



COMMANDS & COLORS

Napoleonics

EXPANSION #1
The Spanish Army

Game Design by
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I don't know what effect these men will have upon the enemy, but by God, they frighten me.

—Duke of Wellington

1. INTRODUCTION

The *Commands & Colors: Napoleonics* game system allows players to effectively portray epic Napoleonic battles, as well as smaller historical actions. The scale of the game is flexible and varies from battle to battle. In some scenarios, an infantry unit may represent an entire division, while in others a unit may represent a single regiment or battalion. During play, the Command cards drive movement while creating a “fog of war” and the battle dice resolve combat quickly and efficiently. The stylized battlefield maps emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system. Finally, the Napoleonic tactics you will need to execute to gain victory conform remarkably well to the advantages and limitations inherent to the various Napoleonic National Armies of the day and the battlefield terrain features on which they fought.

The Spanish Army is the first expansion for *Commands & Colors: Napoleonics*. In this expansion, you will find 18 historical scenarios that focus on Peninsular battles fought by the Spanish army from 1808 to 1813, plus all the new units you need to field for these engagements. A number of additional scenarios are also presented that involve the Anglo-Spanish alliance and will require British and Portuguese troop blocks from the core game.

Spanish troops and leaders, as many Napoleonic historians point out, performed badly on a large number of occasions. Yet there are a number of battles where the Spaniards fought valiantly and gained victory. Ironically, the point most historians overlook is the fact that the Spanish armies constituted a threat that Napoleon simply could not ignore. As good as Wellington's Anglo-Portuguese field army was, he could only take on one French army at a time. The Spanish forces and the accompanying guerrilla warfare against French troops tied down many French forces in the Peninsula, allowing the Anglo-Portuguese army to ultimately emerge victorious.

At the time of the Napoleonic Wars, Spain was only a shadow of its former power. The quality of Spanish troops varied, from very poor to good, and the Spanish National Unit Reference Card presents a wealth of subtle National unit characteristics that set the Spanish Army apart from all other Coalition armies that opposed Napoleon. Command of the Spanish Army, therefore, will truly challenge even the most experienced *Commands & Colors: Napoleonics* player.

Welcome and Enjoy!

Richard Borg

2. CONTENTS

1 Card Sheet containing:

- 1 Spanish Infantry in Square track sheet
- 4 Spanish Infantry Square counters
- 9 Spanish Victory Banner counters
- 6 Spanish Guerrilla counters

1 Card Sheet containing 15 double-sided Terrain tiles

4 Block Label sheets

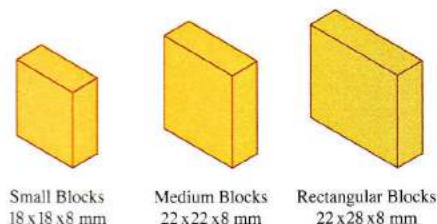
2 Player Aid Cards (1 Allied [British/Portuguese/Spanish] National Unit Reference Card, and 1 French National Unit Reference Card)

1 Rule and Scenario Booklet containing 18 battle scenarios

195 Blocks: yellow Spanish units and dark blue French units, comprising:

- 107 small blocks, yellow and dark blue for infantry units
- 75 medium blocks, yellow and dark blue for cavalry units
- 13 rectangular blocks, yellow and dark blue for leaders and artillery units

There will be a few spare blocks of all sizes in each color.



National Unit Reference Cards

Each of the major powers that fought in the Wars of Napoleon will have a National Unit Reference Card. A National Unit Reference Card details:

- The unit types and map set up codes.
- Sticker art portraying each listed unit.
- The number of blocks that are deployed in a unit.
Note: Not all nations had the same organization therefore the number of blocks for a specific unit type may differ.
- The unit's movement in hexes.
- Unit specific Battle Dice Modifications plus Command card Dice Modifications.
- Morale Modifications.
- National Notes.

