

ADDITIONS/CORRECTIONS IN RED and underlined

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To Reyes Gallardo, my dear.
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0. – INTRODUCTION

"Tomb for an Empire" depicts the struggle that took place on the Iberian Peninsula from 1808 to 1814. It was a very complex war as it involved the fight between Great Britain and France – the great anti-French European Coalitions –, and many internal Spanish problems. One side comprised the French and their "Allies": Italians, Neapolitans, Polish, German, Swiss, Dutch and the Spanish "Juramentados" or Imperial Forces. The other is divided into two factions: Spanish and Anglo-Portuguese – with different goals and aims. One player (or team) controls the Imperial Forces and the other the Allies. The title reflects the effect of this war on the Napoleonic Empire. Components:

- Two map sheets of 70x50 cm (to form a 70x100 cm map).
- 8 terrain layouts for Field Battles
- 6 Player's Aid Charts
- 3 Headquarters Displays
- 1 set of Army Control Sheets (photocopy permission granted).
- 2 ten-sided dice
- 1264 counters (6 counter sheets)
- 1 Series Rule booklet
- 1 Scenario booklet with history and player notes

1. – EXCLUSIVE RULES.

These represent changes to the Series Rules to reflect events of this Campaign.

1.1. Sides and Nationalities.

- a) There are three sides: Imperial / Anglo-Portuguese / Spanish (Anglo-Portuguese and Spanish are termed Allied)
- b) Strength Points, Combat Units, Headquarters and Stragglers Markers come in various nationalities. Each nationality has its own colour:
- Yellow: Spanish.
 - Red: British (including King's German Legion troops).
 - Green: Portuguese
 - Blue: French.
 - Light Green: Italians.
 - Grey: German.
 - Brown: Neapolitans. (Both in the Imperial and British side)
 - Violet: Polish (Legion)
 - Pink: Spanish "Juramentados"
 - Orange: Dutch
 - Light blue: Swiss

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c) Depots come in three nationalities only: French, Spanish and British.

- French Depots are friendly to any Imperial Military Force.
- Spanish Depots are friendly to any Spanish Military Force.
- British Depots are friendly to any Anglo-Portuguese Military Force –including Neapolitan SP.
- Notwithstanding, Spanish Depots can supply Anglo-Portuguese Military Forces and vice versa.

d) Stragglers Markers come in four colours:

- Yellow: Spanish
- Red: British
- Green: Portuguese
- Blue: Imperial

Convert every nationality SP to its own Stragglers marker type. All Imperial SP that become Stragglers are converted into French Straggler SP. All Neapolitan British-Allied SP that become Stragglers are converted into British Straggler SP.

1.2. National Home Countries.

- a) Zones inside France are considered National Home Country for all Imperial Military Forces, SP and French Depots.
- b) Zones inside Spain are considered National Home Country for Spanish Military Forces, SP and Depots.
- c) Zones inside Portugal are considered National Home Country for Portuguese Military Forces and SP and British Depots.
- d) Every zone that contains a British Naval Base is considered National Home Country for British Military Forces, SP, and Depots.

1.3. Relationship between HQ and CU.

a) CU assignment:

- Imperial CU can be assigned to any HQ regardless of nationality.
- Spanish CU can only be assigned to Spanish HQ (See below Exclusive Rule 2.5.).
- Portuguese and British CU can only be assigned to British HQ. (See below Exclusive Rule 3.5.).

b) Assignment limits:

- Imperial Corps HQ (xxx size): up to 7 CU (Lannes HQ is considered as a Corps HQ).
- Imperial Army HQ (xxxx size): up to 10 CU (Including Napoleon's Grand Quartier Générale)
- British Wing HQ: up to 7 CU (The Army of Levante is considered as a British Wing HQ).
- British Army: up to 11 CU.
- Spanish Army: up to 12 CU.

c) There are some Anglo-Portuguese CU that cannot be assigned to any HQ: the British Naval Division (See Exclusive Rule 3.5.) and Portuguese Militia Divisions.

d) Only Spanish HQ can be brought into the play again if they were destroyed. They arrive a turn after their destruction and are put into the play in any zone which contains a Spanish CU that may be assigned to it. HQ may remain out of play as long as the Spanish player wishes.

e) Each CU can contain a different number and type of SP:

- 1) Artillery CU:

- French: 2 Art SP
 - French Artillery Reserve: 4 Art SP
 - British Artillery Reserve: 3 Art SP
- 2) French CU can contain SP of other Imperial nationalities.
 - 3) German CU can contain Dutch SP.
 - 4) Italian ID can contain Nap SP.
 - 5) British ID can contain up to 3 Portuguese SP.
 - 6) British Naval Division can contain Spanish SP –not Portuguese.
 - 7) British ID can contain Neapolitan SP.
 - 8) Up to 3 Spanish ID can contain up to 1 Art SP –they are supplied in the counter mix and you cannot use more.

1.4. Note on some Spanish CU.

Some Spanish CU have two versions: one of Infantry and one of Cavalry. Only one of them with the same name can be in play at the same time.

1.5. Activity Points.

- a) 8 per turn per HQ.
- b) HQ Commanded by Napoleon gets a bonus of +3 AP every turn.
- c) HQ Commanded by Wellesley gets a bonus of +2 AP every turn.

1.6. Weather.

- a) The map board is divided into three climatic regions: North, Central and South.
- b) You must use the four lower rows of the Attrition Table on the following occasions:
 - During summer (turns of June, July and August) in zones inside the Central and South climatic regions.
 - During winter (turns of December, January and February) in zones inside the Central and North climatic regions.
- c) You must add +3 to the depletion check die roll after undertaking a “Create Depot” or “Requisition” action during December, January and February –regardless of the climatic region.

1.7. About Field Battles.

Modifiers to Battle Endurance:

- +1 if 50% or more of army CU are British or French.
- +3 to Imperial side if Napoleon is Commander in Chief of the battle.

1.8. About Sieges.

- a) Surrender check die roll modifiers:
 - 4 if defenders are French,
 - 3 if defenders are Spaniards inside a Spanish city.
- b) A Military Force Commanded by a British Leader suffers double losses when assaulting a Fortress or Defensible City.
- c) Sieges conducted with a British Siege Train suffer a penalty of -2 to Breach Roll until July 1811.

1.9. Random Events.

- a) Roll 1d10 in every Random Events Phase and check Random Events Table –printed on map– and apply the result immediately. Roll the dice twice to form a result between 01 and 100.
- b) Possible results are:
 1. French leader sacked: You must randomly select a French Leader commanding a French HQ (except King Joseph I) and replace him with another Leader from among those available. The sacked leader is permanently out of the game.
 2. British leader replaced: You must choose a British CU and replace him with another CU. You cannot use as replacements any CU that will enter later as reinforcements. The first time this event occurs from October 1811 onward you do not replace

any leader. It is considered that the British–American war breaks out. If it happens again deal with it normally. War with USA means that British

Depot Creation costs 1 additional AP up to the end of the Scenario.

3. Spanish leader sacked: you must randomly select a Spanish Leader commanding a Spanish HQ and replace him with another from among those available. The sacked leader is returned to the pool of available Leaders and may be used later. When an Allied “Generalissimo” is named you may choose – not at random– the sacked Leader.

4. Magazine Explosion: Select one siege at random from among the current sieges and automatically finish it. The defenders are permanently eliminated and the Siege Train is removed from the map board. If there are no sieges treat it as a No Event.

5. Guerrilla Coup de main: Spanish player/s choose an Imperial Garrison inside Portugal or Spain and attack it. You cannot choose a Garrison that contains any Cav Sp. Use as modifiers for this attack: Imperial Troops Tactical Modifier and Spanish Tactical Modifier of +3. Do not take into account any other modifiers. This is a Minor Combat, although the Imperial troops are the only ones that can lose anything. The Spanish attack has a +5 if the Imperial garrison is in Galicia, Catalonia, the Basque Country or Navarre.

6. French courier captured: Any Allied Player can select a zone with Imperial Military Forces and ask for all the information regarding the HQ, Leaders, CU and SP in this zone. The Imperial player must give the exact information.

7. Confusing orders from Paris: Every French HQ has –1 AP this turn. Treat this Event as a No Event while Napoleon is on the map.

8. Spanish administrative problems: Every Spanish HQ has –2 AP this turn.

1.10. Summer drought on the Spanish East Coast.

Design note:

During Summer turns –June, July and August– every river that flows to Spain’s East Coast south of the Ebro River is at its lowest levels.

Accordingly, minor rivers inside the regions of Valencia and Murcia do not count for game purposes during summer and major rivers are treated as minor ones.

1.11. The Ebro River is navigable.

Design note:

The Ebro River is one of the few peninsular rivers that can be navigated given its flow, width and depth.

Any Military Force –not a depot– adjacent to the Ebro can trace communications along the river to a depot sited adjacent to the same river, regardless of distance, if the following conditions are met:

- a) Each zone traversed while tracing communications is adjacent to the Ebro river and,
- b) The Military Force and the depot are located adjacent to the river Ebro in zones between Calahorra and Tortosa –both included.

This path of communications can be blocked as per Series Rule 2.1.b.

1.12 Allied Naval Bases.

Design note:

This is a game focusing on land warfare, so naval operations are represented in a rather abstract form. They are centred around the Allied Naval Bases and their effects.

There are two Spanish and two British. One of the British bases is printed on the map (Gibraltar) and cannot be moved. Normally Allied Naval Bases may be on or off the map. If they are on the map they are located on coastal cities with the PORT symbol. They may be moved from one location to another in

any Reinforcement Phase as the player chooses. They must be removed from the map if their zone is occupied by the enemy, in which case they may be repositioned on the map in the next Reinforcement Phase. Summary of Allied Naval Base effects:

a) There is no attrition at a Besieged Port Fortress or Defensible City that contains a Naval Base marker during the Siege Resolution Process.

b) Any Allied Military Force in a Port City with a Naval Base is not subject to Series Rule 14.c. (Surrender)

c) Any Allied Military Force that begins its activation in a Port City can make an “Amphibious Movement”. You must begin or end the “Amphibious Movement” on a Naval Base marker, so the Naval Base may be at the departure zone or at the destination. In both cases the supplies needed must be expended from the zone with the Naval Base and must be from a Depot. You must spend a Supply Level for every CU that undertakes the “Amphibious Movement”. The AP cost for this movement is measured in the following way: count the zones that lie between the departure zone and the destination zone along the Coast (if you encounter mountains treat them as one more zone), divide that number by 6 and this is the AP cost for this “Amphibious Movement” (of course you have to Bid this AP in order to make the Amphibious Movement). You cannot make this movement to enter an enemy-occupied coastal zone if you do not have friendly forces in this zone also. The Anglo-Portuguese forces may only use the Naval Division and the Army of Levante and its parent CU for this movement. The Spanish may use any.

d) Lisboa and Setúbal are considered adjacent zones for any Allied Military Forces as long as there is a British Naval Base in Lisboa.

e) British Sea Evacuation. Any British (not including Portuguese CU or SP) Military Force can be moved off the map by sea from a British Naval Base. They will arrive again after 1d10 turns as normal reinforcements.

f) Ignore Depletion Checks at any zone with a Naval Base.

1.13. Entrenched Camps.

These are not used in this game. Neither side can build any.

1.14. Turn Sequence: Training Phase.

The Training Phase occurs on January and August turns.

1.15. Light Troops. (See Series Rules 9.1.h.)

In this game consider Light Troops:

French and Spanish: up to 4 infantry SP in one Infantry Division.

British and Portuguese: see Special Rule 3.3.

1.16. Madrid.

For all game purposes Madrid is considered a TOWN.

2. SPANISH SIDE: SPECIAL RULES.

2.1. The Guerrilla.

Add a new Phase to the Game Turn Sequence, between the Reinforcement Phase and Random Events Phase:

– Guerrilla Phase: This has the following segments:

1. Guerrilla activity determination: each year has a Guerrilla level per Region in Spain and Portugal that can be suppressed by Imperial presence.

2. Guerrilla effects determination: once the effective Guerrilla level is established for each Region in Spain and Portugal, it must be recorded on the map with a Guerrilla Level Marker.

Historical note:

Guerrilla warfare was a nightmare for the Imperial regular forces. Every post was a front line post as there were numerous Spanish “partidas” and regular units roaming the countryside and attacking every French post at hand. The Imperial forces even tried counter-insurgency with mounted police from

Southern France and their own “partidas” –mainly Spanish smugglers and renegades. French communications, with France and between different Imperial forces scattered over the Peninsula, were weak and unsafe. The Imperial forces only controlled the terrain they physically occupied.

a) Every turn during the Guerrilla Phase, the **IMPERIAL SIDE** must determine the Guerrilla Activity Level in every Region inside Spain and in the whole Portugal area –there is no guerrilla activity inside France. A Region has Guerrilla Activity if there are any Imperial SP in any zone belonging to it.

b) Guerrilla Levels:

1. Inside Spain:

1808 there is no Guerrilla Activity,

1809 – Level 1 in every Region,

1810 and 1811 – Level 2,

1812, 1813 and 1814 – Level 3.

In Galicia, Catalonia, Navarre and the Basque Country there is always 1 Level more than in the rest – from 1809 onward. (See also Exclusive Rule 2.4.)

2. In Portugal there is always a Level 2 (ranging up to 3 after the Portuguese Army Reform).

c) The Guerrilla Activity Level has certain effects on the normal course of play in detriment to the **IMPERIAL SIDE**:

1. For every Level add 1 (+1) AP cost for any Imperial “Create Depot” or “Requisition” action undertaken in any zone inside the Region.

2. For every Level shift one column right every time you consult the Attrition Table while inside the Region.

3. For every Level add 1 (+1) to the die roll against an Imperial Leader Initiative in a Forced March or to reinforce a Field Battle –by playing a Reinforce Battle Option.

4. For every Level subtract 1 (–1) from the Battle Endurance Point Total of the **IMPERIAL SIDE** in any Field Battle inside the Region.

5. For every Level add 1 (+1) to any Rally attempt to recover – by way of a REST action– shattered troops inside the Region.

6. For every Level subtract 1 (–1) from the Activity Points Total for every Imperial HQ inside the Region every turn.

d) The **IMPERIAL SIDE** may try to overcome the Guerrilla level in each Region on the map by fulfilling the following:

1. If any Imperial HQ is in the Region, subtract 1 (–1) from the Guerrilla Level.

2a. If Imperial Military Forces occupy every town/defensible city/fortress in the Region, subtract 1 (–1) from the Guerrilla Level.

2b. If 2a above is not satisfied but the Imperial Military Forces occupy half the number of towns/defensible cities/fortresses and has a minimum of 15 SP in the Region, subtract 1 (–1) from that Region’s Guerrilla Level.

3. For every 20 SP inside the Region, subtract 1 (–1) from the Guerrilla Level.

e) The Guerrilla Level must be recorded using the marker supplied with the game. Put one of them in a Region with a Guerrilla Level more than 0 –you can also write it down on a piece of paper.

2.2 Olivenza.

Historical note:

Besieging Olivenza, in Extremadura, was an easy task given its neglected condition.

Apply the following rule:

a) The first Surrender Check the defender must do is not modified by –3.

b) After concluding the siege successfully put the Siege Train used for the siege in Olivenza zone. It can be used again.

2.3. Heroic defenses.

Historical note:

The Spanish people committed themselves to defend their cities against the Imperial invaders with extreme ferocity. Zaragoza

and Gerona were taken by cruel and bloody sieges that killed tens of thousands of people. But Seville, Cadiz, Valencia, Astorga, Lérida, Tarragona and others were also cities with popular support adding strength to the defence.

Accordingly:

Every time you put a Siege marker on a Defensible Spanish City or Fortress you must check for popular support for the defense:

a) Roll 1d10 and compare the result with the Garrison Commander Initiative (if no CU or HQ present Garrison has an Initiative of 5).

b) If the result is equal to or less than the Initiative, roll again 1d10. The result will be the number of SP of Rec Quality that immediately reinforce the garrison. In Zaragoza add 5 (+5) to this roll. From January 1810 onward subtract 4 (-4) from this die roll.

2.4. Guerrilla units.

Historical note:

Many guerrilla units (GU) were formed from disbanded regular units, deserters and patriots that were unwilling to leave their homes for the regular army. A lot more became regular units by the close of the war.

a) From January 1811 onward, every time the British Army HQ commanded by Wellesley (Wellington) enters the Region of Leon, the Spanish Cavalry Brigade “Julián Sánchez” is placed on the map in the same zone as the British HQ with 1 Cav SP (values (6)+1). This unit is assigned automatically to the British HQ –an exception to Spanish–British co–operation stated in Exclusive Rule 2.5. below– and is removed from the map the moment the British HQ abandons Spain.

b) From October 1810, the Spanish side can place the Infantry CU “Mina” with 6 Vet SP in any zone inside Navarre not occupied by Imperial Military Forces. This CU can be assigned to any Spanish HQ and may be activated by it regardless of distance (i.e. Mina is always “in Communications” with its HQ). When Mina is activated it may execute its action or be removed from the map. It receives 1 Vet SP as reinforcements per turn spent out of the map. It may contain a maximum of 6 SP. While Mina is inside Navarre the Guerrilla level for that Region is increased by 1 (+1). Mina can only enter zones inside: Pais Vasco, Navarre, Aragón or Castilla la Vieja.

c) From September 1812, if Santander is occupied by the Allies, place –in any Reinforcement Phase– the Guerrilla CU “Porlier” with 6 Vet SP in the Mountain Pass south of that city.

d) From September 1812, if Burgos is occupied by the Allies, the Spanish side can place on the map the Infantry CU “Longa” –in any Reinforcement Phase– with 4 Vet SP in Burgos itself.

2.5. Spanish political status and the direction of war.

Historical note:

The war against Napoleon was a moment of general institutional crisis inside Spain. Patriots who fought the French invasion were divided between Absolutist and Liberal (anti-absolutist) parties. Besides the war against the invaders the Patriot side was fighting its own social and political internal war. The Legislative body known as the “Cortes” of 1812, located in the besieged city of Cádiz, and the first Spanish Constitution, were signs of the Liberal Party’s victory. Also, regionalism, localism and general discontent with the State Institutions led to a highly intricate political situation that greatly affected Military operations.

Every Scenario states the Spanish Political Status. Each one has the following effects:

a) Provincial Councils (Juntas Provinciales) and Regional Councils (Juntas Regionales): From July 1808 until the first turn in which the Spanish side occupies Madrid. In order to stack two Spanish HQ in the same zone you must roll 1d10. Compare the result with the Initiative of the Commander from the active HQ. If the result is higher than his Initiative you

cannot stack both HQ in that moment. You can also only place a maximum of 1 SP as reinforcements per Region per turn. You can never stack Spanish HQ and British HQ. If a CU is assigned to a given Spanish HQ, in order to assign it to another one you must roll 1d10 against the Initiative of the Commander from the HQ to which it is currently assigned. If the result is more than the Commander Initiative you cannot reassign the CU in that turn. You can only do 1 roll per HQ and turn.

b) Central Council (Junta Central): From the first Reinforcement Phase with Madrid and Seville occupied by the Spanish until the first Reinforcement Phase in which both cities are occupied by the Imperial forces. To stack two Spanish HQ in the same zone follow the process above. You can place a maximum of 2 SP per region as Reinforcements. British HQ and Spanish HQ may stack together; if there is no Spanish HQ present, up to 2 Spanish CU may stack with a British HQ. Follow the same rule as above to reassign Spanish CU.

c) Regency (Regencia) and General Assembly (Cortes Generales): From the Reinforcement Phase in which the Junta Central falls up to the end of the Scenario. You may stack Spanish HQ freely, placing Spanish reinforcements as you please, and stack Spanish and British troops. Replace Spanish named HQ by the ones with numbers –as you see fit. You can assign the British Naval Division to a Spanish HQ. The remaining difficulty is to reassign Spanish CU; these difficulties disappear when a “Generalísimo” is named. Once “Regencia and Cortes” is in effect, the Commander of the British Army will be named “Generalísimo” after the first Field Battle won by the British Army. Four turns after the victory replace the British Army HQ (size XXXX) with the one with size (XXXXX) –sorry, the counter is missing; you must use the XXXX size with this rule in effect. From then onward you can assign Spanish CU freely between Spanish HQ and also British HQ. Spanish Armies (XXXX) can be subordinated to the “Generalísimo” HQ. Also, the Spanish leaders are replaced randomly up to the moment in which a “Generalísimo” is named. From that moment to the end of the Scenario the Spanish may choose replacing leaders.

3. ANGLO–PORTUGUESE SIDE: SPECIAL RULES

3.1. Wellesley’s Command.

Historical note:

This rule reflects the special capabilities Wellesley (Wellington) had as a field commander and administrator.

The following effect takes place if Wellesley is the Commander of the British Army HQ:

a) It costs 2 AP to undertake a “Create Depot” action in which the British Army HQ takes part.

b) In every Field Battle in which Wellesley is the Commander in Chief and the Defending Side:

1. During the Troops Deployment Segment the defender deploys after the attacker (inverting the normal order of deployment).
2. He may use an additional layout of terrain in the Battle Line Section of his choice.

c) When he returns to Command after the Cintra Convention the Portuguese Army Reform begins. It is finished 6 six turns after his return to Command.

d) 18 turns after his return the Lines of Torres Vedras are finished. These Lines have the following effects:

1. The Allies cannot “entrench” in Lisboa once the Lines are in effect.
2. Every attack against Allied troops inside the Lisboa zone is modified by –5 (even in Field Battle).
3. The Imperials cannot undertake a “Blockade” action against Allied troops in the Lisboa zone.
4. If there is any Field Battle in the Lisboa zone no one can use “Cavalry Charge” battle options

(If the Cintra Convention does not take place count from the

first turn in which the Allies occupy Lisboa)

e) Wellesley did not want to invade France with Spanish troops –for fear of Spanish revenge. If Wellesley is named “Generalísimo” no Spanish HQ can enter French territory and only 3 Spanish CU assigned to a British HQ may do so.

3.2. Cintra Convention.

Historical note:

After his defeat at Vimeiro, Junot’s Corps was evacuated by sea by the Royal Navy to France. This was the final result of the controversial Cintra Convention. Sir Arthur Wellesley was recalled along with the other Commanding Officers (Burrard and Darlymple) to Great Britain to give an explanation for the evacuation of the French army. This political move allowed Sir John Moore to take command of the army in Portugal and Spain.

a) In any Reinforcement Phase, after being the loser in a Field Battle against the British, inside Portugal, the **IMPERIAL SIDE** can claim the “Cintra Convention”.

b) By doing so remove from the map every Imperial CU, HQ and SP inside Portugal and return them 3 turns later to Bayonne as reinforcements.

c) The turn after the Cintra Convention claim the Spanish receive 3 Vet SP and 1 Cav SP as reinforcements.

d) Immediately remove Wellesley and the British Army HQ. The HQ, Commanded by Moore, will return to play next turn. Put it with any British CU in Portugal. Wellesley will return to command 8 turns after to replace Moore (If Great Britain is still in the war).

e) The Anglo-Portuguese receive 20 VP at the moment of claiming the Cintra Convention.

3.3. British commitment to the Peninsula.

Historical note:

The British government committed itself to the Peninsular War aiming to destroy French power in Europe, if the cost was not too high. Sometimes it was tempted to abandon the Peninsula to its fate.

a) The British Player must count the number of British SP that are permanent losses.

b) At the moment the British Army loses a Field Battle you must consult the number of permanent British losses. If that number is 20 or more, Britain decides to abandon the Peninsula. You must move British HQ and CU to the nearest British Naval Base without entering enemy-occupied zones. Once there, you must permanently remove all such British troops from the map board. Forfeit all British reinforcements.

c) If Wellesley commands the British Army HQ the total must be 30 or more SP.

d) For every Victorious Field Battle in which the British Army HQ takes part add 5 (+5) to the total needed to abandon the Peninsula.

3.3. British Light Division.

Historical note:

Light Division (LD) was an elite formation that was mainly used in outpost warfare as a screening force for the main army.

a) The British player may add to his Cavalry SP the number of British Vet Infantry SP that happens to be in the Light Division for any Cavalry Screen Combat that takes place in the zone where the Light Division is placed.

b) The British player must have at least 1 Cav SP to be able to use the Light Infantry.

c) The Light Division can only contain 4 British SP and 2 Portuguese SP, all of which must be Vet.

d) Infantry SP inside the Light Division are considered “Light troops”.

3.4. British Cavalry.

Historical note:

British Cavalry performance on the Peninsula was poor. Well-mounted, it was trained for a battle role only and suffered from peninsular conditions in both mountains and outpost duties. Also, when fighting it usually ran loose after the first charge due to poor training and excessive impetus.

a) In any Cavalry Screen Combat with British Cavalry present, where the Allied player is victorious, the British player must roll 1d10+2 and compare the result with the Morale Value of the British Cavalry. If the result is more than that value the Allied player cannot make use of the advantage of winning a Cavalry Screen Combat.

b) Every time during a Field Battle that British Cavalry SP takes part in a combat (regardless of the Battle Option being played) and the **ALLIED SIDE** wins that combat, the British player must roll 1d10+4 for an additional morale check for the British Cavalry SP –with the possibility of being shattered and losing Battle Endurance Points for the **ALLIED SIDE**. In such cases the British Cavalry CU cannot be used as the checking unit for the combat.

3.5. British Naval Division

Historical note:

The British had a great amphibious capacity and many times during the war British troops were capable of moving by sea to threaten points. Also, during the last years of the conflict the action of Naval Squadrons and Naval Troops on the coast of Northern Spain was vital to Wellesley’s last offensives.

a) The British Naval Division (**ND**) is a special CU that cannot be assigned to any British HQ, but can be assigned to a Spanish HQ (see above Exclusive Rule 2.5.)

b) This CU may have British or Spanish SP, but not Portuguese SP.

3.6. Army of the Levante.

Historical note:

In 1812 the Anglo-Sicilian force disembarked on Spain’s Eastern Coast to help the wavering Spanish forces. They took the role of harrying the French forces in Valencia to aid Wellesley’s last offensives. Their leaders and their troops – notwithstanding their victory at Castalla– were far from satisfactory.

a) British Levante HQ can never be stacked with other British or Spanish HQ. It can also never be subordinated to the “Generalísimo” HQ.

b) If it does not win a Field Battle during 1812, in January 1813 its Commander is replaced by “Murray” –he will never be replaced unless he becomes a casualty.

3.7. Army Wings.

Historical note:

As the war progressed Wellesley formed Army Wings to accomplish separate missions.

a) These HQ can be placed on the map as indicated in the Reinforcement Schedule of each Scenario. They must be placed in a zone with a British CU assigned to the British Army HQ –not the Levante Army. At least one British Infantry CU must immediately be assigned to it. A leader must be chosen to be its Commanding Leader. The Leader may be the leader of one of the CU assigned to it (that CU cannot unstack from the HQ, both have the same leader).

b) These HQ can be retired from the map in any Reinforcement Phase after their entry in the game. They can be put into play again as stated above. If its Commander was Leader of a CU he returns to his CU.

c) Each turn, Wing HQ have a negative AP modifier of –2.

3.8. Gibraltar.

Historical note:

Gibraltar was captured by the British in 1704 and was a major Naval Base that allowed British control of the Western

Mediterranean and Atlantic Ocean.

It takes the following effects in game terms:

- a) It is considered a permanent British Naval Base for all game purposes.
- b) It has an intrinsic garrison of 8 Vet British. Every Reinforcement Phase any losses that may have been incurred are replaced and the garrison goes up to 8 Vet again. This garrison cannot leave Gibraltar and cannot be absorbed by any CU.

3.9. British Supplies.

Historical note:

The British Army was always dependent on its fleet for supplies and reinforcements. Also, its logistics were not always as efficient as was to be desired.

