-53	54-62	63-71	72-80	81-89	90+
No Supply	1-6	7-13	14-20	21-27	28-34	35-41	42-49	50-56	57-63	64-70	71+

The four lower rows are used:

- A) In the North and Center Weather Zones during December, January and February turns.
- B) In the South and Center Weather Zones during June, July and August turns.

The four upper queues are used during the rest of turns all over the map board.

<i>ACTIVITIES TABLE</i>					
SIEGE*	2 AP	REST	1 AP	MARCH	1 AP**
BLOCKADE	2 AP	REQUISITION	2 AP	REPAIR BRIDGE	1 AP
DEPOT CREATION	3/2 AP***	FORTIFY	3 AP	BLOW BRIDGE	1 AP

* Each action that form part of a siege cost that amount of Activity Points.

With a +1AP modifier if you cross a mayor river without using a bridge **or cross a river (mayor or minor) into a zone with enemy SP (both cumulative)

*** British pay 2 Activity Points if Wellesley (Wellington) is the Commander of the British Army and is activated to create the depot, otherwise pay 3 Activity Points.

<i>HQ ACTIVITY POINTS</i>
Each game turn you must calculate Activity Points for every HQ:
$AP = \left(8 + \frac{\text{Initiative} - 1d10}{2} \right)$

<i>HQ ACTIVATION NUMBER</i>
Each ROUND you calculate Activiation Number for one HQ:
$AN = \text{Initiative} + AP \text{ bid} + 1d10$

Players Aid Chart 2

PURSUIT TABLE

WINNER BATTLE ENDURANCE REMAINING	DIE ROLL						
	1	2-3	4	5-6	7	8-9	10
90%-100%+	110%	120%	150%	180%	200%	250%	300%
71%-89%	100%	110%	120%	150%	180%	200%	230%
51%-70%	80%	90%	100%	120%	150%	180%	200%
36%-50%	60%	70%	80%	100%	110%	120%	150%
21%-35%	40%	60%	80%	90%	100%	110%	120%
20%-	-	40%	60%	80%	90%	100%	110%

Cross % Winner Battle Endurance Remaining with a 1d10 roll. The result is a %. Apply to the difference between the number of Cavalry SP the winner and the loser own in the Reserve and in any unengaged Section of the Battle Line. The result is the additional number of SP the loser must discount from his forces (They are definitive losses).

Modifiers:

- Shift one column left for each round of battle after the 2nd.
- Shift two columns right IF the winner has double number of Cavalry SP in Reserve or in any Unengaged Battle Line Section than the loser.
- Shift three columns left IF the loser has double number of Cavalry SP in Reserve or any Unengaged Battle Line Section than the winner.
- Shift four columns right if the loser has to retreat without Lines of Communication.
- Shift a number of columns right equal to the Tactical Value of one Cavalry commander in the winner side (whose SP are counted above).
- Shift four columns left if winner side is Commanded by Wellesley (Wellington)
- Shift two columns right if loser has to retreat across a river (regardless of being mayor or minor) into his first zone of retreat.

ARTILLERY BOMBARDMENT TABLE

		Artillery SP		
		1-2	3-5	6+
D I E	1	-	-	-
	2	-	-	-
	3	-	-	-
	4	-	-	-
	5	-	-	-
	6	-	-	-
	7	-	-	½
	8	-	½	1
	9	½	1	1
	10	1	1*	2*

- Cross index 1d10 result with the number of Artillery SP firing. The result is the number of enemy SP lost.
- An Asterisk result allow you to destroy an additional enemy Art SP.
- French Art add 2 to its die roll when firing.

OPERATIONAL CONTROL DIE ROLL MODIFIERS
-1 defender side
+1 per every Assault option chosen
+1 per every <u>two</u> Cavalry Charge options chosen
+2 if you chose Outflank
+2 if there is "Divided Command" (+5 if there is no HQ present)

BATTLE OPTIONS	
ASSAULT	Normal combat
PINNING	As Assault but without morale checks
CAVALRY CHARGE	a) Assault with Cavalry CP only b) If defender does not posses cavalry put over defender Battle Section a "Cavalry Superiority" marker and make an automatic Morale Check for one infantry unit.
OUTFLANK	Move a group of CU and/or HQ from the Reserve Section to the Outflanking Section and make an Assault on the Enemy Flanking Section . Before you make the assault the enemy can play a Reserve option to send troops to his Flanking Section.
RESERVE	Move a group of CU and/or HQ from the Reserve or any <u>unengaged</u> Battle Section to the Reserve or to any Section of the Battle Line.
REINFORCE	Try to call friendly CU and/or HQ, adjacent to the zone where the battle is fought, into the battle.
BOMBARDMENT	Fire with every Artillery CU you have on the Battle Line.
RALLY	Try to recover troops shattered in combat.
WITHDRAW	Halt combat. End of battle.