Units and Leaders

Visual Identification Aids. To assist players in set-up and unit recognition, several unit class icons are being introduced into this expansion. They will be retrofitted into the core game upon reprinting and will be carried forward into future expansions:



Flaming grenade icon: Grenadier infantry: upper left or right of each sticker for the following unit types—Grenadier, Guard Grenadier, Old Guard



Bugle icon: Light infantry: upper left or right of each sticker for the following unit types—Light, Rifle Light, Guard Light and Young Guard



Cavalry helmet icon: Heavy cavalry: upper left or right of each sticker for the following unit types—Heavy, Guard Heavy, Cuirassier



Horse artillery: upper left or right of each sticker for the following unit types—Horse artillery, Guard horse artillery

Line and militia infantry, light cavalry (Light, Light Guard and Light Lancers) and foot artillery (Foot and Guard Foot) classes of units are differentiated by the absence of any identifying icon.

Unit Composition

Each unit is composed of a certain number of blocks. The number of blocks in a unit may vary by unit type and Nation and is detailed on the National/Abbreviated Unit Reference Cards.

A General, Marshal or Field officer of any rank (hereafter referred to as a leader) is represented by one rectangular block. A single Leader block is not considered a unit.

Infantry in Square Track and Counters

The infantry in square track and the numbered counters are used to track infantry units that have formed square on the battlefield.



Victory Banner Counters

These counters track a player's quest for victory.



French
Victory Banner



Spanish
Victory Banner



Spanish Guerrilla Action Counters

When the scenario's special rules state that Spanish Guerrilla Action Rule is in effect, the Spanish Commander may attempt to intercept the French player's Command card on a turn by spending a Guerrilla Action counter.

3. NEW UNITS AND LEADERS



Spanish Line Infantry

Map ID code: S-LN

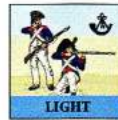
Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down, minus 1 die
- Melee Standing and Battle Back: 1 die per block
- Melee Moving: 1 die per block, minus 1 die

Morale: Retreat 2 hexes for each flag



Spanish Light Infantry

Map ID code: S-LT

Blocks in Unit: 5

Movement in Hexes: 1 or 2 and no battle

Battle:

- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down
- Melee Standing and Battle Back: 1 die per block
- Melee Moving: 1 die per block, minus 1 die

Morale: Retreat 2 hexes for each flag



Spanish Grenadier Infantry

Map ID code: S-GR

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

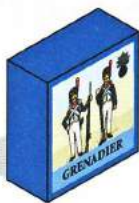
- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down
- Melee: 1 die per block and Battle Back, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 2 hexes for each flag

French Units



Line Infantry
4 units
(16 blocks)



Grenadier Infantry
2 units
(8 blocks)



Light Cavalry
2 units
(8 blocks)



Light Lancer Cavalry
1 unit
(4 blocks)



Heavy Cavalry
4 units
(16 blocks)



Guard Light Cavalry
2 units
(8 blocks)

Spanish Units



Line Infantry
12 units
(48 blocks)



Light Infantry
3 units
(15 blocks)



Grenadier Infantry
2 units
(8 blocks)



Militia Infantry
3 units
(12 blocks)



Leaders
(4 blocks)



Light Cavalry
7 units
(21 blocks)



Heavy Cavalry
5 units
(15 blocks)



Cuirassier Heavy Cavalry
1 unit
(3 blocks)



Foot Artillery
3 units
(9 blocks)

Applying the Stickers: Apply appropriate unit stickers to the fronts and backs of the blocks for each unit. Place the Spanish unit labels on the yellow blocks, and French unit labels on the dark blue blocks. We suggest that you separate the blocks by color, then sort blocks by size. Start with the Spanish units. Pull out 48 small yellow blocks. Find the Spanish Line Infantry stickers on sheet 1 and 2 of 4. Peel and place a sticker on the front and back on the 48 small yellow blocks. When you run out of the 48 blocks, move on to the Spanish Light Infantry.

Pull out 15 small yellow blocks. Find the Spanish Light Infantry stickers on sheet 2 of 4. Peel and place stickers on the front and back on the 15 small yellow blocks. When you run out of 15 blocks, move on to the Spanish Grenadier Infantry units that need 8 blocks. Keep going in this fashion until all the Spanish units are completed. Then move on to the French units using dark blue blocks. It will take a little time but it will be worth the effort!