British depots are subject to certain restrictions:

- a) A valid Chain of Depots (Series Rules 2.3.) is established:
 - For Portuguese Military Forces if any depot is in a zone inside Portugal.
 - For British Military Forces if any depot is in a zone with a British Naval Base.
- b) The British may only place a Siege Train marker in a Home Country zone.
- c) Every British depot must be created forming part of a valid Chain of Depots for the British Forces.

3.10. British Defence.

Historical note:

The British infantry was a hard nut to crack while on the defensive.

Accordingly, every time a force of British Veteran Infantry is used as a modifier to resolve a combat while defending, its Morale and Tactical Values are: (8)+3, instead of the usual (6)+2.

3.11. Portuguese Ordenança.

Historical note:

Wellesley gave effect to the Portuguese Militia (Ordenança) to oppose Massena's invasion that took place in 1810.

- a) There are 3 CU of Portuguese Militia.
- b) They may be used if certain conditions are met:
 - When the Portuguese Army Reform has finished
 - When there is any Imperial SP inside Portugal.
- c) You can place the Militia CU on the map during any Reinforcement Phase in which the above conditions are met. Place each of them at a different defensible city/town/fortress occupied by any side inside Portugal.
- d) Each Militia CU appears with 8 Rec Pt SP.
- e) They cannot be assigned to any Allied HQ. Instead, every time a British Army HQ is activated the British player can activate one of the Militia CU regardless of tracing Communications to the HQ. They can only "March" and "Rest".
- f) Militia units cannot enter a zone outside Portugal.
- g) These units cannot leave or pick up any SP.
- h) You may remove them from the map in any Reinforcement Phase after their placement. They can return in a later Reinforcement Phase at full strength – if any SP were shattered they return rallied.

3.12. Portuguese Defence.

Historical note:

The Portuguese administration and army were laid waste by the Spanish–French invasion of 1807. Popular resistance took place, as organized armed forces were not available.

- a) Before the Portuguese Army Reform commences, every time an Imperial CU enters a zone with a town/defensible city/fortress unoccupied by Imperial Forces a popular uprising takes place.

- b) A Portuguese special garrison will be created:

- If it is a town roll 1d10,
- If it is a defensible city or fortress roll 2d10, adding up their results.
- If it is Lisboa or Porto add 10 to the result.
- c) The final number is the number of Militia (values (3)–1) SP that garrison the city. They can never be picked up by any allied CU.
- d) These special garrisons always fight a minor combat. They do not receive the advantage of being in a defensible city or fortress (i.e. they always fight in the open). If the garrison loses a minor combat it is eliminated.
- e) Every Reinforcement Phase, every special garrison on the map loses 6 SP –if they reach 0 they are eliminated.
- f) When you place a special garrison, eliminate any Imperial depot or straggler marker that happens to be in the zone.

3.13. Loyal Lusitanian Legion.

Historical note:

This Corps was formed by Sir Henry Wilson as an auxiliary force to the British Army. When the Portuguese Regular Army was reformed the Loyal Lusitanian Legion (LLL) was incorporated into it.

- a) This CU is received as reinforcements the turn following Allied occupation of Lisboa. Place it at any defensible city or Fortress unoccupied by Imperial Forces.
- b) It arrives with 3 LLL SP and 1 Cav Pt SP. It can only contain SP of Vet quality.

3.14. Portuguese Army Reform.

Historical note:

After the French were defeated in Portugal in 1808, Britain's main task was to create a new British–led Portuguese army to march with its own forces. Sir William Carr Beresford was charged with the task and accomplished it admirably.

- a) The reform begins the turn after Wellesley's return or the Allied occupation of Lisboa. It ends 6 turns later. Upon termination apply the following:
 - Portuguese reinforcements begin to arrive (1 Vet and 1 Rec SP every turn).
 - There are no Portuguese SP of Ln Quality. Pt Rec become Vet directly.
 - Permanently eliminate the Loyal Lusitanian Legion counter, its SP go to regular army units.
 - Receive CB (Pt) Otway with 1 Cav Pt SP.
- b) 4 turns after the reform the British player can begin to use the 3 Infantry Brigades and the Portuguese ID.

3.15 Bourdeaux uprising.

Historical note:

Bourdeaux is a city considered to be in the zone with the arrow pointing "To Bourdeaux". It is a clear terrain zone without any city, but it is used to reflect that city and the surrounding countryside that rallies to the Bourbons in early 1814.

When Wellesley's HQ is located North of the Adour River, on any turn of 1814, this zone is "activated". From then onward an Allied HQ may be sent to this "extra" zone. That HQ must contain at least two British ID and will lose 3 AP upon entering that zone (including the case of receiving a negative AP marker for the next turn). From this time until the end of the scenario that zone will count as a city and must be garrisoned by allied SP. Upon carrying out these actions the **ALLIED SIDE** receives 6 VP.

4.–IMPERIAL SIDE: SPECIAL RULES.

4.1. King Joseph and his Capital.

Historical note:

The Capital of Spain is Madrid. King Joseph is the leader of an Imperial HQ and also King of Spain. He was a lawyer and not

a soldier. Moreover, his court and royal duties forced him to stay in Madrid.

a) Every turn King Joseph finishes out of Madrid the **IMPERIAL SIDE** loses 2 VP.

b) King Joseph will renounce the throne if all the following conditions are met:

- The **IMPERIAL SIDE** loses a Field Battle and
- There is named an Allied “Generalissimo” and
- The Allies occupy Madrid.

4.2. Los Juramentados:

Historical note:

King Joseph had some Spanish troops under his service, the so-called “Juramentados”.

a) The Royal Guard (**RG**) (Guardia Real) is an infantry CU that must be assigned and stacked at all times with Joseph. If King Joseph abdicates it is eliminated immediately. This unit cannot leave or pick up SP. Only Guard SP –infantry or cavalry– can be in this unit.

b) When the “Junta Central” falls, the **IMPERIAL SIDE** receives the following reinforcements providing it occupies the stated cities:

- At Córdoba, 4 SP of Juramentados.
- At Seville, Spanish CU Casapalacios with 5 SP of Juramentados.

4.3. Dutch troops.

Every SP of this nationality is replaced by French SP on January 1810.

4.4. King Joseph’s Headquarters.

Historical note:

King Joseph was not a soldier, so his brother Napoleon put an expert Marshal by his side (Jourdan, and later Soult).

If King Joseph is Commander in Chief of the **IMPERIAL SIDE** during a Field Battle he can choose 6 Battle Options (instead of 4 as for his Initiative).

4.5. Imperial Guard.

Napoleon’s Guard was a legendary corps. Its use must be restricted:

- a) For every SP of Imperial Guard lost (as a straggler or definitively) the **IMPERIAL SIDE** loses 10 VP.
- b) For every SP of Imperial Guard Cavalry lost (as a straggler or definitively) the **IMPERIAL SIDE** Loses 15 VP.
- c) If the Imperial Guard is used in a Field Battle to modify the engagement die roll the following can occur:
 - If the Imperial Guard fails the morale check, every SP that happens to be with it in the same Battle Line Section gets shattered.
 - If the Imperials lose the combat every SP in that Battle Line Section is shattered and the **IMPERIAL SIDE** immediately loses the Battle. Go to the Exploitation process.
- d) Imperial Guard SP that happen to be in the Imperial Guard counter cannot be left – they cannot be transferred to another CU or garrison. Guard Units cannot receive SP that are not Guard Type.

4.6. Imperial fears.

Historical note:

The first French army in Spain was not expecting such a violent Spanish reaction. Napoleon believed his troops only faced armed peasants. Initial orders from Napoleon did not permit withdrawals.

French HQ present on the map in the initial set-up of July 1808 have restrictions as to which Regions they can operate in.

- X Corps: Andalucía.
- II Corps: Castilla la Vieja, Pais Vasco, Navarre.
- VIII Corps: Portugal.

– III Corps: Valencia and Murcia.

– VII Corps: Catalonia.

Every time one of these Corps (or a CU assigned to them) tries to execute a “March” action to move to a zone out of its Region of operations roll 1d10 against the Initiative of the Commander of the Force. If the result is greater than the Initiative it cannot move.

Every time a CU of one of these HQ moves to a zone not inside its Region of operations the **IMPERIAL SIDE** loses 2 VP. This rule ceases to have effect if one of the following happens:

1. Cintra Convention claim.
2. The Allies occupy Madrid.
3. The **IMPERIAL SIDE** loses a Field Battle.
4. An Imperial HQ surrenders to the Allies.

4.7. Young Guard.

Historical note:

In January 1810 two divisions of the newly formed Young Guard (YG) were sent to Northern Spain for anti-guerrilla warfare. They were assigned to the French Armée du Nord and remained in Northern Spain until recalled for the Russian Campaign.

a) Young Guard SP cannot be transferred to other CU, although they can be left as garrison –but can only be picked up by Young Guard CU.

b) These CU can only enter zones inside Navarre, the Basque Country, Castilla la Vieja, Asturias, Galicia and León.

4.8. Imperial Jealousy.

Historical note:

Napoleon’s Marshalls were not accustomed to collaborate with each other. Distant fronts and missions in the Peninsula made them to defraud each other more often than not.

From February 1809 onward, when Napoleon is not on the map Imperial Jealousy is in effect. If a CU is assigned to a given French HQ, in order to assign it to another one you must roll 1d10 against the Initiative of the Commander from the HQ to which it is currently assigned. If the result is greater than the Commander Initiative you can reassign the CU in that turn. You can only do 1 roll per HQ and turn.

4.9. Imperial Battle flexibility.

Imperial troops in a Field Battle that are in front of an enemy Battle Section void of non-shattered troops can attack at any enemy Section adjacent to that Section, including an oblique attack on the exposed flank (i.e. the French left flank may attack the enemy centre or the enemy right flanking box).

SCENARIOS

A.– Introduction:

The Scenarios for the present game are divided into two categories: Battle and Campaign. Battle Scenarios do not require the use of the Strategic Map, but are resolved on the Battle Display. They are designed for you to master the battle sub-system. They list the troops involved in a given battle and you must use the battle rules to resolve them and play the scenario to its conclusion. IT IS RECOMMENDED THAT YOU READ AND USE ONLY SECTION 9.2. OF THE SYSTEM RULES TO PLAY EACH BATTLE SCENARIO BEFORE MOVING ON TO THE CAMPAIGN SCENARIOS. Campaign Scenarios are the core of those hours and days of exciting play every one of us loves. Both types of Scenarios are presented in a sequence of progressive complexity. Begin with the first of them and then play the others up to the full campaign game. The full campaign game comes in various versions to allow players to begin it at different dates –the set up is the only variation between them as the Victory Conditions and rules are the same.

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Some comments about the Scenarios:

- Every CU listed below HQ set-up instructions is set up with this HQ and assigned to it.
 - If a CU is not stacked with an HQ the lists indicate which one it is assigned to.
 - You cannot change the CU assignment during the first turn in a scenario.
 - Each scenario lists all the necessary information: set-up, Victory Conditions, duration of play, reinforcements, map used and special rules.
- Play fair and enjoy the game.... Don't forget to march to the sound of the guns!!!

B.– Victory Conditions:

Each Scenario has its own victory conditions. Victory is based upon accumulating Victory Points. These are awarded for different reasons. There are also negative Victory Points, which must be subtracted from the positive Victory Points you earn. Each Scenario lists the number of Victory Points each side has to accrue to achieve Victory: in many scenarios the Anglo-Portuguese and the Spaniards accrue Victory Points separately, so there will be separate Victory Levels for both of them. A side may earn Victory Points of varying numbers for various reasons:

- Winning a Field Battle: the winner earns as many Victory Points as: Enemy Endurance Points lost during the battle plus any enemy casualties minus winner endurance points and casualties lost during the battle multiplied by two (it may be negative). Regarding separate Victory Conditions for Spanish and Anglo-Portuguese Forces the side with any HQ in the battle accrues the total number of VP awarded by that Field Battle. ALSO: if any HQ from the losing side have every CU it owned eliminated due to battle losses, it surrenders and is eliminated from play with its leader. Award the winning side an additional 5 VP per HQ captured.
- Winning a Minor Combat: the winner earns 2 VP plus 1 VP per every enemy casualty inflicted in that combat.
- Every turn you occupy –your SP are in the city:
 - 2 Points for every one of: Madrid, Lisboa and Seville.

- 1 Point for every one of: Barcelona, Burgos, Valencia, Zaragoza and Porto.
- At the end of the scenario, you occupy –your SP are in the city:
 - 2 Points for every fortress on the map.
 - 1 Point for every defensible city you occupy.
- For every Blockade marker on the map at the end of a turn that Spanish CU/HQ have against Imperial troops: 2 Points per marker every turn.
- For every turn that the Junta Central exists: 2 VP for the Spanish.
- For every Field Battle the Allies win against Napoleon: 100 VP (in addition to those normally awarded).
- If Napoleon loses a Field Battle: – 100 VP to the Imperials.
- If the British leave the Peninsula: the Anglo-Portuguese side exits the scenario completely and 200 VP are awarded to the IMPERIAL SIDE.
- For every turn King Joseph I finishes in a zone outside Madrid: –2 VP for the Imperials.
- For every British SP permanently lost: –1 VP to the Anglo-Portuguese.
- For every 2 Imperial SP permanently lost: –1 VP to the Imperials.
- For every 2 Spanish SP permanently lost: –1 VP to the Spanish.
- If the Cintra Convention takes effect: 20 VP to the Anglo-Portuguese.
- For every enemy HQ or CU that surrenders: 5 VP per HQ/2 VP per CU/1 VP per SP or Straggler.

Note: A city or feature can ONLY give or take VP if it is placed on the map board used by a given scenario.

Many scenarios have Automatic Victory Conditions for one or more sides. If at the end of a game turn they are fulfilled the game ends and that side wins an Absolute Victory. If neither wins by Automatic Victory, sum up every accrued Victory Point at the end of the last game turn and state the level of victory –or defeat– each side has achieved.

C.– NOTE ON COMBAT UNITS AND HQ AVAILABILITY.

Players can use a limited number of CU and HQ in each scenario. This number may or may not be indicated in the scenario instructions. It usually consists of CU and HQ listed in the initial set-up plus those that arrive as reinforcements, and nothing more. In every scenario the Spanish HQ can be put in play again after being destroyed. This is an exception to Series Rule II.1.F.2. CU can be destroyed during the course of play. Other CU are listed in each scenario to be used as replacements for those units lost. THE SET-UP LISTS TROOPS AS PER OPTIONAL SERIES RULE III.1.A.4. If you are not using this optional rule consider every CU as having a quality equal to that of the most numerous SP in it. (i.e. in Battle Scenario 1 Merlé French Infantry Division has 2Vet and 3Rec SP it is considered as being REC quality).

D.– BATTLE SCENARIOS.

1. – Medina de Rioseco. (14th July 1808, south of Palencia).

It is a Clear zone and the attacker is the **IMPERIAL SIDE**. The Spanish deployment has a Hill on its right flank. All normal combat rules apply.

Set up:

IMPERIAL SIDE

HQ II Corps (Bessieres 15/–2(7)+1)
GI Garde Imperial (Dorsenne –1(6)+1): 3Gd/1Glc
ID Mouton 0(6)+1: 1Vet/4Ln
ID Merlé 0(5)+0: 2Vet/3Rec
CD Lasalle –3(8)+3: 1Cav

ALLIED SIDE (Spanish)

HQ 5º Ejército de Extremadura (Cuesta 13/–1(6)+1)
ID Zayas –1(7)+2: 6Rec/1Cav
HQ Ejército de Galicia (Blake 14/–1(7)+1)
ID Maceda –1(5)+1: 2Vet
ID Cagigal 0(5)0: 5Vet/1Rec
ID Portago 0(5)0: 4Vet/2Rec

Victory: The winner is the one who wins the battle. If neither wins it is a draw.

2. – Medellín (28th March 1809, a zone East of Badajoz).

It is a Clear zone and the attacker is the **ALLIED SIDE** (Spaniards). All normal combat rules apply. Neither side has any terrain affecting combat.

Set up:

IMPERIAL SIDE

HQ I Corps (Victor 14/–1(6)+1)
ID Villatte –1(5)+1: 6Vet
ID Ruffin –1(6)0: 5Vet
ID (Ge) Leval 0(5)0: 2Ge
CD Latour–Maubourg –2(7)+2: 2Cav
CD Lasalle –3(8)+3: 2Cav
CD Digeon 0(6)+1: 1Cav
Art I: 2Art

ALLIED SIDE (Spanish)

HQ Ejército de Extremadura (Cuesta 13/–1(6)+1)
ID Trías –1(4)0: 2Vet/1Rec
ID Henestrosa –1(5)+1: 2Vet/1Ln/1Rec
ID Del Parque 0(5)+1: 1Vet/2Ln/1Rec
ID Alburquerque –1(6)+1: 1Vet/1Ln/3Rec
ID Portago 0(5)0: 1Vet/1Ln/2Rec
CB Villalba 0(5)0: 2Cav
CB O'Donojú 0(5)0: 1Cav

Victory: The winner is the one who wins the battle. If neither wins it is a draw.

3. – Sagunto (25th October 1811, North of Valencia).

It is a broken zone and the attacker is the **ALLIED SIDE** (Spaniards). The **IMPERIAL SIDE** has a Hill on its left and right flanks. All normal combat rules apply, except nobody can choose the Outflank option, as the confined nature of the terrain (mountains on one flank and the sea on the other) does not allow for such a manoeuvre.

Set up:

IMPERIAL SIDE:

HQ Armée du Aragon (Suchet 16/–2(8)+2)
ID Musnier 0(5)0: 2Vet
ID Harispe 0(6)+1: 3Vet/2LegPol
ID Habert –1(5)+1: 3Vet/1LegPol
ID (It) Palombini –1(5)+1: 4It
CD Boussard –1(5)+1: 3Cav

ALLIED SIDE (Spanish)

HQ 4º Ejército de Andalucía (Blake 14/–1(7)+1)
ID Zayas –1(7)+2: 1Vet/1Ln/1Rec
ID Lardizábal –1(6)+1: 2Vet/1Ln
ID Montijo 0(4)0: 2Ln/3Rec
CD Loy –1(5)+1: 1Cav
HQ 3º Ejército de Valencia (O'Donnell 14/–1(7)+1)
ID Miranda 0(4)0: 1Ln/3Rec
ID Villacampa 0(5)0: 3Rec
ID Obispo 0(4)0: 1Vet/1Ln/1Rec
ID Velasco 0(5)0: 4Rec
CD San Juan 0(6)0: 2Cav

Special Rule:

a) CD Boussard contained the only Cuirassiers Regiment that took the field on the Iberian Peninsula (nº13). That unit has a bonus of +1 in any combat in which it takes part.

Victory: The winner is the one who wins the battle. If neither wins it is a draw.

4. – Ocaña (19th November 1809, South of Toledo).

It is a Clear zone and the attacker is the **IMPERIAL SIDE**. The Spanish deployment has a Hill on its left flank. All normal combat rules apply.

Set up:

IMPERIAL SIDE

HQ Armée d'Espagne (José I 12/+1(4)0)
ID Dessolles –1(6)+1: 4Vet
Guardia Real GR Saligny (Saligny 0(5)0): 4RG/1GC
CD Milhaud –1(7)+1: 2Cav
HQ IV Corps (Sebastiani –1(6)+1)
ID (Pol) Werlé –1(6)+1: 4LegPol
ID (Ge) Leval 0(5)0: 2Ge
CB Merlin 0(6)0 : 1Cav Hol
Art IV: 2Art
HQ V Corps (Mortier –1(6)+1)
ID Gazan –2(7)+1: 6Vet
ID Girard –1(7)+1: 6Vet
CD Beauregard 0(6)0: 2Cav
Art V: 2Art

ALLIED SIDE (Spanish)

HQ Ejército de Andalucía (Areizaga 11/0(5)0)
ID Zayas –1(7)+2: 3Vet/2Ln/2Rec
ID Lacy 0(6)0: 4Vet/2Ln/2Rec
ID Vigodet 0(5)0: 1Vet/2Ln/3Rec
ID Girón –1(6)+1: 1Vet/3Ln/1Rec
ID Castejón 0(4)0: 2Vet/3Ln/1Rec
ID Zeráin 0(4)0: 1Ln/4Rec
ID Jacomé 0(4)0: 1Ln/5Rec
ID Copons 0(5)0: 1Ln/3Rec
CD Freire –1(6)0: 2Cav
CD Rivas 0(6)0: 1Cav
CD March 0(5)0: 2Cav
CD Osorio 0(4)0: 1Cav

Victory: The winner is the one who wins the battle. If neither wins it is a draw.

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5. – Arapiles. (22nd July 1812, at Salamanca).

It is a Clear zone and the attacker is the **IMPERIAL SIDE**. The Allied deployment has a Hill in its centre, as has the Imperial one. All normal combat rules apply. The **IMPERIAL SIDE** has to choose the Outflank option.

Set up:

IMPERIAL SIDE

HQ Armée du Portugal (Marmont 15/–1(7)+2)

ID Foy –2(8)+2: 4Vet/1Ln.

ID Clausel –1(7)+1: 6Vet/1Ln.

ID Ferey –1(8)+1: 4Vet/1Ln

ID Sarrut –1(6)+1: 1Vet/3Ln/1Rec

ID Maucune 0(5)0: 1Vet/3Ln/1Rec

ID Brennier –2(8)+1: 1Vet/2Ln/1Rec

ID Thomieres –1(6)0: 1Vet/3Ln/1Rec

ID Bonnet –1(7)+2: 6Vet/1Ln

CD Curto 0(5)+1: 2Cav

CB Boyer 0(6)0: 1Cav

ALLIED SIDE (Anglo–Portuguese)

HQ British Army (Wellington Wellesley 18/–3(7)+3)

ID Campbell –1(4)+1: 6Vet

ID Pakenham 0(7)+1: 3Vet/3Vet Pt

ID Cole –1(8)+1: 3Vet/2Vet Pt

ID Leith 0(6)+1: 5Vet/2Vet Pt

ID H. Clinton 0(5)0: 3Vet/3Vet Pt

ID Hope –1(4)+1: 3Vet/2Vet Pt

LD Alten –1(6)+1: 2Vet/1Vet Pt

IB (Pt) Pack 0(5)+1: 2Vet Pt/1Rec Pt

IB (Pt) Bradford 0(6)0: 1VetPr/1Rec Pt

CD Cotton –2(7)+2: 3Cav

CB (Pt) D'Urban 0(6)+1: 1Cav Pt

Special Rule:

a) Imperial Cavalry have different values in this scenario: (5)+1. After the Portugal campaigning and the following hard winter the cavalry lost a great number of steeds. As many regiments had recently received new mounts these were unfit for service.

Victory: The winner is the one who wins the battle. If neither wins it is a draw

6. – Vitoria. (21st June 1813)

This is a broken zone and the attacker is the **ALLIED SIDE**. The **IMPERIAL SIDE** has a hill on its left flank and a village in the centre. All normal combat rules apply. The **ALLIED SIDE** has to choose the outflank option.

Set up:

IMPERIAL SIDE

HQ Armée d'Espagne (José I 12/+1(4)0)

HQ Armée du Midi – xxx size – (Gazan –2(6)+1)

ID (Ge) Leval 0(5)0: 1Vet/3Ln/1Rec

ID Villatte –1(5)+1: 3Vet/1Ln/2Rec

ID Conroux 0(5)0: 3Vet/2Ln/2Rec

ID Maransin 0(6)0: 1Vet/1Ln/1Rec

ID Darricau 0(6)0: 1Vet/3Ln/2Rec

CD Pierre Soult 0(6)+1: 2Cav

CD Tilly –1(6)+1: 2Cav

CD Digeon 0(6)+1: 2Cav

Art I: 2Art

HQ Armée du Centre – xxx size – (D'Erlon –1(5)+1)

ID Darmagnac 0(5)0: 2Rec/3Ge

ID Cassagne 0(4)0: 3Vet/1Ln/1Rec

Div. Española ID (Sp) Casapalacios 0(5)0: 2Sp

Guardia Real GR Saligny (Saligny 0(5)0): 2RG/1GC

CD Treillard –1(7)+1: 1Cav

HQ Armée du Portugal – xxx size – (Reille –1(5)+1)

ID Sarrut –1(6)+1: 3Vet/1Ln/1Rec

ID Lamartiniere –1(4)+1: 5Vet/1Ln/1Rec

ID Mermet 0(6)+1: 2Cav

CB Boyer 0(6)0: 2Cav

Art II: 2Art

ALLIED SIDE (Anglo–Portuguese)

HQ British Army – xxx size – (Wellington Wellesley 18/–3(7)+3)

HQ Left Wing – xxx – (Graham –1(8)+2)

HQ Right Wing – xxx – (Beresford –2(7)+1)

ID Howard 0(5)0: 5Vet

ID Hill –2(8)+2: 8Vet/2Vet Pt/1Rec Pt

ID Picton –2(8)+2: 5Vet/1Vet Pt/1Rec Pt

ID Cole –1(8)+1: 5Vet/2Vet Pt/1Rec Pt

ID Oswald 0(6)0: 5Vet/2Vet Pt/1Rec Pt

ID Pakenham 0(7)+1: 5Vet/2Vet Pt

ID Dalhousie 0(5)+1: 5Vet/1Vet Pt/1Rec Pt

LD Alten –1(6)+1: 4Vet/2Vet Pt

ID Div. (Pt) Silveira 0(5)0: 3Vet Pt/2Rec Pt

BI IB Pack 0(5)+1: 1Vet Pt/1Rec Pt

BI IB Bradford 0(6)0: 1Vet Pt/1Rec Pt

CB Fane 0(6)0: 2Cav

CB (Pt) D'Urban 0(6)+1: 1Cav

ID (Sp) Morillo –1(6)+2: 3Vet/1Ln

GU ID (Sp) (Lunga –1(7)+1): 3Vet/1Ln

British Art Reserve: 3Art

Victory: The winner is the one who wins the battle. If neither wins it is a draw

E) CAMPAIGN SCENARIOS.

1. – Bailén.

This is an introductory scenario as it lasts only one turn and can only be played using the Activity and Action Phases in the Sequence of Play.

Duration: 1 turn, July 1808.

Set up:

IMPERIAL SIDE

At Madrid: ID Gobert: 8 Rec

CB Briché: 1Cav

1 Level–3 Depot.

At Andujar: HQ X Corps d'Armée (Dupont)

ID Barbou: 2Sz/7Rec

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ID Vedel: 1Sz/5Rec

CD Fresia: 2Cav

In the Mountain Pass north of Andujar: 1 Rec

ALLIED SIDE (Spanish)

At Utrera: HQ Ejército de Andalucía (Castaños)

CB O'Donojú: 1Cav

ID Venegas: 5Vet/1Cav

ID Coupigny: 4Vet/2Ln/1Art

ID Jones: 4 Vet/2Ln/1Art

ID La Peña: 2Vet/2Ln/2Rec/2Cav

1 Level-3 Depot

At Seville: 1 Level-3 Depot

2Vet/9Rec/1Cav

At Granada: 3Vet/2Cav

Zone West of Granada: ID Réding: 2Vet/1Ln/8Rec

Game Map: Andalucía. The only exception is Div Gobert that must go to Andalusia by the shortest route available as soon as it is activated. If any CU or HQ is forced to retreat out of the area of the play it surrenders instead.

Number of players:

– 2: One for each side (Spanish/Imperial).