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BATTLE SEQUENCE

0.- Commanders determination
1.- Choosing battle terrain
2.- Outflanking option
3.-Troops deployment (defender first) After both sides deployed show identity of troops in Battle Line.
4.- Calculate battle endurance.
5.-Operations Planning Phase.
6.- Operational Control die roll.
7.- Attacker plays his first option (or try to pass).
8.- The attacker may try to play another option, roll to continue an attack, or try to recover a shattered unit.
9.- After all these, Defender plays his first option (or try to pass).
10.-The defender may try to play another option, roll to continue an attack, or try to recover a shattered unit.
11.- Check if there is a Victor or if the Battle has ended.
12.- If battle has not ended go through steps 7-10 until it ends.
13.- If there is a Winner, roll on the Pursuit Table.
14.- Loser retreats. Play continues on the Strategic Map.

COMBAT RESOLUTION MODIFIERS

A) Commander Tactical Modifier (-1 if Commander was a casualty during bombardment)
B) Numerical superiority: 3:2 = +1, 2:1 = +2, 3:1 = +3, 4:1+ = +4 (Automatic Victory 8:1 or higher ratio)
C) Troops' Tactical Value +?
D) The defender +1 for: defending a river, a Mountain Pass and/or a Fortification marker (all cumulative)
E) The side that fails the Operational Control die roll: -2.
F) The side that passes the Operational Control die roll: +1.
G) If a Section has a "Cavalry Superiority" :-2. (remove the marker after combat resolution).
H) If any adjacent friendly Battle Line Section is void of friendly unshattered SP: -2.
I) Defender in Village or Hill terrain: +1.
J) If you have at least 1 Art SP and the enemy has none: +1.
K) Defender +4 in an assault to a Defensible City.