Special Rules:

a) Both sides can have up to 2 Depots on the map.

b) There are no replacements for lost leaders. Any lost leaders is replaced by a generic one with values of 10/0(5)0 .

c) The **ALLIED SIDE** has the Strategic Initiative.

d) Swiss SP on the **IMPERIAL SIDE** are eliminated if their CU loses any kind of combat. These were Swiss troops on Spanish pay that were forced into French service to suppress the Spanish revolt. They were unreliable as they were unwilling to fight their former comrades. They deserted after the battle of Bailén.

e) Div Gobert, set up at Madrid, is treated as an HQ – it has its own AP – as long as it cannot trace Communications to Dupont. Also CB Briché is assigned to Div Gobert as long as it cannot trace Communications to Dupont.

f) At the end of the Scenario every HQ/CU/SP or Straggler that is inside a Defensible City and under BLOCKADE is treated in the following manner –for Victory purposes only: One half of SP/Stragglers gives one VP each to the blockading side; one half SP/Stragglers counts as permanent losses for its own side.

Victory: The **IMPERIAL SIDE** has an Automatic Victory if one of its CU enters the Cadiz zone –it is not mandatory to enter the city, just the zone. Dupont was aiming to rescue the Rosilly Naval Squadron that was anchored in that port. If not, every side counts its VP at the end of play and consult the following table:

RESULT	Imperial VP	Spanish VP
Decisive Victory	3+	12+
Partial Victory	2–1	11–10
Partial Defeat	0–(–1)	9–6
Total Defeat	–2 or less	5 or less

2. – Badajoz 1811.

Soult launched an offensive towards Extremadura from Seville in January 1811. Reluctant as he was, Soult tried to accomplish Napoleon's orders to aid Massena's invasion of Portugal. He aimed to occupy Extremadura's fortresses and to destroy the Spanish army that defended them. The expedition ended in a bitter struggle for Badajoz –the fortress that guarded the road to Portugal– as the British sent considerable reinforcements after the initial French success against the Spaniards: Badajoz fell to the French in March and resisted two Allied sieges in the following months. This is a longer scenario but there are few forces involved. Every rule is used except "The Guerrilla" – Exclusive Rule 2.1. This is also the first Scenario with reinforcements.

Duration: 6 turns. From January to June 1811. The last turn can finish at random: (see Special Rule a), below).

Set up:

IMPERIAL SIDE

At Seville: HQ Armée du Midi (Soult)

CD Latour-Maubourg: 4Cav

HQ V Corps d'Armée (Mortier)

ID Girard: 7Vet

ID Gazan: 6Vet

CB Briché: 1Cav

Art V: 2Art

Siege Train

3Sp and 2 Ln

1 Level-3 Depot

ALLIED SIDE (all Spanish except Portuguese SP in Elvas)

At Badajoz: 1Vet, 2Ln and 2Rec

At Olivenza: 1Ln

At Zafra: CB Butrón: 2Cav

Zone East of Badajoz:

ID Mendizábal: 3Ln/4Rec

Zone South of Olivenza and into Portugal:

ID Ballesteros: 2Ln/3Rec

At Huelva: 2Ln

At Elvas: 8Vet Pt/2Rec Pt

Game Map: Portugal and every zone in Spain between the Guadalquivir and Guadiana rivers. Also Seville and the three Clear Zones in Spain north of the Guadiana River that belong to Extremadura. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of the play it surrenders instead.

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Reinforcements:

February: SPANISH: HQ Ejército de Galicia (Mendizábal) arrives on the map in the zone with ID Mendizábal: ID España: 1Ln/2Rec; ID Virues: 2Ln/3Rec. Replace ID Mendizábal division with ID García.

PORTUGUESE: CB (Pt) Otway: 1Cav at Elvas, regardless of enemy presence.

March: FRENCH: 1Vet at Seville, if there is an Imperial Garrison in that city; if there is not, to the nearest CU near Seville.

April: FRENCH: Withdraw HQ Armée du Midi (Soult), ID Gazan, Art V, HQ V Corps d'Armée (Mortier), 3Cav, 4Vet.

ANGLO-PORTUGUESE: HQ Right Wing (Beresford): ID (Pt) Hamilton: 3Vet Pt/2Rec Pt, ID Stewart: 5Vet,

ID Cole: 3Vet/2Vet Pt/1Rec Pt, IB Pt Collins: 1Vet Pt, CB Lumley: 1Cav at Elvas, regardless of enemy presence.

SPANISH: Replace Commander of the Spanish HQ Ejército de Galicia with (Castaños);

At Huelva: Ejército de Andalucía (Blake): ID Lardizábal: 2Vet ID, Zayas: 2Vet/2Ln/1Rec, CD Loy: 1Cav. The Spanish army is placed at Huelva when every HQ on the map has 4 or less AP, regardless of enemy presence. The HQ arrives with 4 AP.

May: FRENCH: To the CD Latour-Maubourg: 2Cav, if that unit is not in play it can be put on the map immediately with this reinforcement.

At Seville: HQ Armée du Midi (Soult): ID Gazan: 4Vet, ID (Pol) Werlé: 5Vet/1Ln, ID Godinot: 4Vet/1Ln, Art V: 2Art.

BRITISH: To any British Division 1 Br Vet. At Elvas: British Army (Wellesley): ID Picton: 4Vet/2Vet Pt, ID Houston: 2Vet/2Vet Pt. The British Army arrives at Elvas when every HQ on the map has 2 or less AP, regardless of enemy presence. It arrives with 2 AP.

Number of players:

– 2: One for each side (Allied/Imperial).

– 3: One Imperial, one Spanish and one Anglo-Portuguese.

Special Rules:

a) The last turn can end at random: every time an HQ finishes its activation, and before activating the next one, roll 1d10. With a result of 1–5 the scenario ends immediately. It represents arrival of Marmot's army from the north.

b) Two reinforcement groups arrive in the middle of some turns, not during the Reinforcement Phase. They enter when every HQ on the map has a certain number of AP. The Allied player/s knows the number of AP his own HQ have. He can ask the Imperial player in that turn if his HQ fulfil the conditions for reinforcement entry after each activation of a French HQ. The Imperial player must answer YES or NO only. When the answer of the Imperial player is YES and every Allied HQ has the required number of AP, the reinforcements arrive.

c) Remember Exclusive Rule 2.2. "Olivenza"

d) The Imperials can have a maximum of 2 Depots on the map, Anglo-Portuguese 1 (at Elvas only) and Spanish none.

e) The **IMPERIAL SIDE** begins with the Strategic Initiative.

f) The Portuguese CB Otway can only be used in a Field Battle if a British HQ is present. If not it must remain in the Reserve and can do nothing during the battle – not even for pursuit purpose after a Field Battle.

g) The Anglo-Portuguese can create Siege Trains at Elvas. *They found old pieces from the Elvas arsenals that were very unreliable. A British siege train had arrived from Britain by midsummer.* Anglo-Portuguese Siege Trains in this scenario have a negative modifier to open a breach of –2.

h) Every turn a side has no HQ on the map every CU is treated as an HQ – it accrues AP and acts like an HQ with a single CU assigned.

i) Portuguese SP that begin the game garrisoned at Elvas cannot be picked up by any CU and cannot be increased beyond the initial number.

j) The Spanish "Regencia" rule is in effect.

Victory:

This Scenario is divided in two parts: the first half reflects Soult's campaign to clear Extremadura of Spanish troops and seize Badajoz (January to March 1811), the second one is the first British campaign in that region, during which Badajoz was besieged twice and the Battle of Albuera was fought.

– The **ALLIED SIDE** gets an Automatic Victory if Seville is occupied by the Allies at the end of any turn.

– The **ALLIED SIDE** gets a Decisive Victory if at the end of March 1811 the **IMPERIAL SIDE** does not occupy Badajoz.

– If neither of the above happens Victory is checked at the end of the last turn:

RESULT	Imperial VP	Spanish VP	Anglo-Pt VP
Decisive Victory	18+	10+	14+
Partial Victory	17–14	9–4	13
Partial Defeat	13–12	3–2	12–3
Total Defeat	11–	1–	2–

3. – Talavera.

In July, 1809 the Spanish and British armies launched an offensive to recover Madrid from French hands. It was the first one launched by the Junta Central. The result was poor, as bad coordination between the supposed Allies spoiled the local superiority obtained over the French forces operating in the Tajo River valley. Soult and 50,000 French troops had to come from Castilla la Vieja to the Tajo River to forestall the Allied offensive. This is a short scenario with more troops than the previous and on a different front, so it offers a good deal of room for manoeuvring. Every rule is in effect except Exclusive Rule 2.1. on the Guerrilla.

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Duration: 2 turns, July and August 1809.

Set up:

IMPERIAL SIDE:

Adjacent to Talavera separated from it by minor river:

HQ I Corps d'Armée (Victor)

ID Villatte: 6Vet

ID Ruffin: 5Vet

ID Lapisse: 7Vet

CB Beaumont: 1 Cav

Art I: 2Art

CD Latour-Maubourg: 3Cav

At Madridejos (Castilla la Nueva):

HQ IV Corps d'Armée (Sebastiani)

ID Rey: 8Vet

ID (Ge) Leval: 3Hol/2Ge

ID (Pol) Valence: 2LegPol

CB Merlin: 1Cav LegPol

Art IV: 2Art

CD Milhaud: 2Cav/1Cav Hol

At Madrid: HQ Armée D'Espagne (José Bonaparte)

ID Dessolles: 7Vet

RG Saligny: 3RG/1GC

1 Level-3 Depot

At Toledo: 3LegPol

1 Level-3 Depot

ALLIED SIDE (Anglo-Portuguese):

At Coria (Extremadura):

HQ British Army (Wellesley)

CD Payne: 3Cav

ID Sherbrooke: 6Vet

ID Hill: 5Vet

ID Mackenzie: 5Vet

ID Campbell: 3Vet

Art Reserve: 3Art

1 Level-3 Depot

At Plasencia: LLL Wilson : 3LLL

ALLIED SIDE (Spanish):

South of Tajo River in front of Almaraz (Extremadura)

HQ Ejército de Extremadura (Cuesta):

ID Zayas: 3Vet

ID de Zayas: 3Vet/2rec

ID Iglesias: 1Ln/4Rec

ID Portago: 1Vet/1Ln/3Rec/1Art

ID Manglano: 1Vet/2Ln/1Rec

ID Bassecourt: 1Vet/1Ln/3Rec

CD Henestrosa: 3Cav

CD Albuquerque : 4Cav

At Trujillo (Extremadura): 1 Level-3 Depot

At Andújar: 1 Level-3 Depot

Mountain Pass north of Andújar (Andalucía):

HQ Ejército de Andalucía (Venegas)

ID Lacy: 2Vet/1Ln/1Rec

ID Vigodet: 1Vet/2Ln/2Rec/1Cav

ID Girón: 2Rec/1Cav

ID Castejón: 1Vet/1Ln/4Rec/1Cav

ID Zerain: 1Vet/1Ln/2Rec

Game Map: Zones between the mountains North of Madrid and those that lead to Andalusia. No CU or HQ can be moved North of Béjar (León). French reinforcements that arrive at Salamanca in August must be moved to Extremadura through Béjar. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of the play it surrenders instead. The Spanish Ejército de Andalucía must be moved to Castilla la Nueva, but the Spanish Depot at Andujar can be used normally and communications can be traced to it. So the area of play is within Castilla la Nueva and Extremadura.

Number of players:

– 2: One Imperial and one Allied.

– 3: One Imperial, one Spanish and one Anglo-Portuguese.

– 4: One Imperial with I, IV and Armée d'Espagne HQ, one Imperial with the rest of the forces, a third with the Spanish, and a fourth with Anglo- Portuguese.

– 5: Three players will be Imperials: one with I and IV Corps d'Armée, another with Armée D'Espagne and II Corps, a third with VI and V Corps. A fourth player will be Spanish and the fifth Anglo- Portuguese.

– 6: Three players will be Imperials as above. Two more will be Spanish, each one with one HQ, and the sixth will be Anglo- Portuguese.

Reinforcements:

August:

BRITISH: 3Vet at any CU on map.

IMPERIAL: At Salamanca: HQ II Corps d'Armée (Soult): ID Merle: 4Vet/1Ln, ID Mermet: 4Vet/1Ln, ID Delaborde: 4Vet, ID Heudelet: 3Vet, CD Lahoussaye: 2Cav, CD Pierre Soult: 1Cav.

HQ VI Corps d'Armée (Ney): ID Marchand: 6Vet, ID Mathieu: 6Vet, CD Lorge: 2Cav.

HQ V Corps d'Armée (Mortier): ID Girard: 7Vet, ID Gazan: 8Vet, CB Delagee: 1Cav, Art V: 1Art.

Special Rules:

a) Do not use Exclusive Rule 2.1. (The Guerrilla)

b) The British cannot create new depots. The Spanish can have up to 3 and the Imperials up to 4.

c) The Imperials have the Strategic Initiative.

d) The Spanish "Junta Central" is in effect.

e) Do not roll on the Random Events Table.

f) The French reinforcements do not activate normally. Every Action Round roll 1d10; on 8–10 result they can attempt to be activated normally. On a 1–7 every one of them loses 1 AP instead.

Victory:

The **ALLIED SIDE** (both of them) have an Automatic Victory if at the end of any game turn any of them occupy Madrid, without Imperial Forces presence. If this does not occur, check Victory at the end of the last game turn:

RESULT	Imperial VP	Spanish VP	Anglo–Pt. VP
Decisive Victory	10+	6+	6+
Partial Victory	9	5	5
Partial Defeat	8	4–1	4–1
Total Defeat	7–	0–	0–

4.– Junta Central last offensive. Autumn 1809.

This Campaign has very few turns, but covers a wider area of operations. The Junta Central had developed a plan to drive the French from Madrid and the Centre of Spain. Given the difficulties of coordinating three separate armies and the errors of General Areizaga, commander of the main Spanish Army in Castilla la Nueva, the offensive ended in disaster at the battle of Ocaña –South of Toledo. Every rule is in effect except Exclusive Rule 2.1. The Guerrilla.

Duration: 3 turns, October to December 1809.

Set up:

IMPERIAL SIDE:

At Zamora: 1Vet Fr

At Tordesillas: 1Vet Fr

At Burgos: 2 Vet Fr

At Valladolid: 1Vet Fr

CD Kellermann: 3Cav (Asig. VI Corps)

At Salamanca: HQ VI Corps d'Armée (Marchand):

ID Mathieu: 6Vet/1Ln

ID Maucune: 5Vet/1Ln

CD Lorge: 1Cav

1 Level–3 Depot

At Almaraz: HQ II Corps d'Armée (Heudelet):

ID Merle: 4Vet/1Ln

ID Mermet: 4Vet/1Ln

ID Delaborde: 4Vet

ID Foy: 3Vet

CD LaHoussaye: 2Cav

CD Pierre Soult: 1Cav

Art II: 2Art

At Talavera: HQ V Corps d'Armée (Mortier):

ID Girard: 7Vet

ID Gazan: 8Vet

CD Beauregard: 2Cav

Art V: 2Art

1 Level–3 Depot

At Madrid: HQ Armée d'Espagne (José Bonaparte)

ID Ligier–Belair: 4Vet

ID Dessolles: 7Vet

RG Saligny: 3RG/1GC

1 Level–3 Depot

At Ávila: 1Vet Fr

At Segovia: 1Vet Fr

At Guadalajara: 1Vet Fr

At Toledo: HQ IV Corps d'Armée (Sebastiani)

ID (Ge) Leval: 2Ge

Art IV: 2Art

1 Level–3 Depot

South of Toledo: HQ I Corps d'Armée (Victor)

ID Villatte: 6Vet

ID Ruffin: 5Vet

ID Lapisse: 6Vet

CB Beaumont: 1 Cav

Art I: 2Art

CD Latour–Mabourg: 3Cav

At Madrilejos: CB Merlin: 1Cav Hol (Asig. IV Corps)

CD Milhaud: 2Cav (Asig. IV Corps)

At Ocaña: ID (Pol) Werle: 4LegPol (Asig. IV Corps)

ALLIED SIDE (Spanish):

At Astorga: 1Ln

ID Ballesteros: 3Vet/2Ln/5Rec (Asig. Ejército Galicia)

At Ciudad Rodrigo: 1Ln and 3Rec

HQ Ejército de Galicia (Del Parque):

ID La Carrera: 4Vet/2Ln/2Rec

ID Losada: 2Vet/4Ln/2Rec

ID Belveder: 5Vet/2Ln/1Rec

ID Castrofuerte: 6Rec

CD Anglona: 2Cav

1 Level–3 Depot

At Cáceres: HQ Ejército de Extremadura

(Albuquerque)

ID Iglesias: 1Ln/3Rec

ID Portago: 4Rec

CB España: 1Cav

At Badajoz: 1Vet, 1Ln and 2Rec

Mountain Pass North of Andujar:

HQ Ejército de Andalucía (Areizaga):

ID Zayas: 3Vet/2Ln/2Rec

ID Lacy: 2Vet/3Ln/2Rec/1Art

ID Vigodet: 2Ln/3Rec

ID Girón: 1Vet/2Ln/1Rec

ID Castejón: 2Vet/3Ln/1Rec

ID Zeráin: 1Ln/5Rec

ID Jacomé: 1Ln/7Rec

ID Copons: 1Ln/4Rec

CD Freire: 2Cav

CD Rivas: 1Cav

CD March: 2Cav

CD Osorio: 1Cav

At Andújar: 1 Level–3 Depot

Game Map: Every zone inside Extremadura, Castilla la Nueva, Castilla la Vieja and León. Spanish troops that begin in Andalusia must exit this region in their first activation and can not re-enter it. The Spanish Depot at Andujar can be used normally and communications can be traced to it. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead.

Reinforcements:

November: IMPERIAL: 1Vet to any CU of VI Corps.

Number of players:

– 2: One on each side.

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- 3: Two Imperials: one with VI, V and IV Corps, the other with the rest. One Spanish player.
- 4: Imperials the same as above. Two Spanish players: one with Andalucía the other with Galicia and Extremadura.
- 5: Three Imperials: one with VI and V Corps, the second with I and II Corps, the third with the remaining HQ. Spanish the same as above.
- 6: Four Imperials: one with VI and II Corps, another with Armée D’Espagne, another with IV and V Corps and the last with I Corps. Spanish the same as above.

Special Rules:

- a) The Imperials have the Strategic Initiative.
- b) The Imperials can have up to 5 Depots on the map. Spanish up to 3.
- c) The Spanish “Junta Central” is in effect.

Victory:

The Spaniards are on the offensive, their last one. They must achieve their objectives or assume defeat as the Imperials are on the defensive but looking to search and destroy the Spanish armies. The Spanish have an Automatic Victory if they occupy or blockade Salamanca and Madrid at the end of any turn. If they do not, check Victory at the end of the last turn.

RESULT	Imperial VP	Spanish VP
Decisive Victory	21+	22+
Partial Victory	20–15	21–19
Partial Defeat	14–12	18–15
Total Defeat	11–	14–

5.– Sir John Moore’s Spanish Campaign.

This scenario reflects the odyssey of the British Army in its first offensive on Spanish soil. They advanced through Leon aiming to reach Burgos and cut off the French from France but finally they were nearly surrounded by superior forces and had to retreat in a hurry to La Coruña to evacuate by sea. Every rule is in effect except Exclusive Rule 2.1. The Guerrilla.

Duration: 3 turns, November 1808 to January 1809.

Set up:

IMPERIAL SIDE

At Bilbao: 1Ln Fr

At Burgos: 3Vet and 1Ln Fr

At Almeida: HQ British Army (Moore):

ID Fraser: 7Vet

LD Craufurd: 8Vet

1 Level–3 Depot

ALLIED SIDE (British):

At La Coruña: ID Baird: 11Vet

Spanish Naval Base

ALLIED SIDE (Spanish):

At Ciudad Rodrigo: 1Ln and 2Rec

Game Map: Every zone inside Castilla la Vieja, Galicia and León. Reinforcements that arrive at the Mountain Pass adjacent to Madrid (called Somosierra) must abandon this region in their first activation and cannot re–enter it. The Imperial Depot in Madrid can be used normally and communications can be traced to it normally. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead.

Reinforcements:

November: IMPERIAL: At Mountain Pass South of Santander (Castilla la Vieja): HQ II Corps d’Armée (Sout): ID Mermet: 6Vet/1Cav, ID Merlé: 1Vet/1Ln/4Rec, Art II: 2Art. These troops arrive when every HQ in play has 1 AP or none. II Corps HQ arrives with 1 AP.

December: IMPERIAL: At Mountain Pass adjacent to Madrid (Castilla la Nueva):

HQ Grand Quartier Général (Napoleon Bonaparte):

IG Dorsenne: 7Gd/3Glc/2Ghc. Artillery Reserve: 4 Art, ID Dessolles: 6Vet.

HQ VI Corps d’Armée (Ney): ID Marchand: 7Vet, ID Mathieu: 7Vet, CD La Houssaye: 2Cav, Art. VI: 2Art, ID Lapisse: 7Vet.

These troops arrive when every HQ in play has 3 AP or less. Both HQ arrive with 3 AP.

At Madrid 1 Level–3 Imperial Depot.

At Burgos: ID Delaborde: 5Vet/1Sz and CD Lorge: 2Cav.

Add CD Franceschi to play, put it in a zone already with 1Cav SP assigned to II Corps. Put this SP in the new Cavalry Division

SPANISH: At León: HQ Ejército de Galicia (La Romana): ID Cagigal: 1Vet/1Ln/4Rec, ID Martinengo: 2Vet/1Ln/3Rec, ID Riquelme: 1Ln/4Rec, ID Portago: 2Ln/4Rec. SP underlined are shattered.

BRITISH: At Mountain Pass adjacent to Madrid: Art Reserve: 3Art. CD Paget: 3Cav, ID Hope: 4Vet.

January: IMPERIAL: Withdraw Grand Quartier Général (Napoleon), ID Dessolles, IG Dorsenne and Artillery Reserve with every SP they contain in that moment.

Number of players:

- 2: One for each side (Imperial/Allied).

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- 3: Two Imperials: one with II Corps d'Armée and the other with the rest of the forces. One Allied player.
- 4: Two Imperials (same as above), a third player with the British and a fourth with the Spanish.

Special Rules:

- a) The Imperials have the Strategic Initiative.
- b) The British can have up to 2 Depots on the map. Imperials up to 3 and Spanish none.
- c) Two groups of Imperial reinforcements arrive in the middle of December turn, not during the Reinforcement Phase. They enter when every HQ on the map has a certain number of AP. The Imperial player/s knows the number of AP his own HQ have. He can ask the Allied player in those turns if his HQ fulfil the conditions for reinforcement entry after every activation of an Allied HQ. The Allied player must answer YES or NO only. When the answer of the Allied player is YES and every Imperial HQ has the required number of AP the reinforcements arrive.
- d) Any British HQ and/or CU that begins its activation at La Coruña can be withdrawn from the map by naval evacuation. They cannot re-enter the map board. They do not count as destroyed for Victory purposes.
- e) The British cannot create a Siege Train.
- f) Up to 2 SP from the Light Division can use Exclusive Rule 3.3. If Crawford is a casualty this rule is forfeited. Every time the British lose a Cavalry Screen Combat you must roll 1d10. 9–10 indicates Crawford is a casualty, in addition to the usual ways a leader becomes a casualty.
- g) The Spanish "Junta Central" is in effect.
- h) At the end of the Scenario every HQ/CU/SP or Straggler that is inside a Defensible City or Fortress and under BLOCKADE is treated in the following manner – for Victory purposes only: One half SP/Stragglers gives one VP each to the blockading side; one half SP/ Stragglers counts as permanent losses for its own side.

Victory:

The **ALLIED SIDE** attains Automatic Victory if at the end of any turn it occupies Burgos. Otherwise check Victory at the end of the last turn:

RESULT	Imperial VP	Allied VP
Decisive Victory	11+	7+
Partial Victory	10	6–5
Partial Defeat	9–8	4–1
Total Defeat	7–	0–

6.– The last Campaign in Spain. Vitoria and the summer of 1813.

The summer of 1813 marked the defeat of the French forces in Spain. Wellington won a decisive Victory over King Joseph I at Vitoria. Soult came from Germany to reorganise the battered French armies and retake the initiative. This led to violent battles over the Pyrenees that confirmed the French defeat. Southern France was laid open to Allied invasion.

Duration: 3 turns, June to August 1813.

Set up:

IMPERIAL SIDE

At Tordesillas:

ID Darricau: 1Vet/4Ln/1Rec (Asig. Armée du Midi)
CD Digeon: 2Cav (Asig. Armée du Midi)

Zone between Tordesillas and Valladolid:

HQ Armée du Midi –xxx– (Gazán):
ID (Ge) Laval: 1Vet/3Ln/1Rec (here acts as French)
ID Villatte: 3Vet/1Ln/2Rec
ID Conroux: 3Vet/2Ln/2Rec
ID Maransin: 2Vet/3Ln/2Rec
ID Cassagne: 2Vet/1Ln/1Rec
CD Pierre Soult: 2Cav
CD Tilly: 2Cav
Art I: 2Art

Zone north of the one above and South of Palencia:

HQ Armée du Portugal –xxx– (Reille):
ID Maucune: 2Vet/2Ln/3Rec
ID Lamartinière: 5Vet/1Ln/1Rec
CD Curto: 2Cav
CB Boyer: 2Cav
Art II: 2Art

At Valladolid:

HQ Armée d'Espagne (Joseph Bonaparte)
RG Saligny: 2RG/1GC
HQ Armée du Centre –xxx– (D'Erlon):
ID (Sp) Casapalacios: 2Sp

ID Darmagnac: 2Rec/3Ge

CD Treillard: 1Cav

1 Level–3 Depot

At Palencia: 1Rec

1 Level–3 Depot

At Burgos: 1Rec

At Bilbao: HQ Armée du Nord –xxx– (Clausel):

ID Foy: 3Vet/2Ln

ID (It) Palombini: 3It

At Miranda: 1Rec

At Logroño: ID Taupin: 5Vet (Asig. Armée du Nord)

At Vitoria: ID Sarrut: 3Vet/1Ln/1Rec (Asig. Armée du Nord)

At San Sebastián: 1Rec

1 Level–3 Depot

At Pamplona: 2Vet and 1Rec

1 Level–3 Depot

At Calahorra:

ID Abbé: 3Vet/1Ln/2Rec (Asig. Armée du Nord)

At Tudela: ID Vandermaesen: 3Vet/3Ln/4Rec (Asig. Armée du Nord)

At Zaragoza: 2Ln

At Bayonne: 1 Level-3 Depot

ALLIED SIDE (Spanish)

At Astorga 1Rec

At Benavente: HQ 6° Ejército (Girón):

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GU ID Porlier: 4Vet
ID Bárcena: 1Vet/3Ln/1Rec
ID Losada: 2Vet/1Ln/3Rec
ID España: 2Vet/1Ln
CD Villemur: 3Cav

At Ciudad Rodrigo: 1Ln
1 Level-3 British depot

ALLIED SIDE (British)

At Zamora: HQ British Army xxxxx (Wellesley):
LD Alten: 4Vet/2Vet Pt
ID Oswald: 5Vet/2Vet Pt/1Rec Pt
ID Pakenham: 5Vet/2Vet Pt
ID Dalhousie: 5Vet/1Vet Pt/1Rec Pt
ID Picton: 5Vet/1Vet Pt/1Rec Pt
ID Cole: 5Vet/2Vet Pt/1Rec Pt
CB Alten: 2Cav

CB Anson: 2Cav
CB (Pt) D'Urban: 1Cav Pt
Art: 3Art
CB (Sp) Julián Sánchez: 1Cav /(5)+1

At Salamanca: HQ Right Wing (Hill):
ID (Pt) Silveira: 3Vet Pt/2Rec Pt
ID Howard: 5Vet
ID Hill: 8Vet/2Vet Pt/1Rec Pt
IB (Pt) Pack: 1Vet Pt/1Rec Pt.
IB (Pt) Bradford: 1Vet Pt/1Rec Pt
ID (Sp) Morillo: 3Vet/1Ln
CB Fane: 2Cav
1 Level-3 British depot

At Santander:

ND Popham: British: 4Vet/Spanish: 4Vet /2Ln
British Naval Base

Game Map: Every zone inside: León, Castilla la Vieja, Castilla la Nueva, Basque Country, Navarre and Aragón; Bayonne (in France) and zones adjacent to it. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead. Spanish reinforcements that arrive at the Mountain Pass two zones South of Aranda de Duero (in Castilla la Vieja) must use their first activation to exit that Region and they cannot re-enter it.

Reinforcements:

July: IMPERIAL: 5 Rec. Withdraw 4 Cavalry CU, 4Cav SP, 2 Art SP (only one Art CU remain on map).

August: SPANISH: At the Mountain Pass two zones South of Aranda de Duero:

HQ 4º Ejército (O'Donnell): ID Echevarri: 4Vet/2Ln/1Rec, ID Creagh: 2Vet/1Ln/3Rec, CD Bárcena: 1Cav, replace ID Bárcena with ID Virues.

In the First Reinforcement Phase that either of the following occurs:

- A) HQ Armée d'Espagne enters a zone inside France OR
- B) The **IMPERIAL SIDE** has lost at least one Field Battle,

EXECUTE THE FOLLOWING: Replace King Joseph with Soult (King Joseph is out for good). Leave on the map board 10 Infantry CU, 2 Cavalry CU and 1 Artillery CU – owner choosing. Leave only 3 HQ of XXX size –remove one and its commander.

Number of players:

- 2: One per side.
- 3: One Spanish, one Anglo-Portuguese and one Imperial.
- 4: Two per side: one Imperial with Armée D'Espagne, Armée du Midi, Armée du Centre, and the other one with the rest. Allied as above.
- 5: Three Imperials: one of them with Armée du Midi and Centre, one with Armée du Portugal and Nord, the other with Armée D'Espagne. Allied as above.

Special Rules:

- a) The **ALLIED SIDE** has Strategic Initiative.
- b) The Spanish can have up to 3 depots on the map, the Imperials up to 6 and the British up to 5 –their only Naval Base is at Santander.
- c) Spanish “Regencia and Cortes” is in effect.
- d) Wellesley is “Generalísimo” of the Allied Armies.
- e) Remember Exclusive Rule 1.11 Allied Naval Bases, 3.5. The Naval Division and 2.4. Mina, Porlier and Julián Sánchez.
- f) At the end of the Scenario every HQ/CU/SP or Straggler that is inside a Defensible City or Fortress and under BLOCKADE is treated in the following manner – for Victory purposes only: One half SP/Stragglers gives one VP each to the blockading side; one half SP/Stragglers counts as permanent losses for its own side.
- g) Set up instructions gives Armeé du Midi more troops than he can command. This lasts only for the first turn. On the second turn you must re-assign enough units to conform to Campaign Rule 1.3.b.

Victory:

This is the last scenario in Spain. Wellington fought a masterly campaign and outfought and outmaneuvered the French time after time. Once more it was a siege – at San Sebastian– and its consequences for Spanish people and properties that signified the major fault of these operations.

Check Victory at the end of the last turn:

RESULT	Imperial VP	Allied VP
Total Victory	100+	45+
Partial Victory	99–20	44–32
Partial Defeat	19–1	31–21
Total Defeat	0–	20–

7. – Arapiles.

This was the first offensive victory of Wellington's army. After defeating Marmont he was able to enter Madrid and threaten the road to France at Burgos to isolate the rest of the French forces in southern Spain. The Imperials sought to evacuate southern Spain and the blockade of Cádiz. This victorious campaign could have ended in disaster as Wellington embarrassed himself by besieging Burgos and allowing a great dispersion of his own forces. The French reunited all their armies in a great push to catch and destroy Wellington's combined armies during the autumn and he escaped due to good luck and a frenetic retreat back to Portugal. The year ended in the same positions as it began. Next year things would be very different.

Duration: 6 turns, June to November 1812.

Set up:

IMPERIAL SIDE

At Salamanca: HQ Armée du Portugal (Marmont)

ID Foy: 4Vet/2Ln
ID Clausel: 6Vet/1Ln
ID Ferey: 4Vet/1Ln
ID Sarrut: 1Vet/3Ln/1Rec
ID Maucune: 1Vet/3Ln/1Rec
ID Brennier: 2Vet/1Ln/1Rec
ID Thomieres: 1Vet/1Ln/3Rec
CD Curto: 2Cav
CB 2 Boyer: 1Cav
1Level-3 Depot

At Astorga: 1Vet and 1Ln

At Benavente: 1Rec

At Gijón: ID Bonnet: 6Vet/1Ln (Asig. Armée du Portugal)

At Zamora: 1Vet

At Tordesillas: 1Rec

At Valladolid: 3Rec

1 Level-3 Depot

Art II: 2Art (Asig. Armée du Portugal)

At Palencia: 1Rec

At Burgos: 2Vet

1 Level-3 Depot

At Aranda: 1Rec

At Santander: 2Ln

At Bilbao: 1Rec

At Miranda:

ID Abbé: 4Vet/1Ln/2Rec (Asig. to Armée du Nord)

At Vitoria: HQ Armée du Nord (Caffarelli)

ID Vandermaesen: 4Vet/2Ln/3Rec/1Cav

At San Sebastián: 2Rec

At Pamplona: 1Vet and 2Ln

At Logroño: 2Rec

At Calahorra: 1Ln and 1Rec

At Ávila: 1Ln

At Segovia: 1Rec

At Madrid: HQ Armée d'Espagne (Joseph Bonaparte)

ID Darmagnac: 2Vet/3Ge
ID (Sp) Casapalacios: 2Sp
CD Treillard: 2Cav
RG Saligny: 2RG/1GC
1 Level-3 Depot

ALLIED SIDE (British)

At Ciudad Rodrigo: HQ British Army (Wellesley)

ID Campbell: 6Vet
ID Packenham: 3Vet/3Vet Pt
ID Cole: 3Vet/2Vet Pt
ID Leith: 5Vet/2Vet Pt
ID H. Clinton: 3Vet/3Vet Pt
ID Hope: 3Vet/2Vet Pt
LD Alten: 2Vet/1Vet Pt
IB (Pt) Pack: 3Vet Pt/2Rec Pt
CD Cotton: 3Cav
CB (Pt) D'Urban: 1Cav Pt
CB (Sp) Julián Sánchez: 1Cav /(6)+1
ID (Sp) España: 1Ln/2Rec. (Asig. 6º Ejército)

At Almeida: 1Ln and 3Rec Pt

1 Level-3 British Depot

At La Coruña: ND Popham: 4Vet/Spanish

2Vet/2Ln/3Rec

Spanish Naval Base

1 Level-3 Spanish Depot

ALLIED SIDE (Spanish)

At Ponferrada: HQ 6º Ejército (Santocildes):

ID Bárcena: 2Vet/2Ln/3Rec/1Cav
ID Cabrera: 1Vet/1Ln/3Rec
ID Losada: 2Ln/2Rec
1 Level-3 Spanish Depot

Game Map: Every zone inside: Castilla la Vieja, León, Galicia, Asturias, Extremadura, Castilla la Nueva, Basque Country and Navarre. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead. Exception: Imperial HQ and CU can evacuate the map via Madrilejos and adjacent zones. This can be done only before Soult's reinforcements arrive. Those troops arrive with Soult's reinforcements.

Reinforcements:

July: IMPERIAL: At Madrid: ID (It) Palombini: 3It.

The turn following Allied occupation of Madrid:

BRITISH: At Almaraz: HQ Right Wing (Hill): ID Stewart: 6Vet, ID (Pt) Hamilton: 5Vet Pt/3Rec Pt, CD Erskine: 2Cav.

SPANISH: At Almaraz: ID Morillo: 3Vet/1Cav (Assigned to British Right Wing).

Two turns after Allies occupied Madrid:

IMPERIAL: At Madrilejos: HQ Armée du Midi (Soult): ID Conroux: 3Vet/2Ln/2Rec, ID Barrois: 2Vet/2Ln/1Rec, ID Villatte: 3Vet/1Ln/2Rec, ID (Ge) Leval: 3Vet/1Ln/2Rec (here acts as French), ID D'Erlon: 2Vet/2Ln/1Rec, ID Darricau: 2Vet/4Ln/1Rec, CD Perreymond: 2Cav, CD Digeon: 3Cav, CD Pierre Soult: 2Cav, Art I: 2Art. 1 Level-3 Depot.

Number of players:

– 2: One per side.

– 3: One Imperial player. Two Allied: one with the initial set-up of Allied troops, the other with the reinforcements led by Hill.

– 4: Two Imperials: one with the initial set-up troops and the other with the reinforcements led by Soult. Allied same as above.

Special Rules:

a) The ALLIED SIDE has the Strategic Initiative.

- b) The **IMPERIAL SIDE** can have up to 5 depots on the map. British 2 (take Almeida as the place where you can link these depots to a British “valid Chain of Depots” to Lisboa). The Spanish can have 1.
- c) The Allied troops can never enter the Madrilejos zone; the **ALLIED SIDE** cannot prevent Soult entering the map. The same applies to Almaraz for the **IMPERIAL SIDE**.
- d) During June–July–August Cavalry SP of CD Curto and CB Boyer have values of (5)+1 instead of the regular (7)+2 as they had new steeds that were mainly untrained.
- e) After Wellesley wins his first Victory in a Field Battle in this scenario, he is upgraded to “Generalísimo ” of all Allied forces. Replace the British Army HQ with the one with the same name but xxxxx size.
- f) Spanish “Regencia and Cortes” is in effect.
- g) Remember Exclusive Rules 1.11 Allied Naval Bases, 3.5. The Naval Division and 2.4. Mina, Porlier and Julián Sánchez.
- h) At the end of the Scenario every HQ/CU/SP or Straggler that is inside a Fortress and under BLOCKADE is treated in the following manner – for Victory purposes only: One half SP/Stragglers gives one VP each to the blockading side; one half SP/Stragglers counts as permanent losses for its own side.
- i) Armée du Portugal can have attached 11 CU in this scenario.

Victory:

- The **IMPERIAL SIDE** attains an Automatic Victory if it defeats the British Army of Wellesley in a Field Battle or the British lose 10 SP as permanent losses.

- The **ALLIED SIDE** gets an Automatic Victory if at the end of any turn it occupies every fortress on the map. If no one gets an Automatic Victory, check Victory normally at the end of the last turn:

RESULT	Imperial VP	Allied VP
Total Victory	40+	50+
Partial Victory	39–20	49–30
Partial Defeat	19–3	29–15
Total Defeat	2–	14–

8.– From Bidasoa to Toulouse. The invasion of France.

After the victorious campaign of 1813 Wellington gave his army a breather. He was also awaiting the result in Germany, as Napoleon had won some battles that seemed to indicate a peace agreement with Austria, Russia and Prussia. Wellington did not want to face a French counteroffensive led by the Emperor in person. When the Allied forces decided to invade France from all fronts, Wellington put his army into motion. By this time the Catalonia front was stabilised and both sides withdrew troops from it. In the Western Pyrenees both the French and Allied army were located on both sides of the Bidasoa River.

Duration: 7 turns, October 1813 to April 1814.

Set up:

IMPERIAL SIDE

Zone between Bayonne and San Sebastián:

HQ Armée d’Espagne (Soult)
 ID Foy: 3Vet/2Ln/1Rec
 ID Darmagnac: 1Vet/2Ln/1Rec
 ID Abbé: 1Vet/1Ln/3Rec
 ID Conroux: 2Ln/3Rec
 ID Maransin: 1Vet/3Ln/1Rec
 ID Darricau: 1Vet/1Ln/2Rec
 ID Maucune: 1Vet/1Ln/2Rec
 ID Taupin: 1Vet/1Ln/3Rec
 ID Lamartiniere: 2Vet/2Ln/3Rec
 ID Villatte: 2Vet/1Sp/2It/3Ge
 Art I: 2 Art
 A fortification marker

At Bayonne: 5Rec

1 Level–3 Depot

At Pamplona: 1Ln and 1Rec

Zone adjacent to Bayonne and adjacent to the one that contains Soult’s army:

CD Pierre Soult: 4Cav

At Orthez: CD Treillard: 2Cav

ALLIED SIDE (British)

At San Sebastián: HQ British Army xxxxx (Wellesley):

ID Howard: 7Vet
 ID Colville: 5Vet/1Vet Pt/1Rec Pt
 ID Cole: 4Vet/1Vet Pt/1Rec Pt

ID Hay: 5Vet/1Vet Pt/1Rec Pt

ID (Pt)* Le Cor: 4Vet/1Vet Pt/1Rec Pt

LD Alten: 3Vet/2Vet Pt

IB (Pt) Bradford: 1Vet Pt/1Rec Pt

IB (Pt) Collins: 1Vet Pt/1Rec Pt

*This is a Portuguese leader but he led the 7th Division at the beginning of the offensive. Use his counter as a British one.

At the Mountain Pass North of Pamplona:

HQ Right Wing (Hill):

ID Stewart: 6Vet/2Vet Pt/1Rec Pt

ID H. Clinton: 5Vet/1Vet Pt/1RecPt

ID (Pt) Hamilton: 3Vet Pt/2Rec Pt

At Bilbao: 1 British Level–3 depot

At Santander: 1 British naval base. 1 British Level–3 depot

ALLIED SIDE (Spanish)

At Pamplona: HQ 4º Ejército (Freire):

ID Morillo: 4Vet/1Ln

ID España: 3Vet/1Ln/1Rec

ID Del Barco: 4Vet/1Ln/1Rec

ID Bárcena: 3Vet/1Ln

GU ID Porlier: 3Vet/1Rec

GU ID Longa: 2Vet/1Ln/ 1Art

Blockade marker over Pamplona

At Vitoria: HQ 6º Ejército (Girón):

ID Virues: 2Vet/1Ln/1Rec

ID La Torre: 2Vet/1Ln/1Rec

Game Map: Every zone inside the Basque Country, Navarre and France. The rest of the map does not exist. If any CU or HQ is forced

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to retreat out of the area of play it surrenders instead. The British Naval Base cannot be moved from Santander and you can trace Communications to it.

Reinforcements:

November: IMPERIAL: Withdraw 1Art SP and every Italian SP.

December: IMPERIAL: Withdraw every non-French SP and 1 French ID with 3 Vet.
ALLIED: At Vitoria: CB (Pt) d'Urban; 1Cav Pt, CD Somerset: 3Cav, CB Fane: 1Cav.

January: IMPERIAL: Withdraw 1CD, 4Cav SP, 2 ID, 10 SP Vet and the Art CU.

Number of players:

– 2: One per side. This scenario is very limited and it is not recommended for more players.

Special Rules:

a) The Allies have the Strategic Initiative.

b) The Spanish may not have a depot on the map. The British can have up to 5 and the Imperials up to 3.

c) Non French SP cannot be used as modifiers in combat – or suffer combat losses – as long as there are French SP present to fight and receive casualties.

d) Bourdeaux. See Exclusive Rule 3.15.

e) The European Military and political situation exerts a major influence on the development of this campaign. Wellesley was very prudent and slow with the invasion. Given this, take into account the following:

– Wellesley does not receive his AP modifier +2 in any turn.

– IF an allied HQ is activated more than twice in a turn the **ALLIED SIDE** loses 1 VP for every activation above 2 this HQ makes.

f) Soult's is the only one Imperial HQ in this scenario, so he can command every Imperial unit on the map.

Victory:

This campaign was a Total Victory for the Coalition. Check Victory at the end of the last turn:

RESULT	Imperial VP	Allied VP
Total Victory	3+	35+
Partial Victory	2	34–16
Partial Defeat	1	15–10
Total Defeat	0–	9–

9. – 1808 first Campaign.

This scenario is not long but uses all the map board and forces available on July 1808. All rules are in effect and it is a good trial run for the opening moves of the Full Campaign Scenario (1808–1814). The first Imperial army sent to the Peninsula is faced by Spanish insurgency, Spanish regular armies and the British Expeditionary force sent to Portugal. Just a Challenge.

Duration: 3 turns, from July to September 1808.

Set up:

IMPERIAL SIDE

At Lisboa: HQ VIII Corps d'Armée (Junot):

ID Delaborde: 5Vet/1Sz

ID Travot: 5Vet/1Rec

CD Kellermann: 2Cav

Art VIII: 2Art

1 Level–3 Depot

At Setúbal: 4Vet

At Almeida: ID 3 Loison: 4Vet (Asig. VIII Corps)

At Elvas: 2Vet

At Burgos: HQ II Corps d'Armée (Bessières):

IG Dorsenne: 3Gd/1Glc

Art II: 2Art

1 Level–3 Depot

At Palencia: CD Lasalle: 1Cav (Asig. II Corps)

At Santander: ID Merlé: 2Vet/7Rec. (Asig. II Corps)

At Miranda: 1Rec

At Vitoria: HQ Armée D'Espagne (Joseph Bonaparte)

ID Mouton: 12Ln/1Cav

RG Saligny: 3RG/1GC

1 Level–3 Depot

At San Sebastián: 2Rec

At Pamplona: 2Vet

1 Level–3 Depot

At Zaragoza: with an “open trench” marker

ID Verdier: 4 LegPol/6Rec (Asig. Armée d'Espagne)

ID Lefebvre–Desnoëttes: 2Vet/3Rec/1Cav Pol (Asig. Armée D'Espagne)

At Madrid: ID Gobert: 8Rec (Asig. X Corps)

ID Morlot: 6Rec (Asig. III Corps)

CB Wathier: 1Cav (Asig. III Corps)

CD Grouchy: 1Cav/2Glc (Asig. III Corps)

1 Level–3 Depot

At Cuenca: ID Frere: 1Ln/3Rec/1Sz (Asig. III Corps)

At clear zone West of Albacete, adjacent to river Júcar:

HQ III Corps d'Armée

(Moncey):

ID Musnier: 6Rec/1Ge/1Cav

Art III: 2Art

At Mountain Pass North of Andújar: 1Rec

At Andújar: HQ X Corps d'Armée (Dupont):

ID Barbou: 7Rec/2Sz

ID Vedel: 5Rec/1Sz

CD Fresia: 2Cav

At Figueras: 1Vet

At Barcelona: HQ VII Corps d'Armée (Duhesme):

ID Chabran: 6Vet/1Cav

ID (It) Lechi: 3It/2Nap/1It Cav

1 Level–3 Depot

At Perpignan: ID Reille: 3Vet/2Rec/2It (Asig. VII Corps)

1 Level–3 Depot

At Bayonne: 1 Level–3 Depot

ALLIED SIDE. (All Spanish, unless stated)

At Cádiz: 6Rec/1Cav

1 Spanish Naval Base.

At Gibraltar: 8Vet Br (Intrinsic Garrison)

ID (Br) Spencer: 5Vet

1 Level-3 British depot

At Málaga: 2Rec

At Huelva: 3Rec

At Utrera: HQ Ejército de Andalucía (Castaños):

ID Venegas: 4Vet/1Ln/1Cav

ID Coupigny: 5Vet/1Ln

ID Jones: 4Vet/2Ln

ID La Peña: 4Vet/2Ln/6Rec/2Cav

At Seville: 2Vet/9Rec/1Cav

1 Level-3 depot

Zone West of Granada:

ID Réding: 3Vet/8Rec (Asig. Ejército Andalucía)

At Granada: 2Vet/1Ln/2Cav

At Badajoz: ID Moretti: 2Vet/1Cav (Asig. Ejército Centro)

At Ciudad Rodrigo: 1Vet

1 Level-3 Depot

At Benavente: Ejército del Centro (Cuesta)

ID Zayas: 6Rec/1Cav

At Astorga: HQ Ejército de Galicia (Blake):

ID Maceda: 2Vet

ID Cagigal: 3Vet/2Ln/1Rec

ID Martinengo: 5Vet/2Ln

ID Riquelme: 3Vet/2Ln

ID Portago: 3Vet/1Ln/2Rec

1 Level-3 Depot

At Ponferrada: 4Rec

At La Coruña: 8Rec

1 Spanish Naval Base

At Vigo: 3Rec

At Oviedo: ID Acevedo: 9Rec (Asig. Ejército de Galicia)

At Gijón: 2Vet

At Cartagena: 2Vet and 2Rec

At Murcia: 2Rec

At Valencia: HQ Ejército de Valencia (Cervellón):

ID Adorno: 3Vet/2Rec

ID Saint-March: 1Vet/1Ln/4Rec

ID Llamas: 4Rec/1Cav

ID Villalva: 6Rec

1 Level-3 Spanish depot

At Zaragoza: HQ Ejército de Aragón (Palafox):

ID O'Neill: 2Vet/7Rec

At Tarragona: HQ Ejército de Cataluña (Palacio):

ID Caldagués: 3Vet/2Ln/2Rec

At Rosas: 2Vet

At Gerona: 3Vet

Game Map: Entire map board.

Reinforcements:

Every turn: 3 Rec Spanish

August: IMPERIAL: At Bayonne: 10 Rec and ID Dessolles: 6Vet.

SPANISH: 6Vet and 1Cav Spanish in any one of the following zones, empty of Imperial SP: Barcelona, Rosas, Tarragona and Tortosa.

BRITISH: With any British ID inside Portugal: HQ British Army (Wellesley): ID Ferguson: 7Vet, ID Ansthurster: 7Vet/2Vet Pt.

September: BRITISH: At any British Naval Base: CD Paget: 3Cav, Artillery Reserve: 3Art. 1Vet and 3 Rec British.

Number of players:

– 4: two per side: one Imperial with II, VII and X Corps, the other with III and VIII Corps and Armée D’Espagne HQ. The Allied forces divided as follows: one controls the armies of the Centre, Andalucía and Catalonia, the other controls Aragón, Galicia and Valencia. One of them – they must agree – must control the British as well.

– 5: Same as above but the fifth player controls the British forces.

– 6: Allied same as above. Imperial will be three players: one with VII Corps and l’Armée D’Espagne, one with X and II Corps and the other with VIII and III.

Special Rules:

a) The **ALLIED SIDE** has the Strategic Initiative.

b) The maximum number of depots that can be in play is: Imperial: 8; Spanish: 4; British: 5.

c) Swiss SP in the **IMPERIAL SIDE** are eliminated if their CU loses any kind of combat. They were Swiss troops on Spanish pay that were forced into French service to suppress the Spanish revolt. They were not reliable as they were unwilling to fight their former comrades. They deserted after the battle of Bailen.

d) CD Grouchy, set up at Madrid, contained the only two cuirassiers units that were to take the field in the Peninsula (some time after they were banded into the 13^o Regiment). This Unit gives an additional modifier of +1 to its side in any combat – except Cavalry Combat – in which it participates. This benefit will be forfeited if CD Grouchy is destroyed.

e) In any turn, if you activate an allied HQ you may, only once per game play, make an amphibious movement with ID Spencer, set up at Gibraltar.

f) At the end of the Scenario every HQ/CU/SP or Straggler that is inside a Fortress and under BLOCKADE is treated in the following manner – for Victory purposes only: One half SP/Stragglers gives one VP each to the blockading side; one half SP/Stragglers counts as permanent losses for its own side.

g) In the set-up instructions Zaragoza is under siege but no HQ is besieging it. Imperial CU that begin the Scenario in Zaragoza zone cannot continue the siege process unless a HQ arrives at Zaragoza. They only can leave the siege or do nothing, till a HQ arrives.

Victory:

This Campaign was a total fiasco for the Imperial arms. The first Imperial army was a ragged one, with a third of veterans, a third of recruits and a third more of foreigners of various qualities. The French forces were caught off guard by the Spanish resistance.

Check Victory normally at the end of the last turn. Only count Spanish and Imperial VP, not British.

British VP are not counted. The Anglo-Portuguese get a Total Victory if they occupy Lisboa at the end of the Scenario and/or the Cintra Convention has been signed. Otherwise they will get a Partial Defeat.

RESULT	Imperial VP	Allied VP
Total Victory	—	—
Partial Victory	31+	31+
Partial Defeat	30–26	30–26
Total Defeat	25–	25–

10. – 1808 second Campaign. Napoleon in Spain.

After the summer defeats, Napoleon came to Spain in person with major reinforcements from Germany. The presence of a British army on the Peninsula offered a good opportunity to punish perfidious Albion, and Joseph was to be put on the Spanish Royal Throne again. “Place our eagles on the forts of Lisboa” gives a clear idea of Napoleon’s intentions during this campaign. This scenario is similar to the previous ones: three turns, and lots of space and counters.

Duration: 3 turns, November 1808 to January 1808

Set up:

IMPERIAL SIDE

At zone between San Sebastián and Bilbao:

HQ IV Corps d’Armée (Lefebvre):
ID Villatte: 7Vet
ID Sebastiani: 8Vet
ID (Ge) Leval: 3Hol/3Ge
CB Maupetit: 1Cav Hol
Art IV: 2 Art

At San Sebastián: 2Ln

1 Level–3 Depot

At Miranda: HQ I Corps d’Armée (Victor):

ID Ruffin: 6Vet
ID Lapisse: 8Vet
CB Beaumont: 1Cav
Art I: 2Art

HQ II Corps d’Armée (Bessieres):

ID Moutón: 10Ln/1Rec
ID Merlé: 2Vet/6Rec
ID Bonnet: 2Vet/4Rec
CD Lasalle: 2Cav
Art II: 2Art

At Vitoria: HQ Armée d’Espagne (Joseph):

RG Saligny: 3RG/1GC
ID Dessolles: 6Vet
IG Dorsenne: 3Gd/3Glc/1Cav Pol
CD Milhaud: 3Cav
1 Level–3 Depot

At zone adjacent to Vitoria, South of Pamplona:

HQ III Corps d’Armée (Moncey):
ID Mathieu: 6Rec/3LegPol
ID Musnier: 6Rec/1Ge
ID Morlot: 6Rec
ID Grandjean: 2Vet/3Ln/2Rec/1LegPol
CB Wathier: 1Cav
Art III: 2Art

At Pamplona: 2Rec

1 Level–3 Depot

At Bayonne: 4Rec

1 Level–3 Depot

ALLIED SIDE (Spanish)

At Bilbao: HQ Ejército de Galicia (Blake):

ID Mendizábal: 3Vet
ID Figueroa: 3Vet/1Rec
ID Martinengo: 3Vet/1Ln/1Rec
ID Riquelme: 4Vet/1Ln
ID Carbajal: 2Vet/1Ln
Div. Norte: (San Román): 5Vet
ID Acevedo: 1Vet/7Rec
ID Mahy: 1Vet/1Ln/1Rec

At Astorga: 3Vet and 3Ln

At Verín: 3Vet

At Calahorra: Ejército de Andalucía (Castaños):

ID Villariezo: 7Vet/1Ln/2Rec
ID Grimarest: 2Vet/2Ln/4Rec
ID Rengel: 2Vet/5Ln/3Rec
ID La Peña: 5Vet/1Ln/4Rec
ID Roca: 4Vet/1Ln/5Rec
CB Osorno: 2Cav
CB O’Donojú: 2Cav

Clear zone North of Tudela:

ID Saint–March: 2Vet/1Ln/5Rec/1Cav (Asig. Ejército de Aragón)

Between Pamplona and Saint–March Division:

ID O’Neill: 2Vet/7Rec (Asig. Ejército de Aragón)

At Tudela: 1 Level–3 Spanish depot

At Zaragoza: HQ Ejército de Aragón (Palafox):

* ID Lazán: 5Rec
2Ln and 8Rec
1 Level–3 Spanish depot

At Mountain pass South of Aranda:

HQ Ejército de Extremadura (Belvedere):
ID Alos: 3Vet/1Ln
ID Henestrosa: 1Vet/2Rec/1Cav

Zone North of Guadalajara and South of above:

ID Trías: 1Ln/3Rec (Asig. Ejército de Extremadura)

At Madrid: ID San Juan: 6Vet/1Ln/4Rec/1Cav (Asig. Ejército de Extremadura)

1 Level–3 Spanish depot

At Oviedo: 5Rec

ALLIED SIDE (Anglo-Portuguese) Every CU subordinated to Moore.