Players Aid Card n° 3

IMPERIAL LEADERS

Leaders Commanding HQ							
Augereau	15/-2(7)+1	ID Clausel	-1(7)+1	ID Rey	0 (5)+1	German	
Bessieres	15/-2(7)+1	ID Conroux	0 (5) 0	ID Robert	-2(8)+1	ID Leval	0 (5) 0
Bonaparte, José	12/+1(4) 0	ID D´Erlon	-1(5)+1	ID Ruffin	-1(6) 0	ID Morio	0 (5) 0
Bonaparte,Nap	21/-3(9)+3	ID D´Hilliers	0 (5) 0	ID Sarrut	-1(6)+1	ID Rouyer	0 (6) 0
Caffarelli*	13/-1(6)+1	ID Darmagnac	0 (5) 0	ID Sebastiani	-1(7)+1		
Clausel*	14/-1(6)+1	ID Darricau	0 (6) 0	ID Semellé	-1(5)+1	Polish	
Decaen*	14/-1(6)+1	ID Decaen	-1(8)+1	ID Serras	-1(5)+1	IDDombrowski	-1(6)+1
D´Erlon*	13/-1(5)+1	ID Delaborde	-1(6)+2	ID Solignac	0 (6)+1	ID Valence	0 (6) 0
Dorsenne*	14/-1(6)+1	ID Dessolles	-1(6)+1	ID Souham	-2(8) 0	ID Werle	-1(6)+1
Duhesme	12/-1(4)+1	ID Ferey	-1(8)+1	ID Suchet	-2(8)+2		
Dupont	11/-1(4)+1	ID Foy	-2(8)+2	ID Taupin	0 (5) 0	CavalryDivisions	
Gazan*	14/-2(6)+1	ID Frere	0 (4) 0	ID Thomieres	-1(6) 0	CD Beauregard	0 (6) 0
Girard*	14/-1(5)+1	ID Gazan	-2(7)+1	ID Travot	-1(6) 0	CD Boussard	-1(5)+1
Heudelet*	13/-1(5)+1	ID Girard	-1(7)+1	IDVandarmaes.	0 (5) 0	CD Curto	0 (5) +1
Junot	14/-1(7) 0	ID Gobert	0 (5)+1	ID Vedel	0 (4) 0	CD Digeon	0 (6)+1
Lannes	16/-2(8)+3	ID Godinot	0 (6) 0	ID Verdier	-1(6)+1	CD Franceschi	0 (6)+1
Lefebvre	13/-2(6)+1	ID Grandjean	0 (5) 0	ID Villatte	-1(5)+1	CD Fresia	0 (5) 0
Leval*	12/ 0 (5) 0	ID Habert	-1(5)+1			CD Grouchy	-1(7)+1
Loison*	14/-1(6)+1	ID Harispe	0 (6)+1	Royal Guard		CD Kellerman	-2(7)+2
Mac Donald	15/-1(6)+1	ID Heudelet	-1(5)+1	GdR Saligny	0 (5) 0	CD LaHoussay	0 (6) +1
Marchand*	12/-2(5)+1	ID Lagrange	0 (5) 0			CD Lasalle	-3(8)+3
Marmont	15/-1(7)+2	ID Lamarque	-1(6) 0	Imperial Guard		CDLatour-Mab	-2(7)+2
Massena	17/-2(8)+3	IDLamartiniere	-1(4)+1	GI Dorsenne	-1(6)+1	CD Lorge	-1(6) +1
Moncey	14/-1(7)+1	ID Lapisse	-1(6)+1			CD Milhaud	-1(7)+1
Mortier	14/-1(6)+1	ID Lefeb-Den.	-2(8)+1	Young Guard		CD Montbrun	0 (6)+1
Ney	13/-3(7)+3	IDLigier-Belair	0 (5) 0	ID 1 Roguet	-2(8)+2	CD Ormancey	0 (5) 0
Reille*	13/-1(5)+1	ID Loison	-1(6)+1	ID 2 Dumostier	-1(6)+1	CD Paris	0 (5) 0
Reynier	14/-2(6)+1	ID Maransin	0 (6) 0			CDPerreymond	0 (5) 0
Sebastiani*	14/-1(6)+1	ID Marchand	-2(7)+1	Juramentados		CDSoult, Pierre	0 (6)+1
Soult	15/-2(8)+1	ID Mathieu	0 (5) 0	ID Casapalaci.	0 (5) 0	CD St Croix	0 (6) 0
St Cyr	15/-1(7)+2	ID Maucune	0 (5) 0	ID Hugo	0 (4) 0	CD Tilly	-1(6)+1
Suchet*	16/-2(8)+2	ID Merle	0 (5) 0			CD Treillard	-1(7)+1
Victor	14/-1(6)+1	ID Mermet	0 (6)+1	Italian			
Leaders marked * also command a CU		ID Morlot	0 (5)+1	ID Lechi	-1(6)+1	Cavalry Brigades	
Leaders Commanding CU		ID Mouton	0 (6)+1	ID Palombini	-1(5)+1	CB Beaumont	-1(6)+1
French Infantry		ID Musnier	0 (5) 0	ID Peyri	0 (5) 0	CB Boyer	0 (6) 0
ID Abbé	-1(7)+1	ID Nogues	-1(6)+1	ID Pino	0 (5) 0	CB Briché	0 (5) 0
ID Barbou	0 (5) 0	ID Pannetier	0 (5) 0	ID Severoli	-1(4) 0	CB Colbert	0 (5) 0
ID Barrois	-1(5)+1	ID Pecheaux	0 (5)+1			CB Delaage	0 (5) 0
ID Bisson	-1(7)+1	ID Pinoteau	0 (5) 0	Neapolitan		CB Fournier	0 (5) 0
ID Bonnet	-1(7)+2	ID Plauzonne	0 (6) 0	ID Chabot	0 (4) 0	CB Lamotte	0 (5) 0
ID Brennier	-2(8)+1	ID Quesnel	0 (5)+1	ID Compere	0 (5) 0	CB Lorcet	0 (5)+1
ID Caffarelli	-1(6)+1	ID Reille	-2(5)+2	ID Pignatelli	0 (5) 0	CB Marisy	0 (5) 0
ID Cassagne	0 (4) 0					CB Maupetit	0 (5) 0
ID Chabran	-2(8) 0					CB Merlin	0 (6) 0
ID Claparede	-1(7)+1					CB Millet	0 (5) 0
						CB Ornano	0 (5) 0
						CB Wathier	0 (6)+1