At Almeida: HQ British Army (Moore):

ID Fraser: 7Vet
ID Craufurd: 8Vet
ID Hope: 4Vet
CD Paget: 3Cav
Art Reserve: 3Art
1 Level–3 British depot

At Coimbra: 2Vet Pt

1 Level–3 British depot

At Santarem: 1 Level–3 British depot

At Lisboa: 1 Level–3 British depot

1 British Naval Base
1Rec Pt

At Abrantes: LLL Wilson: 3 LLL/1Cav Pt

At La Coruña: ID Baird: 11Vet 1 Spanish Naval Base

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Game Map: Every zone inside Castilla la Nueva, Extremadura, Castilla la Vieja, León, Galicia, Asturias, Aragón, Basque Country, Navarre, France and Portugal. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead.

Reinforcements:

Each turn: Spanish receive 3 Rec

November: IMPERIAL: At Bayonne:

HQ VI Corps d'Armée (Ney): ID Bisson: 8Vet, ID Marchand: 8Vet, ID Mermet: 8Vet, Art VI: 2Art.

HQ V Corps d'Armée (Mortier): ID Suchet: 10Vet, ID Gazan: 11Vet, CB Delaage: 1Cav, Art V: 2Art.

HQ Grand Quartier Général (Napoleon Bonaparte) and HQ (XXXX) (Lannes): Artillerie Reserve: 4Art, CD La

Houssaye: 2Cav, CD Lorge: 3Cav, CD Latour-Mabourg: 5Cav, ID Leg (Pol) Valence: 8-LegPol, CB Lorcet: 1Cav.

Remove Garde Imperial counter and place it at Bayonne with the addition of: 4Gd/2Ghc. Replace Bessieres by Soult.

December: BRITISH: At Lisboa: ID Craddock: 7Vet

January: IMPERIAL: 9 Rec and 1Cav. Withdraw Napoleon and Lannes (with their respective HQ), Artillery Reserve and IG Dorsenne with any SP they contained.

Number of players:

– 4: Two per side: **ALLIED SIDE:** one runs the British Army and the Spanish armies of Aragón and Andalucía; the other Allied player will run the Spanish armies of Galicia and Extremadura.. **IMPERIAL SIDE:** one player with I, II, III and IV Corps d'Armée and the other with the rest of the Imperial HQ.

– 5: **IMPERIAL SIDE** same as above. **ALLIED SIDE** with three players, two Spanish, as above, and one British.

– 6: **ALLIED SIDE** same as above. **IMPERIAL SIDE** with three players: one will run HQ Grand Quartier Général, Lannes and Armée D'Espagne, another I, II and III Corps d'Armée and the third IV, V and VI Corps d'Armée.

Special Rules:

a) The **ALLIED SIDE** has the Strategic Initiative.

b) The Spanish can have up to 3 depots on the map, British up to 5 and Imperial 6.

c) The British cannot move their naval base from the initial set-up.

d) Spanish ID Lazán (marked with an asterisk * in the initial set-up): the first time this division is activated it is permanently removed from play as it was sent to Catalonia to reinforce the Spanish army there.

e) Any British HQ and/or CU that begins its activation at La Coruña can be withdrawn from the map by naval evacuation. They cannot re-enter the map board. They do not count as destroyed for Victory purposes.

f) Up to 2 SP from the Light Division can use Exclusive Rule 3.3. If Crawford is a casualty this rule is forfeited. Every time the British lose a Cavalry Screen Combat you must roll 1d10. 9–10 indicates Crawford is a casualty, in addition to the usual ways a leader becomes a casualty.

g) The Spanish “Junta Central” is in effect.

h) At the end of the Scenario every HQ/CU/SP or Straggler that is inside a Defensible City or Fortress and under BLOCKADE is treated in the following manner – for Victory purposes only: One half SP/Stragglers gives one VP each to the blockading side; one half SP/Stragglers counts as definitive losses for its own side.

Victory:

This campaign was a Total Imperial Victory except for the escape of the British army, mauled but undestroyed. Napoleon was required to return to France very early, as there were signs of Austria renewing preparations for war. He therefore left the Peninsula and never returned to it. The Imperial players have a tremendous task ahead, but they also have significant and excellent troops to accomplish it.

The **IMPERIAL SIDE** attains an Automatic Victory if they occupy Zaragoza, Madrid and Lisboa at the end of any turn or occupy Madrid and force the British to retreat from the Peninsula (as stated in Exclusive Rule 3.3. British commitment on the Peninsula).

If they do not attain an Automatic Victory, check Victory at the end of the last turn:

RESULT	Imperial VP	Spanish VP	Anglo-Portuguese VP
Total Victory	81+	6+	31+
Partial Victory	80–50	5–1	30–10
Partial Defeat	49–1	0–(–20)	9–5
Total Defeat	0–	(–21)–	4–

11. – Massená's invasion of Portugal, 1810–11.

Napoleon wanted to return to the Iberian Peninsula after his Danube campaign. As months passed by he decided to form an army to invade Portugal. The task was entrusted to André Massená, an expert in mountain warfare. Notwithstanding, things were very different in June 1810 to what they were in January 1809 on the Iberian Peninsula. The French were fully engaged against the Spanish insurgency and Wellington was prepared and aware of what was to come. The Portuguese rose against the invading French and every lone detachment was soon overrun by Portuguese militia and regular troops that operated in the French rear in complete freedom. After the fruitless battle of Bussaco, Massená's invasion was halted in front of the Lines of Torres Vedras, built by Wellington to block the access to Lisboa. Massená was compelled to disperse his army to feed themselves and was finally forced to abandon Portugal, pursued by the British, as food was impossible to find and the army began to starve. After the French left Portugal at the beginning of 1811 they never posed a threat for the security of this country again.

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Duration: 12 turns, June 1810 to May 1811.

Set up:

IMPERIAL SIDE

At Salamanca:

HQ Armée du Portugal HQ (Massená)
CD Montbrun: 3Cav
HQ VIII Corps d'Armée (Junot):
ID Clausel: 2Vet/2Ln/5Rec
ID Lagrange: 2Vet/1Ln/5Rec
ID Solignac: 4Vet/1Ln/2Rec
CD St.Croix: 2Cav
Art VIII: 2Art
1 Level-3 Depot
1Rec
1 Siege Train

Zone between Salamanca and Ciudad Rodrigo:

HQ VI Corps d'Armée (Ney):
ID Marchand: 7Vet
ID Mermet: 7Vet
ID Loison: 5Vet/1Ln/2Rec
CB Lamotte: 1Cav

Rough zone between Coria and Plasencia:

HQ II Corps d'Armée (Reynier):
ID Merle: 6Vet
ID Heudelet: 7Vet
CD Lahoussaye: 1Cav
CD Pierre Soult: 1Cav

ALLIED SIDE (Anglo-Portuguese)

At Ciudad Rodrigo: 2Ln and 3Rec Spanish.

At Almeida: 4Vet Pt

1 Level-3 British depot

LD Craufurd: 3Vet/1Vet Pt. (Asig. British Army)

Rough Zone adjacent to Coimbra:

HQ British Army (Wellesley):

ID Spencer: 7Vet

ID Picton: 4Vet/1Vet Pt

ID Cole: 4Vet/2Vet Pt/1Rec Pt

IB (Pt) Pack: 2Vet Pt/1Rec Pt

Art Reserve: 3Art

At Abrantes: CB (Pt) Otway: 2Cav (Asig. British Army)

ID Leith: 2Vet/3Vet Pt (Asig. British Army)

2Vet Pt and 2Rec Pt

At Coimbra: 1Level-3 British depot

CD Cotton: 3Cav (Asig. British Army)

At Santarem: 1 Level-3 British depot

At Lisboa: 1 Level-3 British depot

3Vet Pt and 10Rec Pt

1 British Naval Base

Rough zone in Portugal adjacent to Coria:

HQ Right Wing (Hill):

ID (Hill): 6Vet

ID (Pt) Hamilton: 3Vet Pt/2Rec Pt

Game Map: Every zone inside León and Extremadura between the Tajo and Duero Rivers, also Portuguese territory between those rivers. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead.

Reinforcements:

Every turn: The Portuguese receive 1Vet Pt and 1Rec Pt as reinforcements.

1810 September: BRITISH: At any British ID: 1Vet Brit

October: BRITISH: At Lisboa: ID Campbell: 7Vet

November: SPANISH: At Lisboa: HQ Ejército de Extremadura (La Romana): ID La Carrera: 1Ln/2Rec, ID O'Donnell: 2Ln/3Rec.

December: IMPERIAL: At Salamanca: HQ IX Corps d'Armée (D'Erlon): ID Claparede: 1Vet/2Ln/5Rec, ID Conroux: 1Vet/2Ln/5Rec, CB Fournier: 1Cav.

ANGLO-PORTUGUESE: Withdraw British ID Hill and Right Wing HQ, ID (Pt) Hamilton and Pt CB with any SP they contain.

1811 February: IMPERIAL: At Salamanca: 2Rec.

SPANISH: Withdraw all Spanish troops from map board.

March: BRITISH: At Lisboa: ID Houston: 7Vet, 1Cav Pt.

May: IMPERIAL: At Salamanca: CB Wathier: 1Cav/1Glc.

Number of players:

– 2: One per side (Imperial/Allied).

Special Rules:

a) The IMPERIAL SIDE has the Strategic Initiative.

b) The IMPERIAL SIDE can have up to 2 depots on the map. British up to 5.

c) The British may not have a siege train on the map. The IMPERIAL SIDE can have 1.

d) Imperial II Corps d'Armée may not be activated until Almeida is occupied by the French. British Right Wing may not be activated until II Corps makes its first activation.

e) The first Imperial HQ to enter Coimbra loses 1 AP (acquiring a –1 AP marker if it has none left). In its next activation this HQ will use the Depot line for supply. This reflects the enormous quantity of goods the French got when they reached Coimbra – Portugal's second city – as well as the time that was needed to restore order among the pillaging troops.

f) Marshal Ney was a troublesome subordinate. He was relieved from command by Massena during the winter of 1810–11.

As long as the IMPERIAL SIDE do not win a battle against the British army take into account the following: every time a French unit belonging to VI Corps makes a march away from Lisboa you must roll 1d10 and compare it with the Initiative of Ney. If the result is more than Ney's initiative Ney is relieved from command. This roll will be modified by +1 for every SP that VI has lost since the beginning of the scenario. If Ney is relieved from command Loison takes command of VI Corps and ID Loison is substituted by ID Ferey.

g) In the first turn of 1811 in which there are no Imperial SP inside Portugal, Wellesley will take a brief tour on the southern front near Badajoz. Accordingly, during this turn only, every time the British Army activates roll 1d10 and add +2. If the value obtained is more than Wellesley's initiative subtract –3 AP from the amount left. Make this operation in secret so as not to allow the **IMPERIAL SIDE** to know the result of these rolls.

Victory:

This invasion was marked with failure from the beginning. Wellington's strategy worked very well as he sought to burn out the invaders by attrition, delaying actions and want of food and fodder. The winter was decisive in Massena's decision to come back to Spain. Two battles were fought –Bussaco and Fuentes de Oñoro– but neither were decisive. The campaign was fought in a typical eighteenth century manner of manoeuvre, attrition and minor combats. The British got the upper hand.

The IMPERIAL SIDE gets an Automatic Victory if at the end of any turn they occupy Lisboa.

If no Automatic Victory occurs check Victory at the end of the last turn:

RESULT	Imperial VP	Anglo-Portuguese VP
Total Victory	31+	45+
Partial Victory	30–12	44–30
Partial Defeat	11–5	29–15
Total Defeat	4–	14–

12. – The war in Andalusia. 1810–1812.

King Joseph's invasion of Andalusia in January 1810 began as the promise of the end of Spanish resistance. The French army occupied most of Andalucía territory with ease and King Joseph was received as master and king by multitudes in every major Andalusian city. Only Cádiz remained as a rebel bastion. Notwithstanding, two and a half years lay ahead of Soult and the French troops that never fully pacified Andalusia. This is a long scenario full of possibilities.

Duration: 32 turns, January 1810 to August 1812.

Set up:

IMPERIAL SIDE

At Ciudad Real: HQ I Corps d'Armée (Victor):

ID Ruffin: 5Vet

ID Darricau: 6Vet

ID Villatte: 6Vet

CB Beaumont: 1Cav

CD Latour–Maubourg: 3Cav

Art I: 2Art

1 Level–3 Depot

At Madrilejos: HQ Armée d'Espagne (Joseph):

ID Dessolles: 9 Vet

RG Saligny: 3RG/1GC

HQ V Corps d'Armée (Mortier):

ID Girard: 7Vet

ID Gazan: 6Vet

CB Marisy: 2Cav

Art V: 2Art

1 Level–3 Depot

Zone adjacent to Tajo River between Madrilejos and the frontier with Murcia:

HQ IV Corps d'Armée (Sebastiani):

ID Ligier–Belair: 2Vet

ID Leg (Pol) Werlé: 6 LegPol

CD Perreymond: 1Cav Pol

CD Milhaud: 2Cav

Art IV: 2Art

At Valdepeñas: 1 Level–3 Depot

ALLIED SIDE (Spanish)

Zone between Ciudad Real and mountain pass North of

Córdoba: ID Zeraín: 1Ln/1Rec (Asig. Ejército Andalucía)

ID Copons: 1Ln/3Rec (Asig. Ejército Andalucía)

Mountain pass North of Andujar:

HQ Ejército de Andalucía (Areizaga):

ID Zayas: 1Vet/2Rec/1Art

ID Lacy: 2Ln/1Rec

ID Girón: 1Vet/1Ln/1Rec

Rough zone East of Andujar and adjacent to the frontier with Castilla la Nueva

ID Vigodet: 1Ln/2Rec (Asig. Ejército Andalucía)

ID Jacomé: 2Rec (Asig. Ejército Andalucía)

At Andújar: ID Castejón: 1Vet/1Ln/2Rec (Asig. Ejército Andalucía)

1 Level–3 Spanish depot

At Écija: CD Osorio: 2Cav (Asig. Ejército Andalucía).

Zone adjacent to Badajoz South of Tajo River:

HQ Ejército de Extremadura (Albuquerque):

ID Contreras: 1Ln/1Rec

ID Menacho: 2Rec

ID Mahy: 1Vet/1Ln/2Rec/1Cav

ID Mendizábal: 1Vet/1Ln/2Rec

At Badajoz: 1 Level–3 Spanish depot

At Gibraltar: 6Vet Br

At Cádiz: 3Rec

Spanish Naval Base

Game Map: Every zone inside Andalusia, Extremadura (up to the Tajo River) and Castilla la Nueva between the Guadiana and Guadalquivir Rivers. Applying special rule d) of this scenario you can also use some zones inside Murcia, those that are between Cartagena, Murcia and Alicante (5 zones in total). You can also use zones inside Southern Portugal adjacent to the Guadiana river – except Elvas, which cannot be used until the first Allied reinforcements arrive there. The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead. Imperial HQ and CU that begin the scenario north of the Guadiana River must cross the river in their first activation and cannot re-cross again. Regardless, the Imperial depot that is set up at Madrilejos can be used normally.

Reinforcements:

Every turn: The Spanish receive 1 Rec to place at any garrison or CU on the map.

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The first Reinforcement Phase that Imperials control Seville, Córdoba, Granada and Málaga: withdraw Armée D’Espagne (Joseph I) and RG Saligny with any SP it contains. Place with any CU: Armée du Midi (Soult).

When the Imperials place Cádiz under blockade: Place at Cádiz, British ND (Graham) with 2Vet and 2Vet Pt. During the following four turns 1 Vet (British) to this Division.

1810 February: IMPERIAL: at any garrison or CU on map: 3Rec and 1Cav.

March: SPANISH: At Badajoz: HQ Ejército de Galicia (La Romana):

ID Losada: 3Vet/1Rec, ID Ballesteros: 2Ln/1Rec, ID O’Donnell: 1Vet/1Ln/2Rec/1Cav,

IMPERIAL: At any garrison or CU on map: 3Rec/ID (Ge) Leval: 4Ge.

April: IMPERIAL: At any garrison or CU on map: 3Rec and 1Cav.

When every HQ on map has 2 or less AP, at Alcántara: HQ II Corps d’Armée (Reinyer): ID Merle: 6Vet, ID Heudelet: 4Vet, CD Lahoussaye: 1Cav, Art II: 2Art. It appears with 2 AP and cannot leave any SP as garrison nor transfer any CU or SP to other HQ or CU.

May: IMPERIAL: At any garrison or CU on map: 8Rec and 1Cav.

June: IMPERIAL: Withdraw II Corps d’Armée (Reinyer) and every CU that enters the game in April.

November: SPANISH: At Badajoz ID La Carrera: 2Ln/2Rec/1Art.

Withdraw HQ Ejército de Galicia (La Romana): ID La Carrera and ID O’Donnell with a minimum of 8 SP.

1811 January: IMPERIAL: At any garrison or CU on map: 3Vet, 2Rec and 1Cav.

February: SPANISH: At Elvas HQ Ejército de Galicia (Mendizábal), replace Mendizábal division –if it is on map– with ID García, ID España and ID Virues with the same number of SP that were withdrawn in November 1810.

PORTUGUESE: At Elvas CB (Pt) Otway: 1Cav.

April: ANGLO-PORTUGUESE: At Elvas, regardless of enemy presence. HQ Right Wing (Beresford): ID (Pt) Hamilton: 3Vet Pt/2Rec Pt, ID Stewart: 5Vet, ID Cole: 3Vet/2Vet Pt/1Rec Pt, ID (Pt) Collins: 1Vet Pt, CB Lumley: 1Cav.

SPANISH: Replace commander of HQ Ejército de Galicia with (Castaños).

May: BRITISH: At any British ID: 1Vet.

At Elvas: HQ British Army (Wellesley): ID Picton: 4Vet/2Vet Pt, ID Houston: 2Vet/2Vet Pt.

These forces will arrive when every HQ on map has 2 or less AP. The British Army HQ arrives with 2 AP and cannot leave any SP as garrison nor transfer any CU or SP to other HQ or CU.

June: IMPERIAL: At Valdepeñas HQ IX Corps d’Armée (D’Erlon): ID Claparede: 1Vet/1Ln/5Rec, ID Conroux: 1Vet/2Ln/5Rec.

At Trujillo, when every HQ on map has 5 or less AP Armée du Portugal HQ arrives with 5 AP:

HQ Armée du Portugal (Marmont): ID Foy: 4Vet/2Rec, ID Clausel: 3Vet/1Ln/2Rec, ID Ferey: 3Vet/2Rec, ID Sarut: 3Vet/2Rec, ID Maucune: 2Vet/1Rec, ID Brennier: 3Vet/2Rec, CB Fournier: 1Cav, CD Montbrun: 2Cav, Art. II: 2Art. During the turns this force is on the map it cannot leave any SP as garrison nor transfer any CU or SP to other HQ/CU.

ANGLO-PORTUGUESE: At Elvas: LD Crawford: 3Vet/1Vet Pt, ID Spencer: 8Vet, ID Leith: 3Vet/1Vet Pt/1Rec Pt, ID Campbell: 3Vet/1Vet Pt/1Rec Pt.

During the turns this force is on map it cannot leave any SP as garrison nor transfer any CU or SP to other HQ/CU.

August: IMPERIAL: Withdraw Armée du Portugal HQ and every CU and SP that remains of those that arrived with it.

Place 1Ge and 1Rec (French) in Almaraz

ANGLO-PORTUGUESE: Withdraw British Army and the following CU: LD, ID Cole, Picton, Houston, Spencer, Leith & Campbell and CB Pt with any SP that they contain.

At Elvas: CD Erskine: 2Cav, 2Vet Pt and 2Rec Pt.

1812 February: IMPERIAL: Withdraw all CU and Polish SP–except Cav Pol Leg– also 3Vet, 3Cav and one CB, HQ I, IV and V Corps d’Armée and Art V.

ANGLO-PORTUGUESE: At Elvas: HQ British Army (Wellesley) and every CU and SP that was withdrawn in August 1811. British siege train.

These reinforcements will be withdrawn in the first Reinforcement Phase in which the Allies occupy Badajoz.

Number of players:

In this scenario the initial set-up will vary a lot during the course of the game. Accordingly, the distribution of HQ among the players is stated for the initial set-up. During the course of the game, at the beginning of every turn, the players distribute the HQ present between them following these criteria:

A) As far as possible every player must control only one HQ, except the player that controls HQ Armée D’Espagne and Armée du Midi, which must also control an Army Corps HQ.

B) If a player must control more than one HQ – except both mentioned above – those HQ may not be in the same sector of the map board, i.e. one player can control an HQ in one part of the map and another HQ that must be the farthest from the first HQ. Initial set-up distribution among players:

– 3: Two Allies one Imperial: one of the Allies with Ejército de Andalucía and the other with Ejército de Extremadura.

– 4: Allied same as above. Imperial: one with Armée D’Espagne –and then with Armée du Midi and V Corps and the other with I and IV Corps.

– 5: Allied same as above. Imperial: one with each Corps d’Armée (and one of them with Armée D’Espagne and then Armée du Midi).

– 6: Imperial same as above. Allied will be three players: two of them will run the Spanish forces as stated above and the third will control the Anglo-Portuguese forces.

Special Rules:

a) The Imperials start with the Strategic Initiative. In July 1812, the Strategic Initiative passes to the Allies if it has not already done so.

b) The Imperials can have up to 3 depots on the map, Spanish 2 and British 1 at Gibraltar and another at Elvas.

c) Some reinforcements arrive in the middle of a turn, not during the Reinforcement Phase. They enter when every HQ on the map has

a certain number of AP. The owner player/s knows the amount his own HQ have. He can ask the other sides' player/s in those turns if their HQ fulfil the conditions for reinforcement entry after every activation of any HQ. The other players must answer YES or NO only. When the answer is YES and every own HQ has the required amount of AP the reinforcements arrive.

d) The five clear zones that connect Cartagena with Murcia and Alicante can be brought into play the moment any Spanish HQ or CU enters any of them. These zones cannot be used from October 1811 onward. Any HQ, CU or SP that happens to be placed in any of these zones on the turn of October 1811 will be destroyed –but is not counted for Victory purposes.

e) Portuguese CB Otway can only be used in a Field Battle if a British HQ is present. If not it must remain in the Reserve and can do nothing during the battle –not even exploitation.

f) The Anglo–Portuguese can create Siege Trains at Elvas. They found old pieces from Elvas' arsenals, which were very unreliable. A British siege train would arrive from the fleet by mid–summer. Anglo–Portuguese siege trains in this scenario have a negative modifier to open a breach of –2.

g) The French invasion of Andalusia took place in the middle of January. Accordingly, in the first turn of this Scenario, after calculating the total AP amount for every HQ, divide them by half.

h) Remember Exclusive Rules 1.11 Allied Naval Bases/4.1. King Joseph I and Madrid/4.2. The Juramentados.

i) At the start the Spanish “Junta Central” is in effect. Consider Madrid as occupied by Imperial forces for the duration of the scenario to follow Exclusive rule 2.5. “Spanish political situation and the rule of war”.

j) The British cannot use Portuguese Militia and the Portuguese Army reform was finished by this time.

k) The **IMPERIAL SIDE** cannot have more than 1 siege train on the map.

l) If at the end of May 1812 the Almaraz Bridge over the Tajo River is destroyed the Allied forces get 5 VP.

Victory:

This is a long scenario. Events outside Andalusia had a major influence on the progress of the war in that region: accordingly there are some reinforcements and withdrawals. The French faced a difficult task as they had to fight the Spanish, British and Portuguese troops that operated from Badajoz, Huelva, Cádiz, Gibraltar and Cartagena with a mere 70,000 men –and maintain internal security against guerrillas and revolts. In the end the campaign was a defeat for the French, as Soult ought to have evacuated the Region definitively after Marmot's defeat at Arapiles. The French never returned to Andalusia.

The Imperials attain an Automatic Victory if at the end of any turn they occupy every fortress and defensible city on the map except Gibraltar. If no Automatic Victory is gained, check Victory at the end of the last turn:

RESULT	Imperial VP	Allied VP
Total Victory	70+	50+
Partial Victory	69–55	49–30
Partial Defeat	54–40	29–11
Total Defeat	39–	10–

13. – The War on Spain's East Coast. 1809–1813.

Spain's East Coast was a separate theatre of war throughout the conflict. Aragón, Catalonia and Valencia were scenarios for a separate war. Spanish resistance was never fully destroyed and time after time they faced the invaders with greater ferocity. Suchet also established his reputation and earned his Marshal's baton in these Spanish provinces. This scenario is very long and takes time to be played.

Duration: 53 turns, May 1809 to September 1813.

Set up:

IMPERIAL SIDE

At Zaragoza: HQ III Corps d'Armée (Suchet):

ID Habert: 2Vet/3LegPol
ID Musnier: 3Rec/2LegPol
ID Morlot: 2Vet/1Rec
CB Wathier: 1Cav
Art III: 2Art
1 Level–3 Depot

At Perpignan: 4Rec

At Rosas: 2Rec

At Figueras: 2Vet

At Gerona: ID Reille: 1Vet/1Ln/2Rec/6Ge (Asig. VII)
Siege train

At Vich: HQ VII Corps d'Armée (St.Cyr):

ID Souham: 4Vet/1Ln/1Rec
ID (Nap) Chabot: 2Nap
ID (It) Lechi: 4It/2It Cav
ID (It) Pino: 8It

At Barcelona:

ID Chabran: 1Ln/3Rec/2Cav (Asig. VII Corps):
1 Level–3 Depot

ALLIED SIDE

Clear zone between Zaragoza and Belchite:

HQ Ejército de Aragón (Blake):
ID Creagh: 1Vet/2Rec
ID Lazán: 3Vet/1Art
ID Areizaga: 1Ln/3Rec

At Caspe: 1 Level–3 Spanish depot

At Gerona: 2Vet and 3Rec

Rough zone adjacent to Gerona and Figueras:

ID Milans: 4Rec. (Asig. Ejército de Cataluña)

At Tarragona: HQ Ejército de Cataluña (Coupigny)*:

ID Laguna: 3Vet/1Rec
ID La Serna: 3Vet/1Rec
1Ln and 1Rec
Spanish Naval Base

At Lérida: 1Ln and 1Rec

At Hostalrich: 2Vet

At Requena: ID Roca: 7Vet/6Rec/1Cav (Asig. Ejército de Aragón)

*Sorry, the leader is missing. Use ID Unit counter for the leader.

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Game Map: Every zone inside Aragón, Catalonia, Valencia and Murcia, also the zone of Tudela (in Navarre) and Perpignan (in this zone only Imperial forces can enter Imperial UC and HQ). The rest of the map does not exist. If any CU or HQ is forced to retreat out of the area of play it surrenders instead.

Reinforcements:

1809	Every turn:	The Spaniards get 2Rec as reinforcements, to be placed at any city, fortress or defensible city not occupied by the IMPERIAL SIDE, even <u>to create</u> new garrisons.
	June	<u>IMPERIAL:</u> Replace ID Reille with ID Verdier. Add 1Ln and 2Rec to any CU or garrison Imperial in Aragón.
	August:	<u>SPANISH:</u> Replace Blake with Caro, J. Blake replaces Coupigny as commander of Ejército de Cataluña.
	October:	<u>IMPERIAL:</u> Replace St.Cyr with Augereau.
	December:	<u>SPANISH:</u> Replace Blake with Portago (<u>Sorry, the leader is missing., use ID Unit counter for the leader</u>).
1810	Every turn:	The Spaniards get 1Rec as reinforcements, to be placed at any city, fortress or defensible city not occupied by the IMPERIAL SIDE, even <u>to create</u> a new garrison. <u>From</u> July 1810 to the end of the scenario, if any Imperial HQ moves to Castellón and/or Oropesa automatically put this force at Valencia with 1 AP: <u>HQ</u> Ejército de Andalucía (Blake): ID Zayas: 1Vet/1Ln/1Rec, ID Lardizábal: 2Vet/1Ln, CD Loy: 1Cav AND at Murcia: ID Montijo: 2Ln/4Rec and CD San Juan: 2Cav (both assigned to Ejército de Andalucía).
	January:	<u>IMPERIAL:</u> 1Ln, 3Rec and 1Cav to any CU or garrison in Aragón, 4Rec at Perpignan. <u>SPANISH:</u> O'Donnell replaces Portago as commander of Ejército de Cataluña.
	March:	<u>IMPERIAL:</u> At Perpignan: ID (Ge) Rouyer: 6Ge, 2Nap and 6Rec.
	June:	<u>IMPERIAL:</u> Replace Augereau with MacDonald and ID Souham with ID Frere: 6Rec at Perpignan.
	August:	<u>IMPERIAL:</u> Replace ID (Nap) Chabot with ID (Nap) Pignatelli and ID Verdier with ID d'Hilliers.
	September:	<u>IMPERIAL:</u> Replace ID (Ge) Rouyer with ID Harispe.
1811	Every turn:	The Spaniards get 1Rec as reinforcements, to be placed at any city, fortress or defensible city not occupied by the IMPERIAL SIDE, even <u>to create</u> a new garrison. <u>From</u> January 1811, if the Allied forces retake an Imperial held fortress or defensible city in <u>Catalonia</u> , place at Perpignan: ID Plauzonne: 2Ln/8Rec in the next Reinforcement Phase.
	January:	<u>SPANISH:</u> Replace O'Donnell with Campoverde. O'Donnell replaces Caro, J as commander of Ejército de Aragón. <u>IMPERIAL:</u> 6Rec at Perpignan.
	March:	<u>IMPERIAL:</u> <u>Withdraw III and VII Corps HQ.</u> Place HQ Armée D'Aragón in the zone occupied by III Corps HQ with Suchet as Commander. Place HQ of Armée du Cataluña in the zone occupied by VII Corps with McDonald as commander. Replace CB Wathier with CD Boussard.
	April:	<u>IMPERIAL:</u> Replace ID (Nap) Pignatelli with ID (Nap) Compere.
	July:	<u>IMPERIAL:</u> 8Rec at Perpignan. Replace ID (It) Lechi with ID (It) Peyri.
	September:	<u>IMPERIAL:</u> Replace ID (It) Peyri with ID (It) Palombini.
	October:	<u>IMPERIAL:</u> ID (It) Severoly: 7It. <u>At Tudela</u>
	November:	<u>IMPERIAL:</u> ID Reille: 8Vet at Tudela.
1812	Every turn:	The Spaniards get 1Rec as reinforcements, to be placed at any city, fortress or defensible city not occupied by the IMPERIAL SIDE, even <u>to create</u> a new garrison.
	February:	<u>IMPERIAL:</u> <u>Withdraw every Polish SP, 5It (French Vet if there is no Italian left) 3French Vet and one ID It.</u>
	March:	<u>SPANISH:</u> ID Roche: 2Ln at Alicante.
	July:	<u>ALLIED:</u> <u>At</u> any coastal zone not occupied by Imperial troops, inside Valencia, Murcia or Catalonia: Army of Levante (Maitland): ID Adam: 1Nap/1Cav, ID W.Clinton: 4Vet/1Nap, ID Mackenzie: 4 Vet/1Nap, ID Wittingham: 2Vet/2Ln (Spanish).
	December:	<u>IMPERIAL:</u> <u>Withdraw 4Vet French.</u>
1813	June:	<u>SPANISH:</u> If the Imperials occupy Valencia place at Cartagena: Ejército de Valencia (Del Parque): ID Anglona: 2Vet/2Ln/1Rec, ID Cuevas: <u>1Vet/1Ln/1Rec</u> , ID Cruz Murgeon: <u>1Vet/2Ln/1Rec/1Cav</u> .

Number of players:

In this scenario the initial set-up will vary a lot during the course of game. The distribution of HQ among the players is therefore stated for the initial set-up. During the course of the game, at the beginning of every turn, the players should distribute the HQ present among themselves following these criteria:

A) As far as possible every player must control only one HQ.

B) If a player must control more than one HQ – except those mentioned above – those HQ may not be in the same sector of the map board, i.e. one player can control a HQ in one part of the map and another HQ that must be the farthest from the first HQ.

Initial set-up distribution among players:

–3: two Allied, each player with one HQ and one player as Imperial.

This scenario is not recommended for more than 3 players, as there are so few HQ and the front is very narrow and quiet most of the time.

Special Rules:

a) The Imperials begin with the Strategic Initiative. At the end of July 1812, the Strategic Initiative passes to the **ALLIED SIDE** if it has not already done so.

b) The Imperial Side can have up to 2 depots on the map. Spanish 1. British none.

c) CB Wathier contained the only cuirassiers regiment to serve on the Peninsula (13th). This unit gives an additional +1 to every combat – except Cavalry Screen Combat– in which it takes part. When that CB is converted to CD Boussard, that unit gains the benefit.

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- d)** The Imperials may have 1 siege train on the map. The siege train is created when an Imperial Force carries out a “Depot creation” action in one of the following zones: Zaragoza, Tudela, Perpignan or Figueras.
- e)** At the start the Spanish “Junta Central” is in effect. From February 1810 onward “Regencia y Cortes”, with Wellesley as “Generalísimo” from August 1812. Do not accrue VP for the Spanish for the Junta Central effect.
- f)** After Joseph I was defeated at Vitoria in June 1813, Suchet was forced to abandon most of his conquest. Any Imperial HQ, CU or SP that finishes south of the Ebro River in July 1813 is destroyed, and counts for VP purposes.
- g)** Every time a leader is a casualty do not replace him normally. His place is taken by an unknown leader 11/0(4)0. If any leader to be replaced is not on the map his replacement takes his place anyway.

Victory:

Check Victory at the end of the last turn of play:

RESULT	Imperial VP	Allied VP
Total Victory	120+	100+
Partial Victory	119–105	99–75
Partial Defeat	104–95	74–50
Total Defeat	94–	49–

14.– The War of Independence. Peninsula 1808–1814.

This scenario reflects the complete war in Spain, Portugal and the South of France from summer 1808 to April 1814. It is a long and complex scenario better suited for team play, as there are lots of troops, HQ and turns.

Duration: 70 turns, July 1808 to April 1814.

Set up: The same as Scenario nº 9. “The First Campaign of 1808”.

Game Map: All.

Reinforcements:

IMPERIAL REINFORCEMENTS:

There are two categories: fixed reinforcements and variable reinforcements. Fixed are received in the turn and placed as stated in the following pages.

The variable reinforcements depend on setbacks suffered by Imperial forces early in the Campaign. The European situation also determines their availability.

You must therefore take account of the turns in which one of following happen:

- The **IMPERIAL SIDE** loses its first Field Battle, OR
- An Imperial HQ surrenders to Allied forces, OR
- Permanent Imperial losses are up to 30 SP and the Allied forces control Madrid and Lisboa.

Count on this turn to receive the variable reinforcements.

Fixed Reinforcements (unless stated they are placed at Bayonne)

<u>1808</u>	August:	10 Rec, ID Dessolles: 6Vet.
<u>1809</u>	January:	9 Rec, 1Cav, <u>Withdraw Napoleon and Lannes with their HQ. All SP and UC of IG Dorsenne and Artillery Reserve.</u>
	February:	<u>Withdraw: 4Vet.</u>
	March:	At Perpignan: 6Ge.
	June:	<u>Withdraw 1CD with 1 Cav SP. Replace ID Reille with ID Verdier.</u>
	July:	9Rec, 1Cav.
<u>1810</u>	From	In any Reinforcement Phase from January 1810 onward with Imperial troops occupying Seville, Córdoba, Granada and Málaga, in Andalucía: place Armée du Midi HQ (Soult) with any Imperial HQ in Andalucía (you ought to replace Soult as Commander of the French II Corps d’Armée).
	January:	10 Rec.
	March:	At Perpignan, 2Nap, <u>ID (Ge) Rouyer: 6Ge/2Cav.</u>
	May:	(If Napoleon is not on map) <u>HQ Armée du Portugal (Massená), at the nearest zone to Salamanca, Region de León with an Imperial HQ.</u>
	July:	9Rec, 1Cav.
<u>1811</u>	January:	<u>HQ Armée du Nord (choose a Commander) with any CU in any zone inside Navarre, Basque Country, León, Castilla la Vieja, if there is no CU there forfeit this reinforcement.</u>
	February:	10 Rec.
	March:	Replace III and VII Corps HQ with <u>HQ Armée d’Aragon (Suchet) and Armée du Cataluña (McDonald) respectively.</u>
	June:	<u>Withdraw HQ (and their commanders) of II, VI and VIII Corps, and Art CU VI and VIII. July: 10 Rec.</u>
<u>1812</u>	January:	6 Rec.
	February:	<u>Withdraw HQ (and their commanders) of I, IV and V Corps. 1CD with 2Cav SP, 5 DI, 15 Vet, Art CU IV and V, all Polish SP and CU – except Cav Pol.</u>

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	May:	<u>Withdraw Young Guard ID, 10 Vet.</u>
	July:	6 Rec.
	December:	Replace Every HQ of xxxx size by their equivalent of xxx size. <u>Withdraw 3Cav, 12 Vet, 8It (or French Vet), 1 ID It, 2 ID French, leader Soult.</u> Place Armée du Centre (xxx size) in the zone with Armée d'Espagne, choose a leader for this new HQ.
1813	January:	5 Rec. <u>Withdraw Cav Pol.</u>
	July:	5 Rec. <u>Withdraw 5 CD, 6 Cav SP, every Art CU except one.</u>
	November:	<u>Withdraw 4 ID, 18 Vet, every SP and CU It.</u>
	December:	<u>Withdraw every non-French SP and CU.</u>
1814	January:	<u>Withdraw 2 CD, 3 DI, 4Cav SP and 10 Vet SP.</u>

Variable Reinforcements:

* If Imperial setbacks occur in July or August 1808 groups arrive:

- A) 3 turns after: HQ IV Corps d'Armée (Lefebvre):
ID Sebastiani: 8Vet, ID (Ge) Leval: 3Hol/3Ge, CB Maupetit: 1Cav Hol, Art IV: 2Art.
HQ I Corps d'Armée (Victor):
ID Villatte: 7Vet, ID Ruffin: 6Vet, ID Lapisse: 8Vet, CB Beaumont: 1Cav, Art I: 2Art, CD Milhaud: 3Cav.
- B) 4 turns after: HQ VI Corps d'Armée (Ney):
ID Bisson: 8Vet, ID Marchand: 8Vet, ID Mermet: 8Vet, CB Colbert: 1Cav, Art VI: 2Art.
HQ V Corps d'Armée (Mortier):
ID Suchet: 10Vet, ID Gazan: 11Vet, CB Delaage: 1Cav, Art V: 2Art.
HQ Grand Quartier Général (Napoleon Bonaparte) and HQ (XXXX) (Lannes):
Remove Garde Imperial counter and place it at Bayonne with the addition of: 4Gd/2Ghc. Move any Garde SP to IG Dorsenne counter. Artillery Reserve: 4Art, CD La Houssaye: 2Cav, CD Lorge: 3Cav, CD Latour-Mabourg: 5Cav, ID Leg (Pol) Valence: 8Pol.
Replace Bessieres with Soult.
Withdraw HQ VII Corps d'Armée and put it at Perpignan, commanded by Saint-Cyr; also at Perpignan: ID (It) Pino: 7It/1Cav It, ID (Nap) Chabot: 2Nap, ID Souham: 7Vet.
- C) In each of the Reinforcement Phase of January, March, July, October of 1809 and 1810: 15 Rec and 1Cav.
- D) In January 1810: ID (YGd) Roguet: 7YG/1Glc, ID (YGd) Dumoustier: 8YG/1Glc.
- E) In March 1810: 5Vet, CD Montbrun: 4Cav.
- F) In July 1810: ID Clausel: 7Vet, ID Solignac: 6Vet.
- G) In October 1810: ID Lagrange: 7Vet.
- H) In November 1810: HQ IX Corps d'Armée (d'Erlon):
ID Claparede: 1Vet/1Ln/5Rec, ID Conroux: 1Vet/2Ln/5Rec, CB Fournier: 1Cav.
- I) July 1811: At Bayonne: ID Reille: 9Vet/1Cav, ID Caffarelli: 8Vet/1Cav, ID Souham: 9Vet, ID (It) Severoli: 7It.

* If Imperial setbacks occur between September 1808 and October 1809:

– 3 turns after: group A) of reinforcements arrives.

– 6 turns after: group B) of reinforcements arrives. (Napoleon is withdrawn from map on October 1811. Lannes does not arrive as the HQ he commanded).

Groups C), D), E), F), G), H) and I) arrive on their dates.

* If Imperial setbacks occur between November 1809 and December 1810:

– 3 turns after: groups A) and B) of reinforcements arrive. (Napoleon is withdrawn from map on October 1811. Lannes does not arrive as the HQ he commanded).

Groups C), D), E), F), G), and I) arrive in the same months of 1811.

* If Imperial setbacks occur between January 1811 and August 1812:

Three turns after I, IV, V, VI and IX Corps d'Armée arrive with their subordinated CU. Napoleon and Lannes do not arrive as their respective HQ.

* If Imperial setbacks occur after August 1812 there are no variable reinforcements.

ALLIED REINFORCEMENTS

Every Allied nationality (British, Portuguese and Spanish) gets reinforcements separately. The Spanish and Portuguese follow the normal Series Rules for reinforcement placement on the map, unless stated.

Special Reinforcements:

- The turn after the signing of the Cintra Convention the Spanish receive 3Vet and 1Cav.
- Each turn after the Portuguese army reform is finished the Portuguese receive 1Vet and 1Rec as reinforcement. In the first turn receive CB (Pt) Otway with 1Cav Pt.
- The turn after the Allies occupy Lisboa place a Loyal Lusitanian Legion (Wilson) (with 3 LLL and 1Cav Pt) at any Portuguese city, fortress or defensible city not occupied by the **IMPERIAL SIDE**.

1808 – Every turn the Spanish receive 3Rec. Also in April, August and October, 1Cav.

- August:** 6Vet Spanish at any of the following zones: Barcelona, Rosas, Tarragona or Tortosa.
At any coastal zone inside Portugal not occupied by Imperial forces: HQ British Army (Wellesley): ID Ferguson: 7Vet, ID Ansthurster: 7Vet/ 2Vet Pt.
- September:** British CD Paget: 3Cav. 1Vet, 2Ln and 1Rec. Artillery Reserve: 3Art at any British Naval Base.

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October: At any Spanish Naval Base: Spanish Div Norte (La Romana): 9Vet.

At any British Naval Base: British ID Baird: 11Vet.

December: At any British Naval Base: ID Craddock: 7Vet.

1809 – Every turn the Spanish receive 3Rec. Also in April, August and October, 1Cav.

May: At any British Naval Base: British CD Cotton: 3Cav. 2Ln.

July: At any British Naval Base: British LD (Crawford): 4Vet. British can use Right Wing HQ on map.

1810 – Every turn the Spanish receive 3Rec. Also in April, August and October, 1Cav.

January: At any British Naval Base: British 2Ln, 1Rec and 2Cav.

February: At any British Naval Base: British ND (Graham): 4 Vet.

March: At any British Naval Base: British 1Vet, 1Ln and 1Rec. British can use Left Wing HQ.

October: At any British Naval Base: British ID Campbell: 7Vet.

1811 – Every turn the Spanish receive 3Rec. Also in April, August and October, 1Cav.

January: At any British Naval Base: British 1Vet, 1Ln, 1Rec and 1Cav.

March: At any British Naval Base: British ID Houston: 7Vet, CB Anson: 2Cav.

July: At any British Naval Base: British CB Fane: 1 Cav, 2Ln and 1Rec. British siege trains lose their -2 penalty.

1812 – Every turn the Spanish receive 3Rec. Also in April, August and October, 1Cav.

January: At any British Naval Base: British 2Vet, 2Ln and 1Cav.

May: At any British Naval Base: British 1Vet, 1Ln and 1Rec.

July: At any coastal zone not occupied by the **IMPERIAL SIDE** inside Valencia, Murcia or Catalonia:
HQ Army of Levante (Maitland): ID Adam: 1Nap/1Cav, ID W.Clinton: 1Nap/4Vet, ID Mackenzie: 1Nap/4Vet, ID (Spanish) Wittingham: 2Vet/2Ln.

1813 – Every turn the Spanish receive 3Rec. Also in April, August and October, 1Cav.

1814 – Every turn the Spanish receive 3Rec. Also in April, August and October, 1Cav.

Number of players:

This scenario is the full campaign game and is the most complex one. The initial set-up will vary a lot during the course of the game. The distribution of HQ among the players is stated for the initial set-up. During the course of the game, at the beginning of every turn, the players should distribute the HQ present among themselves following these criteria:

A) As far as possible every player must control the same number of HQ, except if there are more than 4 players; in this case three players will be Allied: two Spanish and one Anglo-Portuguese.

B) If a player must control more than one HQ –except those mentioned above– those HQ cannot be in the same sector of the map board, i.e. one player can control an HQ in one part of the map and another HQ that must be the farthest from the first HQ.

Initial set-up distribution among players:

– 4: Two players per side: **IMPERIAL SIDE:** one player controls II, VII and X Corps d'Armée and the other with Armée D'Espagne and III and VIII Corps d'Armée. **ALLIED SIDE:** one with Ejércitos Extremadura, Andalucía and Cataluña, the other with Aragón, Galicia and Valencia.

– 5: Same as above except the fifth player controls the Anglo-Portuguese forces only.

– 6: Same as above except the sixth player will be Imperial: one Imperial player will run Armée D'Espagne and VII Corps, another X and II Corps, and the third VIII and III Corps. This is the largest scenario and is best played by teams. As many as 6 players is the best way to make the game run smoothly.

Special Rules:

a) The **ALLIED SIDE** begins with the Strategic Initiative.

b) Limit the number of depots per nationality: Imperial: 8; Spanish: 4; British: 5.

c) Swiss troops in the X Corps in the initial set-up are eliminated if their parent CU loses a combat (they were Spanish paid Swiss that were unwilling to fight their former masters) or the first time an Allied CU enters Madrid.

d) CD Grouchy contained the only cuirassiers regiment to serve on the Peninsula (13th). This unit adds an additional +1 to every combat –except Cavalry Screen Combat– in which it takes part. When that CD is removed from the map this special property is transferred to the nearest Cav CU. This benefit is lost if the CU is eliminated.

e) The Imperials can have up to 3 siege trains on the map. The British can have 1; before July 1811 the Anglo-Portuguese can use siege trains by creating them in a Portugal fortresses; they will have a negative modifier to open a breach of -2. Spanish have none.

f) The Spanish can have up to 22 ID, 4 CB and 4 CD on the map. This is the limit, not the number given in the initial set-up plus reinforcements, as per normal.

g) In the set-up instructions Zaragoza is under siege but no HQ is besieging it. Imperial CU that begin the Scenario in Zaragoza zone cannot continue the siege process unless a HQ arrives at Zaragoza. The only can leave the siege of do nothing, till a HQ arrives.

Victory:

This is a long, long scenario full of tasks and problems for both sides. The Spanish must drive the invaders from their home country without being destroyed in the process. The Anglo-Portuguese must keep their main army intact and defend Portugal to achieve any level of Victory,

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and so they have the easiest task. The Imperials must win quickly or attrition will toll against them. The more they remain on the Peninsula the more they will lose. They must suppress the Spanish revolt and drive the British army from Portugal as fast as they can, or they will have to face defeat. European events will make a Victory difficult to achieve from 1812 onward.

–The **IMPERIAL SIDE** attains an Automatic Victory if at the end on any turns, before January 1813, it occupies every fortress and defensible city on the map – except Gibraltar– and forces the British to evacuate the Peninsula.

If no Automatic Victory is achieved, check Victory at the end of the last turn:

RESULT	Total Victory	Partial Victory	Partial Defeat	Total Defeat
Imperial VP	500+	499–451	450–411	410–
Spanish VP	301+	300–211	210–150	149–
Anglo–Portuguese VP	250+	249–201	200–2	1–

15. – The War of Independence. The Peninsula 1809–1814.

This scenario as well as the following three set–ups offers a different starting point for the Grand Campaign. You can play the war beginning at different dates. Everything is the same as in Scenario 14, except for the initial set–up, the situation of variable reinforcements and the accumulated VP for each side.

Duration: 60 turns, May 1809 to April 1814.

Set up:

IMPERIAL SIDE

At Vigo: 1Vet Fr

At Santiago: 1Vet Fr

1 Level–3 Depot

At Astorga: 1Vet Fr.

At Ponferrada: CD Kellerman: 2Cav (Assign V Corps)

ID Girard: 8Vet (Assign V Corps)

At Lugo: with a Requisition 2 marker

ID Mathieu: 7Vet/1Cav (Assign VI Corps)

1 Level–3 Depot

At La Coruña:

HQ VI Corps d’Armée (Ney)

with a requisition 2 marker:

CB Lorcet: 1Cav

ID Marchand: 5Vet

Art VI: 2 Art

At Santander: ID Bonnet: 4Ln (Asig. V Corps)

At Valladolid: HQ V Corps d’Armée (Mortier):

ID Gazan: 9Vet

1 Level–3 Depot

CB Delaage: 1Cav

Art V: 2Art

At Zamora: 1Vet

At Salamanca: 1Vet

At Chaves: 1Vet

At Zone between Porto and Chaves:

CD Lorge: 1Cav (Asig. II Corps)

ID Merle: 4Vet (Asig. II Corps)

At Porto: HQ II Corps d’Armée (Soult):

with a requisition 2 marker

ID Mermet: 4Vet

ID Delaborde: 5Vet

Art II: 2Art

1 Level–3 Depot

Mountain pass two zones away from Porto:

ID Heudelet: 5Vet (Asig. II Corps)

CD Lahoussaye: 1Cav (Asig. II Corps)

Zone South of Porto: CD Franceschi: 1Cav (Asig. II Corps)

At Ávila: 1Rec

At Segovia: 1Rec

At Madrid: HQ Armée D’Espagne (Joseph I):

RG Saligny: 3RG/1GC

ID Dessolles: 7Vet

At Perpignan: 4Rec

At Rosas: 2Rec

At Figueras: 2Vet

At Gerona: ID Reille: 1Vet/1Ln/2Rec/6Ge (Asig. VII)

Siege train

At Vich: HQ VII Corps d’Armée (St.Cyr):

ID Souham: 4Vet/1Ln/1Rec

ID (Nap) Chabot: 2Nap

ID (It) Lechi: 4It/2It Cav

ID (It) Pino: 8It

At Barcelona: ID Chabran: 1Ln/3Rec/2Cav (Asig. VII Corps)

1 Level–3 Depot

At Toledo: 3LegPol

At Ciudad Real: HQ IV Corps d’Armée (Sebastiani):

ID Rey: 8Vet

ID (Pol) Valence: 2LegPol

CB Maupetit: 1Cav Pol

Art IV: 2Art

CD Milhaud: 3Cav

At Almaraz: 3Ge

At Trujillo: 1Hol

At Cáceres: HQ I Corps d’Armée (Victor):

with a requisition 2 marker:

ID Lapisse: 7Vet

ID Ruffin: 5Vet

ID Villatte: 6Vet

ID (Ge) Leval: 1Ge/2Hol

CD Latour–Maubourg: 2Cav

CD Lasalle: 2Cav

CB Beaumont: 1Cav

Art I: 2 Art

Siege Train

At Bayonne: 2Rec

1 Level–3 Depot

At San Sebastián: 3Rec

At Pamplona: 3Rec

At Vitoria: 2Rec

At Bilbao: 2Rec

At Miranda: 1Rec

At Burgos: 1Rec

At Aranda: 1Rec

At Logroño: 1 Rec

At Calahorra: 1Rec

At Tudela: 1Rec

At Palencia: 1Rec

At Zaragoza: HQ III Corps d’Armée (Suchet):

ID Habert: 2Vet/3LegPol

ID Musnier: 3Rec/2LegPol
ID Morlot: 2Vet/1Rec
CB Wathier: 1Cav
Art III: 2Art

ALLIED SIDE (Spanish unless stated)

At Requena: ID Roca: 7Vet/6Rec/1Cav (Asig. Ejército de Aragón)

At Valencia: 3Rec

At Tarragona: HQ Ejército de Cataluña (Coupigny):

ID Laguna: 3Vet/1Rec
ID La Serna: 3Vet/1Rec
1Ln and 1Rec
Spanish Naval Base

At Lérida: 1Ln and 1Rec

At Hostalrich: 2Vet

Rough zone adjacent to Gerona and Figueras:

ID Milans: 4Rec (Asig. Ejército de Cataluña)

At Gerona: 2Vet and 3Rec

At Caspe: 1 Level-3 Depot

Clear zone between Zaragoza and Belchite:

HQ Ejército de Aragón (Blake):
ID Creagh: 1Vet/2Rec
ID Lazán: 3Vet/1Art
ID Areizaga: 1Ln/3Rec

At Cádiz: 2Rec

At Gibraltar: 8Vet Br

At Seville: 4Rec

CB Osorno: 2Cav

At Andújar: 1 Level-3 Depot

At Mountain pass north of Andújar:

HQ Ejército de Andalucía (Venegas):
ID Bassecourt: 6Ln/1Cav
ID Lacy: 6Rec/1Cav
ID Vigodet: 6Rec/1Cav
ID Girón: 4Vet/1Cav

At Zafra: ID Manglano: 7Rec (Asig. Ejército de Extremadura)

1 Level-3 Depot

Zone East of Badajoz and South of Guadiana River:

HQ Ejército de Extremadura (Cuesta):

ID Portago: 5Rec
ID Zayas: 3Vet
ID De Zayas: 5Ln
CD Henestrosa: 2Cav
CD Albuquerque: 2Cav

At Badajoz: 3Rec

At Ciudad Rodrigo: 3Rec

Zone adjacent to Almeida and to Mountain pass, two zones away from Porto: ID (Pt) Silveria: 3Vet Pt (Asig. British Army)

LLL Wilson: 3 LLL/1Cav Pt (Asig. British Army)

At Lisboa: (all British) 1Vet

1 Naval Base

1 Level-3 Depot

At Abrantes: 3Rec Pt

ID Mackenzie: 3Vet/3Vet Pt/1Cav (Asig. British Army)

IB (Pt) Collins: 3Rec Pt (Asig. British Army)

CB (Pt) Otway: 1Cav Pt. (Asig. British Army)

At Coimbra: HQ British Army (Wellesley):

ID Campbell: 5Vet/1Vet Pt

ID Hill: 4Vet/1Vet Pt

ID Stewart: 5Vet

IB (Pt) Ashworth: 3Rec Pt

CD Cotton: 2Cav

At Almeida: 2Rec Pt

Rough zone west of Coria: IB (Pt) Bradford: 2Rec Pt (Asig. British Army)

Mountain pass between León and Gijón: ID Manglano: 3Rec (Asig. Ejército de Galicia)

Zone between Gijón and Santander: ID Ballesteros: 10 Rec (Asig. Ejército de Galicia)

Zone west of Oviedo: ID Woster: 6Ln (Asig. Ejército de Galicia)

At Oviedo: ID Acevedo: 2Rec (Asig. Ejército de Galicia)

At Orense: ID La Carrera: 9Ln (Asig. Ejército de Galicia)

Rough zone North of Lugo and adjacent to the border with Asturias: HQ Ejército de Galicia (Mahy):

ID Mendizábal: 1Vet

ID Martinengo: 4Ln

Reinforcements:

For the Imperial variable reinforcements, Imperial setbacks took place in July 1808. The rest is as per scenario 14. The Spanish Army of Valencia is out of play but can be put into play as per Exclusive Rule 1.3.d.