ALLIED LEADERS

Spanish Leaders Commanding HQ								
Albuquerque*	14/-1(5)+1		ID Carbajal	0 (5) 0	ID Porta	0 (4) 0	<u>Portuguese</u>	
Areizaga*	11/ 0 (5) 0		ID Caro, J	0 (4) 0	ID Portago	0 (5) 0	ID Hamilton	0 (6) 0
Ballesteros*	12/-1(4)+1		ID Castejón	0 (4) 0	ID Rangel	0 (4) 0	ID Lecor	0 (5) 0
Belveder*	8/ 0 (4) 0		ID Castrofuerte	0 (5) 0	ID Reding	-1(7)+1	ID Silveira	0 (5) 0
Blake	14/-1(7)+1		ID Cea	0 (5) 0	ID Riquelm	-1(4) 0	IB Ashworth	0 (5) 0
Cagigal*	12/ 0 (4) 0		ID Cervellón	0 (4) 0	ID Roca	0 (4) 0	IB Bradford	0 (6) 0
Caldagués*	14/-1(6)+1		ID Contreras	0 (5) 0	ID Roche	0 (5)+1	IB Collins	0 (5) 0
Campoverde	10/ 0 (4) 0		ID Copons	0 (5) 0	ID Rovira	0 (5)+1	IB Pack	0 (5)+1
Castejón*	12/ 0 (4) 0		ID Coupigny	-1(6) 0	ID StMarch	0 (5) 0	LLL Wilson	-2(7)+1
Cervellón*	12/ 0 (4) 0		ID Courten	0 (5) 0	ID San Juan	0 (6)+1	CB D'Urban	0 (6)+1
Copons*	12/ 0 (4) 0		ID Creagh	0 (4) 0	ID Sarsfield	-1(5)+1	CB Otway	0 (5) 0
Caro, J.*	12/ 0 (4) 0		ID C.Mourgen	0 (5) 0	ID Trías	-1(4) 0	Mil 1 Miller	0 (5) 0
Castaños	15/-2(6)+1		ID Cuadra	0 (4) 0	ID Velasco	0 (5) 0	Mil 2 Silveira	0 (5) 0
Cuesta	13/-1(6)+1		ID Cuevas	0 (5) 0	ID Venegas	0 (4) 0	Mil 3 Trant	-1(7)+1
Del Parque*	15/ 0 (4)+1		ID De Zayas	0 (4) 0	ID Vigodet	0 (5) 0	<u>British Infantry</u>	
Elío*	11/ 0 (5) 0		ID Del Barco	-1(5)+1	ID Villacp	0 (5) 0	Lig D. Alten	-1(6)+1
Freire*	14/-1(6) 0		ID Del Parque	0 (5)+1	ID Villalva	0 (5) 0	LigD. Craufurd	-2(8)+2
Girón*	12/-1(6)+1		ID Echevarri	0 (5) 0	ID Villarzo	0 (4) 0	NvalD.Popham	-2(7)+1
La Peña*	13/-1(4)+1		ID Elío	0 (5) 0	ID Virues	0 (4) 0	NvalD. Graham	-2(7)+1
La Romana*	14/-1(7)+1		ID Eroles	0 (5) 0	ID Wittinm	0 (5) 0	ID Adam	-1(7)+1
Lacy*	12/ 0 (5) 0		ID España	0 (4) 0	ID Woster	0 (4) 0	IDAnsthursther	-1(4)+1
Mahy*	12/-1(5) 0		ID Fiballer	0 (5) 0	ID Zayas	-1(7)+2	ID Baird	-1(5)+1
Mendizábal*	9/ -1(4) 0		ID Figueroa	0 (4) 0	ID Zerain	0 (4) 0	ID Campbell	-1(4)+1
O'Donnell, E.	14/-1(7)+1		ID Freire	-1(6) 0	La Romana	-1(7)+1	ID Clinton H.	0 (5) 0
Palacio	9/-1(4) 0		ID Galluzzo	0 (4) 0	S. Román	0 (5) 0	ID Clinton W.	0 (5) 0
Palafox	12/-2(6)+2		ID García	0 (5) 0	Longa	-1(7)+1	ID Cole	-1(8)+1
Reding*	10/-1(6)+1		ID Girón	-1(6)+1	Mina	-2(7)+2	ID Colville	-1(6) 0
San Juan *	12/ 0 (6)+1		ID Grimarest	0 (5)+1	Porlier	-2(7)+2	ID Cradock	0 (4) 0