Number of players:

This scenario is the full campaign game and is the most complex one. The initial set-up will vary a lot during the course of the game. The distribution of HQ among the players is stated for the initial set-up. During the course of the game, at the beginning of every turn, the players should distribute the HQ present following these criteria:

A) As far as possible every player must control the same number of HQ, except if there are more than 4 players; in this case three players will be Allied: two Spanish and one Anglo-Portuguese.

B) If a player must control more than one HQ—except those mentioned above—those HQ cannot be in the same sector of the mapboard, i.e. one player can control an HQ in one part of the map and another HQ that must be the farthest from the first HQ.

Initial set-up distribution among players:

– 4: Two players per side: **IMPERIAL SIDE:** one player controls III, VI, IV, V Corps d'Armée and the other with Armée D'Espagne, VII, I and II Corps d'Armée. **ALLIED SIDE:** one with Armies of Extremadura, Andalucía and Cataluña, the other with Aragón, Galicia and British Army.

– 5: Same as above except the fifth player will control the Anglo-Portuguese forces only.

– 6: Same as above except the sixth player will be Imperial: one Imperial player will run Armée D'Espagne, II and VII Corps, another VI, I and III Corps, and the third V and IV Corps. This is the largest scenario and is best played by teams. As many as 6 players is the best way to make the game run smoothly.

Special Rules: Same as in Scenario 14. Exceptions:

a) The **IMPERIAL SIDE** has the Strategic Initiative.

d) The 13eme Cuirassiers Regiment is in CB Wathier.

Victory:

Same as in Scenario 14.

Each side has accumulated VP:

Imperial: 20 VP,

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Spanish: 68 VP,
Anglo–Portuguese: 30 VP.

16– The War of Independence. The Peninsula 1810–1814.

This scenario set–up offers a different starting point for the Grand Campaign, so you can play the war beginning at a different date. Everything is the same as in Scenario 14, except for the initial set–up, the situation of variable reinforcements and the accumulated VP for each side.

Duration: 52 turns, January 1810 to April 1814.

Set up:

IMPERIAL SIDE

At Bayonne: 6Rec

At San Sebastián: 5Rec

At Pamplona: 8Rec

At Vitoria: 5Rec

At Bilbao: 10Rec

At Santander: ID Bonnet: 7Ln (Assign VI Corps)

At Burgos: 1Rec

At Tudela: 2Rec

At Zaragoza: 2Rec III Corps d'Armée (Suchet):

CD Boussard: 1Cav

Art III: 2Art

At Teruel: ID Harispe: 4Vet/2LegPol (Assign. III Corps)

At Caspe: ID Musnier: 4Rec/2LegPol (Assign. III Corps)

Clear zone North of river Ebro and adjacent to Caspe &

Mequinenza: ID Habert: 6Ln (Assign. III Corps)

At Perpignan: 2Rec

At Rosas: 1Vet

At Figueras: 1Vet

At Gerona: HQ VII Corps d'Armée (Augereau):

ID Verdier: 4Ln/4Ge

ID Souham: 4Vet/1Cav

ID (Nap) Chabot: 2Nap

ID (It) Pino: 6It/1It Cav

At Hostalrich:

ID (It) Lechi: 4It with a blockade marker. (Asig. VII Corps)

At Barcelona: ID Chabran: 5Rec/1Cav (Asig. VII Corps)

At Aranda: 1Rec

At Palencia: 2Rec

At Valladolid: CD Kellerman: 3Cav (Asig. VI Corps)

At Avila: 1Rec

At Segovia: 1Rec

ID (Ge) Laval: 4Ge (Asig. IV Corps)

At Salamanca: VI Corps d'Armée (Ney):

ID Marchand: 7Vet

ID Mermet: 7Vet

CD Lorge: 1Cav

Art VI: 2Art

At Madrid: 5Rec

At Talavera: HQ II Corps d'Armée (Soul):

ID Heudelet: 7Vet

CD: Lahoussaye: 1Cav

Art II: 2Art

At Almaraz: ID Merlé: 6Vet (Asig. II Corps)

CD P. Soul: 1Cav (Asig. II Corps).

At Ciudad Real: HQ I Corps d'Armée (Víctor):

ID Ruffin: 5Vet

ID Darricau: 6Vet

ID Villatte: 6Vet

CB Beaumont: 1Cav

CD Latour–Maubourg: 3Cav

Art I: 2Art

1 Level–3 Depot

At Madrilejos: HQ Armée D'Espagne (Joseph):

ID Dessolles: 9Vet

RG Saligny: 3RG/1GC

HQ V Corps d'Armée (Mortier):

ID Girard: 7Vet

ID Gazan: 6Vet

CB Marisy: 2Cav

Art V: 2Art

1 Level–3 Depot

Zone adjacent to Tajo River between Madrilejos and the frontier with Murcia: IV Corps d'Armée (Sebastiani):

ID Ligier–Belair: 2Vet

ID (Pol) Werlé: 6LegPol

CD Perreymond: 1Cav Pol

CD Milhaud: 2Cav

Art IV: 2Art

At Valdepeñas: 1 Level–3 Depot

ALLIED SIDE

Zone between Ciudad Real and mountain pass North of

Córdoba: ID Zeraín: 1Ln/1Rec (Asig. Ejército Andalucía)

ID Copons: 1Ln/3Rec (Asig. Ejército Andalucía)

Mountain pass North of Andujar:

HQ Ejército de Andalucía (Areizaga):

ID Zayas: 1Vet/2Rec/1Art

ID Lacy: 2Ln/1Rec

ID Girón: 1Vet/1Ln/1Rec

Rough zone East of Andujar and adjacent to the frontier with Castilla la Nueva: ID Vigodet: 1Ln/2Rec (Asig. Ejército Andalucía)

ID Jacomé: 2Rec (Asig. Ejército Andalucía).

At Andújar: ID Castejón: 1Vet/1Ln/2Rec (Asig. Ejército Andalucía)

1 Level–3 Spanish depot

At Écija: CD Osorio: 2Cav (Asig. Ejército Andalucía).

Zone adjacent to Badajoz South of Tajo River:

HQ Ejército de Extremadura (Alburquerque):

ID Contreras: 1Ln/1Rec

ID Menacho: 2Rec

ID Mahy: 1Vet/1Ln/2Rec/1Cav

ID Mendizábal: 1Vet/1Ln/2Rec

At Badajoz: 1 Level–3 Spanish depot.

At Gibraltar: 8Vet British

At Cádiz: 3Rec

Spanish Naval Base

At Elvas: 8Rec Pt

Rough zone 2 zones East of Abrantes and North of Tajo River:

HQ Right Wing (Hill):

ID Hill: 5Vet

ID (Pt) Hamilton: 5Vet Pt

At Lisboa: 1Vet Br.

1 British Naval Base

1 Level–3 British depot

At Abrantes: 2Rec Pt

At Santarem: 1British Level–3 depot

At Coimbra: 1 British Level–3 depot

At Almeida: 5Rec Pt

Zone West of Almeida: British Army (Wellesley):

LD Crawford: 3Vet/1Vet Pt

ID Leith: 2Vet/3Vet Pt

ID Picton: 3Vet/2Vet Pt

ID Spencer: 7Vet

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ID Cole: 4Vet/3Vet Pt
IB (Pt) Pack: 2Rec Pt
IB (Pt) Bradford: 1Rec Pt
CD Payne: 3Cav

At Ciudad Rodrigo: 2 Rec

HQ Ejército de Galicia (La Romana):
ID La Carrera: 5Rec
ID O'Donnell C: 4Ln/1Cav
ID Losada: 4Vet
ID Ballesteros: 4Rec

At Chaves: 1Rec Pt

At Lugo: ID Mahy: 5Ln (Asig. Ejército Galicia)

At Ponferrada: 1Rec

At Astorga: 3Rec

At Oviedo: 2Rec

At Lérida: 3Ln

Zone West of Santander: ID Arce: 4Rec (Asig. Ejército Galicia)

At Tarragona: 4Ln

At Vich: HQ Ejército de Cataluña (Portago):

ID O'Donnell: 4 Vet/2Ln/2Rec

Mountain pass between Cuenca and Teruel:

ID Villacampa: 3Ln. (Asig. Ejército Valencia)

At Valencia: HQ Ejército de Valencia (Caro, J.):

ID Rovira: 4Vet

ID Miranda: 12Rec

At Figueras: ID Milans: 6Rec (Asig. Ejército Cataluña)

At Sagunto: 2Rec

At Hostalrich: under blockade, ID Porta: 5Vet (Asig. Ejército Cataluña)

At Tortosa: 2Rec

At Mequinenza: 1Vet

Reinforcements:

For the Imperial variable reinforcements, Imperial setbacks took place in July 1808. The rest is as per scenario 14. The Spanish Army of Aragon is out of play but can be put into play as per Exclusive Rule 1.3.d.

Number of players:

This scenario is the full campaign game and is the most complex one. The initial set-up will vary a lot during the course of the game. The distribution of HQ among the players is stated for the initial set-up. During the course of the game, at the beginning of every turn, the players should distribute the HQ present among themselves following these criteria:

A) As far as possible every player must control the same number of HQ except if there are more than 4 players; in this case three players will be Allied: two Spanish and one Anglo-Portuguese.

B) If a player must control more than one HQ –except those mentioned above– those HQ cannot be in the same sector of the mapboard, i.e. one player can control an HQ in one part of the map and another HQ that must be the farthest from the first HQ.

Initial set-up distribution among players:

– 4: Two players per side: **IMPERIAL SIDE:** one player controls I, II, V and VII Corps d'Armée and the other with Armée D'Espagne, III, IV and VI Corps d'Armée. **ALLIED SIDE:** one with Armies of Galicia, Andalucía and Cataluña, the other with, Valencia, Extremadura and British Army.

– 5: Same as above except the fifth player controls the Anglo-Portuguese forces only.

– 6: Same as above except the sixth player will be Imperial: one Imperial player will run Armée D'Espagne, II and III Corps, another V, I and VII Corps, and the third VI and IV Corps. This is the largest scenario and is best played by teams. As many as 6 players is the best way to make the game run smoothly.

Special Rules: Same as in Scenario 14. Exceptions:

a) The **IMPERIAL SIDE** has Strategic Initiative.

d) The 13eme Cuirassiers Regiment is in CD Boussard.

Victory:

Same as in Scenario 14..

Every side has accumulated VP.

Imperial: 110 VP.

Spanish: 73 VP.

Anglo-Portuguese: 50 VP.

17. – The War of Independence. The Peninsula 1811–1814.

This scenario set up offers a different starting point for the Grand Campaign, so you can play the war beginning at a different date.

Everything is the same as in Scenario 14, except for the initial set-up, the situation of variable reinforcements and accumulated VP for each side.

Duration: 39 turns, February 1811 to April 1814.

Set up:

IMPERIAL SIDE

At Cádiz: HQ I Corps d'Armée (Victor):

ID Villatte: 6Vet
ID Darricau: 5Vet
ID Ruffin: 5Vet
Art I: 2Art
with a blockade marker.

At Seville: HQ Armée du Midi (Soult):

CD Latour-Maubourg: 4Cav
V Corps d'Armée (Mortier):
ID Girard: 7Vet
ID Gazan: 6Vet
CB Briché: 1Cav

Art V: 2Art

Siege Train.

3Sp and 2 Ln.

1 Level-3 Depot

At Córdoba: ID Godinot: 4Vet (Asig. IV Corps)

At Andújar: 1Vet

At Granada: HQ IV Corps d'Armée (Sebastiani):

ID (Pol) Werlé: 6LegPol

ID Ligier-Belair: 4Vet

CD Milhaud: 3Cav

Art IV: 2Art

At Málaga: 2Vet

At Ciudad Real: 1Rec

At Toledo: 1Rec

At Madrid: HQ Armée D’Espagne (Joseph I):

RG Saligny: 3RG/1GC

ID (Sp) Hugo: 5Sp

ID Dessolles: 3Vet

ID (Ge) Laval: 4Ge

CD Lahoussaye: 3Cav

1 Level–3 Depot

At Guadalajara: 1Rec

At Avila: 1Rec

At Segovia: 1Rec

At Zamora: 1Rec

At Salamanca: 2Rec

At Ciudad Rodrigo: 4Vet

At Almeida: 2Vet

CB Fournier: 2Cav (Asig. IX Corps)

Zone West of Almeida not adjacent to Coimbra:

ID Claparede: 7Rec (Asig. IX Corps)

Coastal zone North of Santarem:

HQ IX Corps d’Armée (d’Erlon):

ID Conroux: 8Rec

At Santarem: HQ Armée du Portugal (Massena):

CD Montbrun: 3Cav

HQ II Corps d’Armée (Reynier):

ID Merlé: 4Vet

ID Heudelet: 6Vet

CD Sault, P: 1Cav

Art: 1Art

HQ VIII Corps d’Armée (Junot):

ID Solignac: 4Vet

ID Clausel: 2Vet/2Ln

CD St Croix: 1Cav

Art VIII: 1Art

At Abrantes: HQ VI Corps d’Armée (Ney):

ID Marchand: 5Vet

ID Mermet: 6Vet

ID Loison: 4Rec

CB Lamotte: 1Cav

Art VI: 1Art

At Astorga: 1Rec

At León: HQ Armée du Nord (Bessières):

CB Wathier: 1Cav

ID Bonnet: 8Vet

At Benavente: ID Serras: 6Vet (Asig. Armée du Nord)

At Palencia: 1Ln

At Valladolid: 2Ln

1Level–3 depot

At Burgos: 1Ln

At Santander: 3Rec

At Bilbao: 1Rec

YGd ID Roguet: 7YGd/1Glc (Asig. Armée du Nord)

At Logroño: 1Rec

At Vitoria: 1Rec

YGd ID Dumostier: 8YGd/1Glc (Asig. Armée du Nord)

At Calahorra: 1Rec

At Tudela: 4Rec

At Pamplona: 4Rec

At San Sebastián: 3Rec

At Bayonne: 2Rec

At Zaragoza: 3Rec

At Mequinenza: 1Rec

At Lérida: 2Rec

At Barcelona: 2Rec

At Hostalrich: 1Rec

At Gerona: 2Ln

At Figueras: 1Rec

At Rosas: 2Rec

At Perpignan: 2Rec

At Tortosa: HQ VII Corps d’Armée (McDonald):

ID D’Hilliers: 4Vet/2Ge

ID Frere: 4Ln/1Cav

ID (It) Lechi: 4It

ID (It) Severoli: 5It

ID (Nap) Pignatelli: 2Nap.

HQ III Corps d’Armée (Suchet):

ID Habert: 3Vet/4Ln

ID Harispe: 5Vet/2LegPol

ID Musnier: 4Ln/2LegPol

CD Boussard: 1Cav

ALLIED SIDE (Spanish unless stated)

At Tarragona: 7Rec.

HQ 1° Ejército (Campoverde):

ID Sarsfield: 3Vet/1Cav

ID Courten: 5Rec

ID Eroles: 3Ln

At Valencia: 2Rec

HQ 2° Ejército (O’Donnell):

ID Miranda: 10 Rec

At Alicante: 1Rec.

At Cartagena: 2Rec.

HQ 3° Ejército (Freire):

ID Creagh: 7Rec/1Cav

ID Cuadra: 3Ln

At Gibraltar: 8Vet Br

At Cádiz: Spanish Naval Base

HQ 4° Ejército (La Peña):

ID Lardizábal: 3Vet

ID Zayas: 2Vet

ID Anglona: 4Ln

ID Copons: 5Rec

CB Wittingham: 1Cav

ND Graham: 6Vet Br

At Badajoz: 1Vet, 2Ln and 2Rec

At Olivenza: 1Ln

At Zafra: CB Butrón: 2Cav (Asig. 5° Ejército)

Zone East of Badajoz: ID Mendizábal: 3Ln/4Rec (Asig. 5° Ejército)

Zone South of Olivenza and into Portugal:

ID Ballesteros: 2Ln/3Rec (Asig. 5° Ejército)

At Huelva: 2Ln

At Elvas: 8Vet Pt and 2Rec Pt

At Lisboa: 1Vet/7Rec Pt

HQ British Army (Wellesley):

LD (Crawford): 3Vet

ID Spencer: 7Vet

ID Picton: 3Vet/2Vet Pt

ID Cole: 5Vet/3Vet Pt

ID Leith: 3Vet/1Rec/2Vet Pt

ID Campbell: 2Vet/1Ln/2Vet Pt

IB (Pt) Pack: 2Vet Pt

Artillery Reserve: 3Art

At Setúbal: HQ 5° Ejército (La Romana):

ID España: 3Rec

ID Virues: 5Ln

with a Field Fortification Marker

South of Tajo river and adjacent to Setúbal:

HQ British Right Wing (Beresford):

ID Hill: 5Vet

ID (Pt) Hamilton: 3Vet Pt/2Rec Pt

CD Cotton: 3Cav

CB (Pt) Otway: 1Cav Pt

with a Field Fortification Marker

At Lugo: HQ 6° Ejército (Santocildes):

ID Cabrera: 3Ln/1Cav

ID Bárcena: 7Rec

ID Longa: 5Rec

ID Losada: 5Rec.

Reinforcements:

For the Imperial variable reinforcements, Imperial setbacks took place in July 1808. The rest is as per scenario 14.

Number of players:

This scenario is the full campaign game and is the most complex one. The initial set-up will vary a lot during the course of the game. The distribution of HQ among the players is stated for the initial set-up. During the course of the game, at the beginning of every turn, the players should distribute the HQ present among themselves following these criteria:

A) As far as possible every player must control the same number of HQ, except if there are more than 4 players; in this case three players will be Allied: two Spanish and one Anglo-Portuguese.

B) If a player must control more than one HQ –except those mentioned above – those HQ cannot be in the same sector of the map board, i.e. one player can control an HQ in one part of the map and another HQ that must be the farthest from the first HQ.

Initial set-up distribution among players:

– 4: Two players per side: **IMPERIAL SIDE:** one player controls I, II, V, VII and VIII Corps d'Armée and Armée du Portugal; the other with Armée D'Espagne, III, IV, VI and IX Corps d'Armée, Armée du Nord and Armée du Midi. **ALLIED SIDE:** one with Armies n° 6°, 4° and 3°, the other with, 1°, 3°, 5° and British Army and British Wings.

– 5: Same as above except the fifth player controls the Anglo-Portuguese forces only.

– 6: Same as above except the sixth player will be Imperial: one Imperial player will run Armée D'Espagne, Armée du Nord, I, II and III Corps, another Armée du Portugal, V, VI and VII Corps, and the third, Armée du Midi IV, VIII and IX Corps.

This is the largest scenario and is best played by teams. As many as 6 players is the best way to make the game run smoothly.

Special Rules: Same as in Scenario 14. Exceptions:

a) The **IMPERIAL SIDE** has Strategic Initiative.

d) The 13eme Cuirassiers Regiment is in CD Boussard.

Victory:

Same as in Scenario 14.

Every side has accumulated VP:

Imperial: 220 VP.

Spanish: 66 VP.

Anglo-Portuguese: 73 VP.

18. – The War of Independence. The Peninsula 1812–1814.

This scenario set-up offers a different starting point for the Grand Campaign so you can play the war beginning at a different date. Everything is the same as in Scenario 14, except for the initial set-up, the situation of variable reinforcements and the accumulated VP for each side. Duration: 28 turns, January 1812 to April 1814

Set up:

IMPERIAL SIDE

At Perpignan: 3Rec.

At Rosas: 2Rec.

At Figueras: 3Rec.

At Gerona: 2Ln.

At Hostalrich: 1Ln.

At Lérida: 2Rec.

At Barcelona: HQ Armée du Catalogne (Decaen):

ID Mathieu: 4Vet/2Ln.

At Tarragona: ID Lamarque: 2Vet/3Ln (Asig. Armée du Catalogne).

At Tortosa: 2Rec.

At Mequinenza: 1Rec.

At Zaragoza: ID Caffarelli: 8Vet/1Cav (Asig. Armée du Nord)

At Castellón: 1Nap

1 Level-3 Depot

At Sagunto: 1Vet

At Valencia: HQ Armée du Aragon (Suchet):

ID Musnier: 2Vet/2LegPol

ID Harispe: 4Vet/1LegPol

ID Habert: 3Vet

ID Reille: 9Vet

ID (It) Palombini: 4It

ID (Nap) Compere: 1Nap

ID (It) Severoli: 6It

CD Boussard: 2Cav

Art III: 2Art

With a “Bombardment” siege marker (with +2 accumulated)

At Tudela: 2Vet

At Pamplona: 6Rec

At San Sebastian: 3Rec

At Bayonne: 2Rec

At Bilbao: 2Ln

At Vitoria: 2Rec

At Miranda: 1Rec

At Logroño: 1Rec

At Burgos: 3Rec

At Santander: 3Rec

At Aranda: 1Rec

At Palencia: 1Rec

At Valladolid: 4Ln

YGd ID Dumostier: 8 YGd/1Glc (Asig. Armée du Nord)

At Zamora: 1Rec

At Astorga: 2Rec

At Oviedo: ID Bonnet: 6Vet/1Ln (Asig. Armée du Nord)

At León: HQ Armée du Nord (Dorsenne):

YGd ID Roguet: 7YGd/1Glc

At Salamanca: ID Souham: 8Vet (Asig. Armée du Portugal)
1 Level-3 Depot.

At Ciudad Rodrigo: 2Vet

At Ávila: ID Clausel: 4Vet/2Ln (Asig. Armée du Portugal)

At Segovia: 1Vet

At Madrid: HQ Armée d'Espagne (Joseph I):

RG Saligny: 3RG/1GC

CD Treillard: 2Cav

1 Level-3 Depot

At Guadalajara: ID (Sp) Hugo: 3Sp (Asig. Armée d'Espagne)

At Toledo: 3Ge

ID Foy: 6Vet (Asig. to Armée du Portugal)

ID Sarrut: 4Vet/2Ln (Asig. to Armée du Portugal)

ID Cassagne: 5Vet (Asig. to Armée du Portugal)

CD Montbrun: 2Cav (Asig. to Armée du Portugal)

At Talavera: HQ Armée du Portugal (Marmont):

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ID Maucune: 5Vet/2Ln
At Almaraz: ID Ferey: 4Vet/2Ln (Asig. to Armée du Portugal)
At Plasencia: ID Brennier: 4Vet/2Ln (Asig. to Armée du Portugal)
CD Curto: 2Cav (Asig. to Armée du Portugal).
At Badajoz: 5Vet
Clear zone East of Badajoz and South of Guadiana river: HQ V Corps d'Armée (d'Erlon):
ID Semellé: 4Vet
ID Darricau: 6Vet
CB Briché: 2Cav
At Sevilla: 4Sp
HQ Armée du Midi (Soul):
CD Latour –Maubourg: 2Cav
1 Level–3 Depot
At Cádiz: HQ I Corps d'Armée (Victor):
ID Villatte: 12Vet
CD Perreymond: 1Cav
Art I: 2Art
A blockade marker over Cádiz
At Arcos: ID Conroux: 8Vet (Asig. to I Corps).
1 Level–3 Depot
At Tarifa: HQ IV Corps d'Armée (Leval):
ID Barrois: 6Vet
ID Pechaux: 3Vet/2LegPol
With a “Open trench” siege marker
At Córdoba: 2Rec
CD Digeon: 2Cav
At Jaen: 2Rec.
At Granada: 2Rec
CD Soult, P: 2Cav/1Cav Pol
At Málaga: 1Rec

ALLIED SIDE (Spanish unless stated):

At Vich: HQ 1° Ejército (Lacy):

ID Sarsfield: 1Vet/4Ln
ID Eroles: 2Ln/6Rec

At Valencia: Under siege

HQ 4° Ejército (Blake):
ID Zayas: 2Vet
ID Lardizábal: 3Vet
ID Miranda: 5Rec
ID Velasco: 3Ln
CD Loy: 1Cav

At Alicante: HQ 3° Ejército (Mahy):

ID Villacampa: 3Rec/1Cav
ID Obispo: 1Vet/1Ln/1Rec

At Requena: HQ 2° Ejército (Freire):

ID La Carrera: 1Cav
ID Creagh: 2Rec
ID Bassecourt: 2Rec

At Gibraltar: 8Vet Br

ID Ballesteros: 2Ln/8Rec (Asig. 5° Ejército)

At Tarifa: 2Vet Br and 1Rec

At Cádiz: 6Ln and 4Rec

At Cáceres: HQ 5° Ejército (Castaños):

ID Morillo: 3Rec
CD Villemur: 1Cav

At Elvas: HQ Right Wing (Hill):

ID Hill: 6Vet
ID (Pt) Hamilton: 5Vet Pt
8Rec Pt

At Abrantes: 1Rec Pt

At Lisboa: 1Rec Pt

British Naval Base
1 Level–1 British depot

At Santarem: 1 level–1 British depot

At Coimbra: 1Rec Pt.

1 Level–3 British depot

At Porto: 1Rec Pt.

At Chaves: 1Rec Pt.

At Almeida: 3Rec Pt.

HQ British Army (Wellesley):

ID Campbell: 6Vet
ID Pakenham: 3Vet/3Vet Pt
ID Cole: 3Vet/2Vet Pt
ID Leith: 5Vet/2Vet Pt
ID H. Clinton: 3Vet/3Vet Pt
ID Hope: 3Vet/2Vet Pt
LD Alten: 2Vet/1Vet Pt
IB (Pt) Pack: 2Vet Pt/1Rec Pt
IB (Pt) Bradford: 1VetPr/1Rec Pt
CD Cotton: 3Cav
CB (Pt) D'Urban: 1Cav Pt
Siege Train.
1 Level–3 British Depot

At Lugo: HQ 6° Ejército (Santocildes):

ID Cabrera: 1Vet/1Ln/2Rec
ID Belvedere: 2Ln/5Rec/1Cav
ID España: 3Rec

Zone West of Oviedo: ID Losada: 1Vet/4Rec (Asig. to 6° Ejército)

Reinforcements:

For the Imperial variable reinforcements, Imperial setbacks took place in July 1808. The rest is as per scenario 14.

Number of players:

This scenario is the full campaign game and is the most complex one. The initial set-up will vary a lot during the course of the game. The distribution of HQ among the players is stated for the initial set-up. During the course of the game, at the beginning of every turn, the players should distribute the HQ present among themselves following these criteria:

A) As far as possible every player must control the same number of HQ except if there are more than 4 players; in this case three players will be Allied: two Spanish and one Anglo–Portuguese.

B) If a player must control more than one HQ –except those mentioned above– those HQ cannot be in the same sector of the map board, i.e. one player can control an HQ in one part of the map and another HQ that must be the farthest from the first HQ.

Initial set-up distribution among players:

– 4: Two players per side: **IMPERIAL SIDE:** one player controls I, V, VII, Armée du Nord and Armée D'Espagne; the other with III and IV Corps d'Armée, Armée du Midi and Armée du Portugal. **ALLIED SIDE:** one with Armies n° 5°, 4°, 3° and British, the other with 1°, 2° and 6°.

– 5: Same as above except the fifth player controls the Anglo–Portuguese forces only.