Santocildes	12/ 0 (5) 0		ID Henestrosa	-1(5)+1	<u>Spanish Cavalry Div</u>		ID Dalhousie	0 (5)+1
Sarsfield*	12/-1(5)+1		ID Ibarrola	0 (5) 0	Albuquerque+	-1(6)+1	ID Dunlop	0 (4) 0
Venegas*	10/ 0 (4) 0		ID Iglesias	0 (5) 0	Anglona+	0 (4) 0	ID Ferguson	0 (4) 0
Leaders marked * also command a CU			ID Jacomé	0 (4) 0	Bárcena+	0 (5)+1	ID Fraser	0 (6)+1
British Leaders Commanding HQ			ID Jones	-1(5) 0	Eguía	0 (5)+1	ID Hay	0 (5)+1
Beresford	15/-2(7)+1		ID La Carrera	0 (4) 0	Freire+	-1(6) 0	ID Hill	-2(8)+2
Graham	14/-2(7)+1		ID La Serna	0 (5) 0	Henestrosa +	-1(5)+1	ID Hope	-1(4)+1
Hill	12/-2(7)+2		ID La Torre	0 (5) 0	Loy	-1(5)+1	ID Houston	0 (6) 0
Maitland	12/ 0 (4) 0		ID Lacy	0 (6) 0	March	0 (5) 0	ID Howard	0 (5) 0
Moore	17/-2(8)+1		ID Laguna	0 (4) 0	Osorio	0 (4) 0	ID Leith	0 (6)+1
Murray	10/ 0 (4) 0		ID Lapeña	-1(4)+1	Rivas	0 (6) 0	ID Mackenzie	0 (5) 0
Wellesley	18/-3(7)+3		ID Lardizábal	-1(6)+1	San Juan	0 (6) 0	ID Oswald	0 (6) 0
Leaders Commanding CU			ID Lazán	0 (5) 0	Villemur	0 (6) 0	ID Packenham	0 (7)+1
<u>Spanish Infantry</u>			ID Losada	0 (4) 0	<u>Spanish Cavalry Brigades</u>		ID Picton	-2(8)+2
ID Acevedo	-1(5)+1		ID Llamas	0 (4) 0	Bassecourt+	0 (5) 0	ID Sherbrooke	0 (6)+1
ID Acuña	-1(5) 0		ID Maceda	-1(5)+1	Butrón+	0 (5) 0	ID Spencer	0 (5) 0
ID Adorno	0 (5) 0		ID Mahy	-1(6) 0	Caro	0 (6) 0	ID Stewart	0 (4) 0
ID Albuquerque	-1(6)+1		ID Manglano	0 (4) 0	Echevarri+	0 (5) 0		
ID Alós	0 (4) 0		ID Martinengo	-1(4)+1	España+	0 (4) 0	<u>British Cavalry</u>	
ID Anglona	0 (4) 0		ID Menacho	0 (6) 0	Guevara	0 (5) 0	CD Cotton-	-2(7)+2
ID Arce	0 (4) 0		ID Mendizábal	-1(4) 0	JuliánSánchez	-2(5)+1	CD Erskine	0 (5) 0
ID Areizaga	0 (5) 0		ID Mdel Bosch	0 (6)+1	Martinengo+	-1(4)+1	CD Paget	-2(8)+2
ID Ballesteros	-1(4)+1		ID Miranda	0 (4) 0	O'Donojú	0 (5) 0	CD Payne	0 (6) 0
ID Bárcena	0 (5)+1		ID Montijo	0 (4) 0	Osorno	0 (5) 0	CD Somerset	0 (6)+1
ID Bassecourt	0 (5) 0		ID Moretti	0 (5) 0	Portago+	0 (5) 0	CB Alten	-1(5) 0
ID Belvedere	0 (4) 0		ID Morillo	-1(6)+2	Villalba	0 (5) 0	CB Anson	0 (5)+1
ID Butrón	0 (5) 0		IDO'Donnell C	-1(5) 0	Wittingham+	0 (5) 0	CB Fane	0 (6) 0
ID Cabrera	0 (5) 0		ID O'Neill	-1(5) 0	Zolima	0 (5) 0	CB Grey	-1(5) 0
ID Cagigal	0 (5) 0		ID Obispo	0 (4) 0	CU marked have two versions, one infantry and one cavalry		CB Lumley	0 (6)+1
ID Caldagués	-1(6)+1		ID Palacio	-1(4) 0			CB Slade	0 (4) 0