– 6: Same as above except the sixth player will be Imperial: one Imperial player will run Armée D'Espagne, Armée du Midi and III Corps d'Armée, the second will run Armée du Nord, I and VII Corps, another Armée du Portugal, V, and IV Corps.

This is the largest scenario and is best played by teams. As many as 6 players is the best way to make the game run smoothly.

Special Rules: Same as in Scenario 14. Exceptions:

a) The **IMPERIAL SIDE** has Strategic Initiative.

d) The 13eme Cuirassiers Regiment is in CD Boussard.

Victory:

Same as in Scenario 14.

Each side has accumulated VP.

Imperial: 300 VP

Spanish: 70 VP

Anglo-Portuguese: 115 VP.

PLAYER S NOTES

IMPERIAL

You have the best army, the best generals and the most carefully planned objectives. Conquering the whole Peninsula is nearly impossible against good Allied play. Your main weapons are: cavalry, superior command, lots of veteran infantry and numbers. Play to keep hold of the Initiative. Most of the time you will have the Strategic Initiative, so seek and win battles – especially against the Spaniards. Create forces with numerous cavalry so you can manoeuvre freely and harass the enemy. Seek battle and use the cavalry to batter the enemy cavalry – especially against the Spaniards– and always keep a reserve to exploit the victory. Your superior command combined with the Strategic Initiative allows you to do more things than most of the Allied commanders. Use your quality infantry to march a lot and put the enemy at odds to react to your moves: a battle lost and a retreat without supplies followed by a vigorous pursuit can destroy any Allied force. Take care to establish garrisons needed but do not disperse your force too much, concentrating and striking the enemy is your best way of winning campaigns. You can obtain local superiority –at least after Bonaparte brings reinforcements to Spain– with ease in any given theatre in the Peninsula, so use numbers to add another weapon to your arsenal.

Campaign game In summer 1808 things go bad for the French as quality, numbers and position go to the Spanish armies. Try to save Moncey as fast as you can and try to save as many men as you can from Dupont –he will be crushed anyway. Catalonia is out of reach without reinforcements and Zaragoza will not fall without help. Use Soult to halt Galicia's Army and maintain a link between Madrid and France. Wait until reinforcements arrive to mount a counter-offensive. Remain with your troops as far to the South as you can. The more terrain you control the more you don't have to conquer when Bonaparte arrives. Use Bonaparte against the British if you can. Send him against Portugal as quickly as you can. If he leaves before reaching Portugal, be quiet. Take the historical course: let a powerful force deal with Aragón–Catalonia–Valencia and concentrate on taking Andalusia –to take Victory Points from the Spanish with the fall of the Junta Central and Extremadura. Then concentrate two powerful armies: one in Ciudad Rodrigo and one in Badajoz; and invade Portugal, driving out the British and winning the war. This is easier said than done. As ~~as~~ you enter Spain you need to keep strong garrisons in the rear to allow reinforcements and replacements to reach the front or they will be destroyed by the guerrillas. Garrison a corridor from France to your main concentration areas with regions with Guerrilla level 0 at all times. This will tie down a lot of numbers but will allow you to receive reinforcements, a task which is otherwise impossible. Be careful with the British in battle, especially if they are on the defensive. Try to destroy them by manoeuvring and concentrate numbers against them. Portugal is a dangerous place, especially after 1810. Deal with each enemy threat one by one, concentrate your forces to obtain local superiority and victory will be within your reach.

SPANISH

You have a good army at the beginning and lots of recruits. Bad generals and changing political directions – unexpected changes of command due to Event die rolls– plague your cause. You therefore have a hard time avoiding historical debacle. Cavalry is your worst arm and you must avoid battle in clear zones. Try to fight defensively and use terrain accordingly. Spain is very big and you can trade space for time, but you need to co-ordinate with the British to truly reconquer your soil and obtain victory. Numbers are your best weapon as you have a lot of infantry and you can use them accordingly to attack isolated enemy forces. Proper play can do a lot of damage on the French, as they cannot be strong at all times in all places. If you have poorly rated leaders use them to do few things in a given turn but do it when you need it: bid some Activity Points for a single Action to secure its performance. If you bid one by one you will lose a lot of them for no good. Supplies will be a problem most of the time.

Campaign game If you manage your army properly from the beginning of operations you can avoid historical debacle, as you will be capable of retaining a core of Veterans to train the recruits. Do not waste time in the first turns of the war: destroy Dupont and Moncey and march towards Madrid with all your forces –namely the armies of Andalusia, Galicia and Valencia. Catalonia is capable of defending itself. Pursue the French to the French frontier and destroy as many as you can in the first campaign. As French reinforcements arrive –and Bonaparte with them– things turn from bad to worse. Do not let them take you by surprise. Leave a number of Veteran infantry SP (4 is a good number) in Cádiz or another Atlantic port to serve as a depot and use them to train Recruit SP into Veterans –a full year is needed. Retreat slowly from the North and try not to be destroyed in the process. Once Bonaparte is gone things get better for the rest of the war. If you suffer too many losses you will be unable to replace them in terms of numbers and quality so be prudent. Garrison every castle –with 2 SP–, defensible cities and fortresses, 8 SP, make one of them a hard nut to crack. Try to survive until the British army grows in numbers and begins counter-offensives.

Concentrate your numbers against weak enemies and run before stronger ones. Battles usually count against you unless you obtain a marked superiority.

BRITISH –and Portuguese.

Your leaders are good, your army is strong, especially on the defensive, but is weak in numbers. You can fight the French on equal terms but if they come with numbers you will be overwhelmed. The mission of the British Army is to survive throughout the war. Your infantry is intended for the defensive and Wellington knows very well how to use the terrain. Fight battles on the defensive and over non-clear zones, British cavalry is unreliable as they are more dangerous in victory than in defeat. You have very few artillery so fight in rough terrain with a lot of hill terrain for battles. Your leaders are good enough to manoeuvre properly but remember you are the only army of your country so do not take so many risks.

Your objectives are usually easy to obtain, so take your

time.

Campaign Game

The first thing to do in the game is reconquer Portugal. Attack and defeat Junot's army—or blockade it in Lisboa—. Thereafter remember: the British government would withdraw its troops from Spain/Portugal if they suffered a great defeat so you must be quiet and patient. The first years (1808–1810) you can only act as an auxiliary force of the Spanish armies. Maintain due relations and do not let them involve you in a campaign that can cost you your precious army. You must, at all costs, keep Portugal secure for your forces and drive out any French force that happens to enter the same. Torres Vedras is your safety zone in extreme necessity from 1810 onwards. The French will target your troops for destruction as soon and as hard as they can so be aware to avoid traps and strong enemy forces. If they enter Portugal in great numbers (100 or more SP) ask the Spanish for help to create crises in other places so as to force the French to disperse again. If they try the invasion stated above in the Imperial Player Notes try to defeat the Southern pincer first as they will be nearer Lisboa and accordingly more dangerous. Send Spanish troops to retake Elvas, Badajoz, Olivenza and the whole of Extremadura and cut them off from Seville. They will have a big problem with reinforcements and supplies and will be ripe for a counterattack. If you defend Portugal successfully until 1812 then you will be very near to victory—as far as Victory Points is concerned. Then, with the Imperial withdrawals for the Russian Campaign, it is your time for Counter-offensive. If the Spanish have played well and have survived in good shape you can both give great problems to the French by acting together. Try to attack North of Madrid to cut the French off from France. Take Burgos as soon as you can and then the Basque Country and Navarre. If they do not evacuate Madrid, attack the capital concentrically and destroy the French there. Catalonia–Valencia–Aragón are good objectives, but your force there –the Army of Levante– is not a good one and is too far away. If you can go for every VP on the map, this will create friction with the Spaniards, but you can't have everything...

HISTORICAL BACKGROUND

The war fought over the Iberian Peninsula from 1808–1814 was not just another episode of the Napoleonic Wars—at least for the Spaniards. The war really began in 1807 with the Franco–Spanish invasion of Portugal; Spain was in those times an ally of the great Corsican and an enemy of England. How could things go so wrong against the French in Spain? How did that alliance evolve into a cruel war of extermination? How could the Bourbon King Charles IV ally himself with the same French Republic he attacked in 1793? A careful look at the Spanish political situation is needed in order to understand the situation.

The Bourbon monarchy continued up to the time when in 1793 –after trying to rescue Louis XVI from Madame Guillotine– it entered into war against Republican France. Spanish troops went to Toulon, alongside the British, and invaded Rousillon. After bad management and loss of popular support the Spanish government, led by Manuel Godoy, signed the Peace of Basel with the

French Republic on July 22nd 1795. The French Republic was turning things upside down in internal as well as international politics: Spain and France formed an alliance on August 19th 1796 –a secret treaty that included war with Great Britain, the eternal Spanish enemy. France and Spain had been allied throughout the eighteenth century as they had the same ruling family, the Bourbons – the all-mighty Louis XIV “The Sun King” put his grandson Phillip V on the Spanish throne in 1714. Great Britain was a natural enemy for both ruling families as they fought for naval predominance and commercial and colonial supremacy. The French Revolution turned things upside down as Charles IV decided to enter into the War of the First Coalition to save Bourbon France and snatch some prizes –recovering Rousillon was his main objective– from the fragile neighbour, casting his lot with the British –who entered the war in January 1793. The Spanish crown was very powerful – in terms of subjects, land and riches – but was very poorly managed. The Government was not in the hands of the king, who was totally disinterested in these matters, but rather in the hands of the powerful families of the Spanish nobility; this situation prevailed until the arrival of Manuel Godoy in 1793. Godoy rose to be Prime Minister as the favourite of the Queen –Maria Luisa of Parma– and was always considered by the rest of the nobility as a newcomer and social climber. He was behind the War against the Convention from 1793 to 1795 and the Treaties of Basel and San Ildefonso – the alliance with the French Republic. Godoy's enemies sided with the Prince of Asturias –and heir to the throne– Ferdinand, and a bitter court struggle ensued until Godoy and Charles IV were dismissed and Ferdinand became Ferdinand VII in 1808. After Napoleon Bonaparte became First Consul and later Emperor, Spain was forced more and more into the role of a satellite state of France. The war between Spain and Great Britain was going badly for the Spanish –Santo Domingo, Jamaica, and Mahon were captured by the British – and never really ended – even between 1802 and 1804, years of peace between France and Great Britain. When the 3rd Coalition arose against Napoleon Bonaparte he wanted the Spanish fleet alongside him and obtained it. From 1804 to 1808 Godoy was under internal pressure from the followers of Ferdinand, who was growing in popular support and scheming against the King and his Prime Minister. Meanwhile, externally he was pressured by the complicated European situation and especially Spain's maritime and colonial position. Great Britain was the eternal enemy and an alliance with her would lead to war against Bonaparte, something Spain could not afford. On the other hand, Bonaparte's demands were so high that Spain's resources were insufficient to fight its own war against Great Britain while supporting French interests in Europe. Two army corps were sent: one to Etruria, Central Italy, and another to Denmark. Neutrality was a chimera. In the end Spain remained allied with France and their combined fleets were destroyed at Trafalgar (October 21st 1805) by Horatio Nelson. Bonaparte won at Ulm, Austerlitz, Jena and Friedland but Spain remained defenceless and her Empire in the Americas was in danger without a fleet. As a consequence, Godoy tried to change sides more than once but never did so as internal

affairs were worsening for his own party. Ceding to Bonaparte's demands, French and Spanish troops invaded Portugal in 1807 to implement the Continental Blockade System invented by Bonaparte as an economic weapon against Great Britain; without a fleet no one could think of invading her. Ferdinand pledged for Bonaparte's recognition and friendship and asked for a wife inside the French Empire. Internal strife inside the Spanish House of Bourbon was boring the great Corsican. In the end Ferdinand prevailed and overthrew his father and Godoy to become King Ferdinand VII. But Bonaparte had his own plans: his troops were to control the main centres of Spain –Madrid, the road to France, Barcelona– and Portugal, so his bayonets would support the overthrow of the House of Bourbon. A Royal relative –his brother Joseph, at the time King of Naples– was to substitute Ferdinand as the Spanish King. It was not to be so simple... Bonaparte summoned the Spanish Royal Family to Bayonne and forced them to cede to him their Royal Rights. A council of pro-French Spanish nobles was summoned and he had them elect Joseph as King of Spain. All was going well, wasn't it? Meanwhile in Spain, Ferdinand's supporters were plotting against Bonaparte's plans. They unfurled the plot on May 2nd 1808 while the French were taking the last members of the Royal Family from Madrid –the children. The people of Madrid fought all day against Murat – Military governor of Madrid– with troops in the streets and squares. The uprising spread over the whole country and cities and towns rose up in arms against the French. The Bourbon institutions were caught off-guard and many high-ranking nobles were murdered by angry mobs agitated by Ferdinand's supporters. The whole country rose in support of Ferdinand and Religion and against the French. Initially Bonaparte expected little resistance and his army in the Peninsula was of low quality: 130,000 men of which 30% were green conscripts, 30% were foreigners forced into service and 30% were veterans; only his outstanding cavalry was up to the task. He ordered Murat to send several "flying columns" to quash the "rebellion": Moncey with 8,000 men to Valencia, Dupont with 20,000 to Cádiz –to save the French naval squadron there–, Verdier with 10,000 to Zaragoza, and Duhesme with 20,000 to pacify the whole of Catalonia. The headless Spanish institutions evolved into Local and Regional "Juntas de Defensa" or Defence Councils that raised armies and defences. Valencia and Zaragoza defeated the French by themselves, Andalusia and Galicia formed powerful armies, Asturias signed a treaty with Great Britain, and old enemies became new allies. Francisco Javier Castaños' Andalusian Army defeated Dupont, surrounding him and forcing him to surrender with his 20,000 men at BAILLEN on July 18th 1808. Joseph panicked and abandoned Madrid, withdrawing all his forces up to the Ebro River. Junot, in Portugal, was isolated and defeated by a British Expeditionary Force, although he was allowed to embark and return to France – Wellesley and his immediate superiors were summoned to Great Britain to explain this fact. The initial campaign was a great victory for the old Bourbon army supplemented with local levies. However, the Spanish army, along with Spanish institutions, was suffering a great convulsion that would be strongly felt

during the following years: patriots not only fought against the French, but among themselves.

From the beginning these patriots formed two parties: the absolutists – Ferdinand's old party– and the liberals – the bourgeoisies and enlightened men eager for social and political reforms. As soon as the Spanish armies took control of Madrid the "Junta Central" or Central Council was formed, designed to govern in the name of the King but plagued from beginning to end with intrigues and plots from the two factions. The plans for the continuation of hostilities were badly organised and the armies were poorly fed, dressed and equipped. The old Royal Army received the brunt of the fight during the summer and losses were not replaced as the local middle classes preferred to create new regiments and battalions where they could occupy higher posts rather than enlist in the old regiments. Furthermore, older, veteran generals were dismissed in favour of younger, politically adept ones. The army was therefore not prepared for the storm to come in the form of Bonaparte in person with his famous Marshals –Ney, Soult, Bessieres, Moncey, Victor– and 250,000 men from Germany. The Second Campaign of 1808 was about to begin in November 1808.

The French troops occupied positions in Navarre and the Basque Country covering the road to France. They also moved into Barcelona and Figueras in Catalonia. Spanish armies tried to surround the French forces and trap them inside Spain, cutting them off from France with a pincer movement. The problem was that the two main armies – those of Galicia and Andalusia (see initial set-up on scenario 10)– were not linked properly by any sizeable force. Bonaparte seized the moment and broke through the centre of the Spanish line.

Meanwhile, the British Expeditionary Force –initially destined for Buenos Aires but later sent to Portugal and victorious over the French in the summer, entered Spanish soil commanded by Sir John Moore ready to co-operate with the Spanish armies. The French smashed the Spanish armies before Moore was able to join them on the north front: first the weak link in the centre at Burgos (November 10th 1808); then the Spanish Army of Galicia at Espinosa de los Monteros (November 11th 1808) and finally Castaños' Army of Andalusia at Tudela (November 23rd 1808). The Spanish losses were frightful and the old Bourbon army was totally depleted. Thousands of soldiers deserted to go home, while others formed armed bands in the rugged Spanish terrain to fight as irregulars. Napoleon Bonaparte entered Madrid on December 1st 1808. Now he wanted to raise his eagles "over the forts of Lisboa". The British army was in the vicinity of Astorga-Leon, heading for Burgos to cut off the French from their bases, believing other Spanish armies were engaging the invaders. Napoleon, hearing of Moore's position, turned half his army north to cut the British off from Portugal, thereby ending the campaign brilliantly. Moore was advised by a Spanish general –the famous Marquis of La Romana, leader of the Spanish troops that were sent to Denmark as Bonaparte's allies– and took two marches ahead of the French. He retreated to La Coruña and avoided certain destruction by a small margin, losing his life in the ensuing Battle of La Coruña. 7,000 other British soldiers were also lost in that hellish

retreat through snow covered mountains.

This experience and the next one during the Tajo River campaign the next summer induced the British government to fight its own war on the Iberian Peninsula, regardless of Spanish interests and aims. The British army fought well and were victorious but always in defence of British interests and in many events against the aims, honour, properties and lives of their supposed new “allies” –the Spaniards.

Napoleon Bonaparte did not follow the British retreat to Galicia, with Marshal Soult assuming leadership of the French pursuit. Bonaparte had to return to France, as Austria was preparing again for war. Spanish successes encouraged the Austrian war machine to turn the tables against the French Empire: 1809 would be the year of revenge. Bonaparte tried to return to the Iberian Peninsula on various occasions but never really did, leaving the field command to his Marshals – very reliable as they were– but he retained control of the main objectives and campaigns FROM PARIS!!! This refusal to give central control to a commander in chief nearer the war theatre was to create great problems for the French armies and was a major error that helped the Allies to defeat them. During the next 5 years the French armies fought without co-ordination and with jealousy and quarrels between the French leaders.

After the government investigation of the Cintra Convention –that allowed free passage for the defeated French troops in Portugal–, Arthur Wellesley returned to Portugal with new troops. Soult and Ney’s men were occupying the North of Portugal – including Porto – and Galicia. Spanish and Portuguese popular resistance was very strong and forced the French to disperse in small columns and detachments to control the main communication roads and cities. These were very vulnerable to attack by small regular and irregular units. Wellesley arrived at Lisboa and prepared the British army for an offensive to force the French out of Portugal again. On May 12th 1809 numerically superior British forces drove the dispersed French from Porto and on May 19th the last French units returned to Galicia. This region was abandoned by the French very soon after as they were incapable of subduing the local populace that supported the feeble Spanish regular forces. From June 9th 1809 onward Galicia was liberated of French presence until the end of the war. This region was to become a key recruiting, training and sanctuary zone for Spanish and British – mainly naval and amphibious– forces. After the French occupation of Madrid and the fall of the besieged Zaragoza – with a whole Spanish army entombed within its walls, 40,000 men lost– the Spanish Central Government was transferred to Seville. It was a serious situation as every Spanish army had been beaten during the winter and half of the territory was occupied by the invaders. Throughout 1809 the “Junta Central” raised levies to form new armies that were sent without equipment or training against French veteran armies. Medellín, Ciudad Real, Almonacid, Alba de Tormes and Ocaña are the names of Spanish defeats that doomed the Spanish patriotic cause. During the summer, the British army tried to co-operate with the Spanish armies in a joint offensive to retake Madrid before Soult and Ney’s Corps arrived from Galicia. The campaign ended at

Talavera –a hard fought battle–, on July 28th 1809, with the British army retreating into Extremadura and Portugal. The British were never to enter Spain again unless a British General commanded the Spanish forces – this was achieved after the Battle of Salamanca in 1812.

The French parried and defeated every Spanish offensive during 1809 and in January 1810 invaded Andalusia and blockaded the fortress city of Cádiz that was impregnable for an army without adequate naval assistance. Spanish armies were confined to peripheral zones of the Peninsula: on the borders with Portugal in Galicia, around Ciudad Rodrigo and Badajoz –in Extremadura–, coastal zones such as Cádiz, Huelva, Tarifa and the zone around Cartagena–Murcia–Valencia. They were to remain there until British victories in 1812 made the French occupation of Spanish soil impossible. In Catalonia, the French had been reinforced with the arrival of the Emperor with new troops and leaders; Gouvion Saint-Cyr, Augereau and MacDonald tried, in succession, to defeat the Spanish resistance in this mountainous Region. The main fortresses and cities were occupied by the French by June 1811, but the regular troops, aided by the popular “Somatenes”, were never defeated and French forces only retained control of the soil they occupied. Nearly 25,000 troops occupied Catalonia until the end of 1813 and could not take part in active operations against the main Allied armies. In this struggle, the only figure to obtain victories was Louis Gabriel Suchet, the only French general to obtain a Marshal’s Baton on the Iberian Peninsula. He was to give the Imperial Army its last successes: the conquest of Valencia in January 1812. From 1810 onward the Spanish regular armies were incapable of driving the French from Spain. They remained at arms and occupied the French troops, inflicting minor defeats and suffering many casualties. Irregular and regular units alike turned to guerrilla fighting that spread all over the country. With ample popular support the Spanish units moved and operated in rough terrain but their resistance was unable to defeat the Imperial French forces and depose the “usurper” King Joseph. From 1810 onward the main French concern was to defeat the British army in Portugal. A so-called Portuguese Army was raised and deployed on the Portuguese border near Salamanca. André Massená was charged with the task of conquering Portugal and defeating the British army. Wellington expected such a threat and made preparations accordingly: he reorganised and prepared for service a new Portuguese army with British leadership, training and equipment; he organised the civil resistance by summoning the “Ordenança” –a militia for guerrilla warfare; he applied a “scorched earth” policy to deny the French any means of subsistence and built the Lines of Torres Vedras –a ring of forts, redoubts and obstructions covering Lisboa and its surroundings– as a position for a last stand. He also summoned 8,000 Spanish troops to add weight to these forces. The French offensive began with the capture of Ciudad Rodrigo and Almeida –both fortresses guarding the road between Spain and Portugal. The French took the road to Coimbra through the mountains and came up against the British positions at Bussaco (27th September 1810). Here the French made a frontal attack on stepped hills. The British suffered

casualties of 1,250 men and the French 4,500. Massená suspended the attack and searched for another way of outflanking the British position. The British fell back towards Lisboa and established themselves inside the Lines of Torres Vedras. The French position in front of the Lines became untenable as troops and horses alike starved. Ordenança and regular Portuguese units cut the French army off from their depots on the Spanish border and took their toll on French stragglers and minor detachments. As a second pincer, Soult's Army du Midi –in Andalusia– had to attack Extremadura and Portugal from the South to join with Massena before Lisboa. This attack conquered Badajoz and destroyed the Spanish Army of Extremadura but melted away as Spanish forces surged through Andalusia and forced Soult to return to counter those moves. British Forces under the command of Lord Beresford were sent to guard the Extremadura border and the fortress of Elva. Finally the French forces went away and retreated back to Almeida and Ciudad Rodrigo by a different route, via the mountains. Portugal was saved for the rest of the war. Wellington located his forces on the two main roads – those of Elvas–Badajoz to the South and Almeida–Ciudad Rodrigo to the North – to counter future French moves and prepare his own counterattack. Badajoz was besieged three times during 1811–12, falling on April 6th 1812. One of those sieges led to the battle of Albuera –on 16th May 1811, where British losses were horrific: 3,500 casualties out of 6,000 present. Ciudad Rodrigo fell on January 19th 1812. Both fortresses were a hard nut to crack for the British as their siege preparations and engineering corps was not up to the task. The British were not effective in siege warfare – as was to be demonstrated at Burgos, later in 1812, and at San Sebastián in 1813. Every city in Spain that fell into British hands by storming was sacked and burnt, the Spanish were murdered and goods and property were stolen by our “allies”. By summer of 1812 Wellington was in a good position to begin attacking the French forces north of the Tajo River. Spanish and other Anglo–Portuguese troops were tying down the French forces all over Spain so the French forces around Salamanca were isolated. The Spanish Army of Galicia – commanded by Santocildes– made a movement towards Astorga and Leon to distract additional French forces. The French Army was commanded by Marmont –one of the ablest French generals. The campaign of 1812 could have been a decisive one but ended in near disaster for the Allied cause. Otherwise, the French status in the Peninsula was mortally wounded and the winter of 1812–13 was their last one in Spain. The 1812 campaign was marked by Wellington's brilliant victory at Arapiles on July 22nd 1812. Marmont was utterly defeated and his army put out of action for a time. Wellington divided his forces and gallantly pursued Marmont's army –now commanded by Clausel as Marmont was wounded in the battle–, taking the main force to occupy Madrid and ousting King Joseph from his capital. The French reaction was to evacuate Andalusia and Soult took command of the French forces around Valencia and marched against Madrid from the East and South. Clausel rested his army and came to attack too. Meanwhile, Wellington's unsuccessful siege of the castle at Burgos left him in a difficult position against the

French: his forces were divided, one group around Burgos and the other –with Sir Rowland Hill at command– around Madrid, both in a minority against the French and in a position to be surrounded and completely defeated. Wellington's army decamped and marched for Portugal again, escaping disaster by a small margin. Next year the fortunes were different. In the summer of 1813 Wellington concentrated 80,000 British, Portuguese and Spanish troops around Salamanca and began his offensive that was to drive the French from Spanish soil once and for all. Wellington sent the French reeling back to the French border and outmanoeuvred them in the mountains up to the northern coast of Spain. Amphibious forces took Santander so Wellington was able to switch his line of communications from Lisboa to this city. He took fresh supplies from the fleet and went for the French. The French army, commanded nominally by King Joseph, was forced to give battle at Vitoria on June 21st 1813. Wellington fought this battle extremely well, sending half his army in a circuitous march around the French north–right–flank. He used his superior numbers – 70,000 to 50,000 French– to extend the battlefront and envelop the enemy line. The French lost 8,000 men and were sent in disorder beyond the French border. King Joseph resigned his post and Soult took command of the French forces in Southern France. He tried to regain the initiative from Allied hands twice during the summer but was beaten on both occasions: at Sorrauren, North of Pamplona on July 28–30th 1813 and San Marcial and Vera, near San Sebastián, on 31st August. The next stage was the Allied invasion of Southern France. This took place the next winter. Allied forces crossed into France in November–December 1813 and gradually pushed the French forces inside their own country. Wellington left behind most of the Spanish troops, as he did not want problems with the French population; the Spaniards would surely seek vengeance in France. Bayonne was besieged, Bourdeaux rose against Bonaparte and the last battle was fought in Toulouse on April 10th 1814, four days after Bonaparte's abdication. On the Spanish eastern coast, war petered out from summer of 1813 onward. Suchet's forces were forced to abandon their gains due to Vitoria and retreated to North Catalonia where they spent the rest of the war. The last episode of this war was the sad return of Fernando VII, King of Spain. The Treaty of Valençay signed with Bonaparte tried to end the war with Spain. Bonaparte tried to seal his southern front to concentrate on Central Europe, but Ferdinand repudiated the treaty as soon as he was safely in Spain and the war dragged to its own end. Spain was to suffer from its beloved monarch the worst betrayal: he snatched away all the reforms the patriots had made in his name, reinstating absolutism once and for all. Spain was to remain divided in two halves for more than a century...

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There are a lot of books and magazines to read about this War and its Campaigns in French, English and Spanish languages. Here are some of the best, some of the most recent and some of the most authoritative of them.

British Historiography tended to stress the importance of his own Army and the role of Wellington in the Allied victory, indeed forgiving the important role played by the Spanish Regular Forces. French sources stress guerrilla warfare and popular resistance as keys to defeat. Spanish ones are more balanced. In recent years Spanish books and articles tend to explain the causes of the Spanish Forces debacles and his capacity to resist and rebuild.

Attrition was the key word, and Spanish Forces knew a lot about it.

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