Spanish Militia Infantry

Map ID code: S-MI

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Ranged Fire Standing: 1 die per block
- Ranged Fire Moving: dice equal to 1/2 number of blocks rounded down, minus 1 die
- Melee Standing and Battle Back: 1 die per block, no saber hits except vs lone leaders
- Melee Moving: 1 die per block, minus 1 die, no saber hits except vs lone leaders

Morale: Retreat 3 hexes for each flag



Spanish Light Cavalry

Map ID code: S-LC

Blocks in Unit: 3

Movement in Hexes: 3

Battle (Melee only): 1 die per block

Morale: Retreat 2 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms



Spanish Heavy Cavalry

Map ID code: S-HC

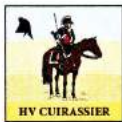
Blocks in Unit: 3

Movement in Hexes: 2

Battle (Melee only): 1 die per block, plus 1 die

Morale: Retreat 2 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms



Spanish Cuirassier Heavy Cavalry

Map ID code: S-CU

Blocks in Unit: 3

Movement in Hexes: 2

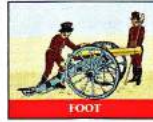
Battle (Melee only): 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 2 hexes for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms

Ignore one hit when attacked in ranged combat by infantry

Lancers do not re-roll flag results



Spanish Foot Artillery

Map ID code: S-FA

Blocks in Unit: 3

Movement in Hexes: 1 and no battle

Battle: Same as French, British or Portuguese artillery. See standard rule booklet.

Morale: Retreat 1 hex for each flag



Spanish Leader

Map ID code: Star ★

Movement in Hexes: 3 if alone; if attached to a unit it moves as the unit does.

Battle: If alone, it may not battle. If attached to a unit it will modify the number of dice a unit will roll when a Leadership card is played—unit rolls one additional die.

Morale:

- If alone = none (must retreat after surviving a melee attack, and will attempt to escape through enemy units, if retreat path is occupied by enemy units).
- Unit Leader is attached to may ignore one flag, if unit does retreat Leader must retreat with unit.



French Light Lancer Cavalry

Map ID code: LNCR

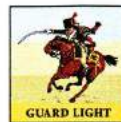
Blocks in Unit: 4

Movement in Hexes: 3

Battle (Melee only): 1 die per block. Ordered Lancer units re-roll all dice with flag results one time for additional unit hits, sabers or flags against any defending unit except Cuirassiers. Note the number of initial flags rolled in the initial melee and add this number to the number of flags rolled on the re-roll. Total number of flags rolled, plus all unit hits and sabers rolled are then applied to the defending unit. Defending Lancers do not re-roll flags unless a First Strike Command card is played.

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms



French Light Guard Cavalry

Map ID code: GLC

Blocks in Unit: 4

Movement in Hexes: 3

Battle (Melee only): 1 die per block

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms.

4. NEW GAME MECHANIC



Spanish Guerrilla Action

When the scenario's special rules state that the Spanish Guerrilla Action Rule is in effect, the Spanish Commander may attempt to nullify the French player's Command card on any French turn by spending one Guerrilla Action counter (if available). Guerrilla Action counters cannot be spent to nullify a French First Strike Command card played during the Allied player's turn. When Spanish Guerrilla Action Rule is in effect, place the unacquired Guerrilla Action counters near the Command card deck before the start of the battle.

The number of Guerrilla Action counters the Spanish player will start the game with is detailed in the scenario's special rules. During a game, the Spanish player may acquire one additional Guerrilla Action counter each time he plays a Scout card. Instead of drawing two cards, he draws only one card and acquires one Guerrilla Action counter. Acquired Guerrilla Action counters should be kept near the player's hand of Command cards.

The Spanish player may elect to spend one Guerrilla Action counter to stop all French orders from being issued on any given French turn, after the French player plays a Command card, but before the French player's order phase.

The French player may attempt to stop the Guerrilla action by rolling 1 die. A saber roll eliminates the Guerrilla Action from happening and the counter is returned to the pool of unacquired Guerrilla Action counters. The Spanish player cannot play a second Guerrilla Action counter this turn. The French player's Command card is carried out normally. If the attempt to stop the Guerrilla action is not successful, the French player's Command card is discarded and no orders are issued. The French player draws a new Command card, which ends his turn.

5. NEW TERRAIN TILES



Walled Farm

A Walled Farm has all the characteristics and effects as a town tile. Please see the core rules booklet for complete details.



4-Sided and 2-Sided Redoubts

Included in this expansion are 4-sided and 2-sided redoubts. They have all the same characteristics of the 3-sided redoubts except for the number of hexsides they effect. Please see the core rules booklet for complete details.

CREDITS

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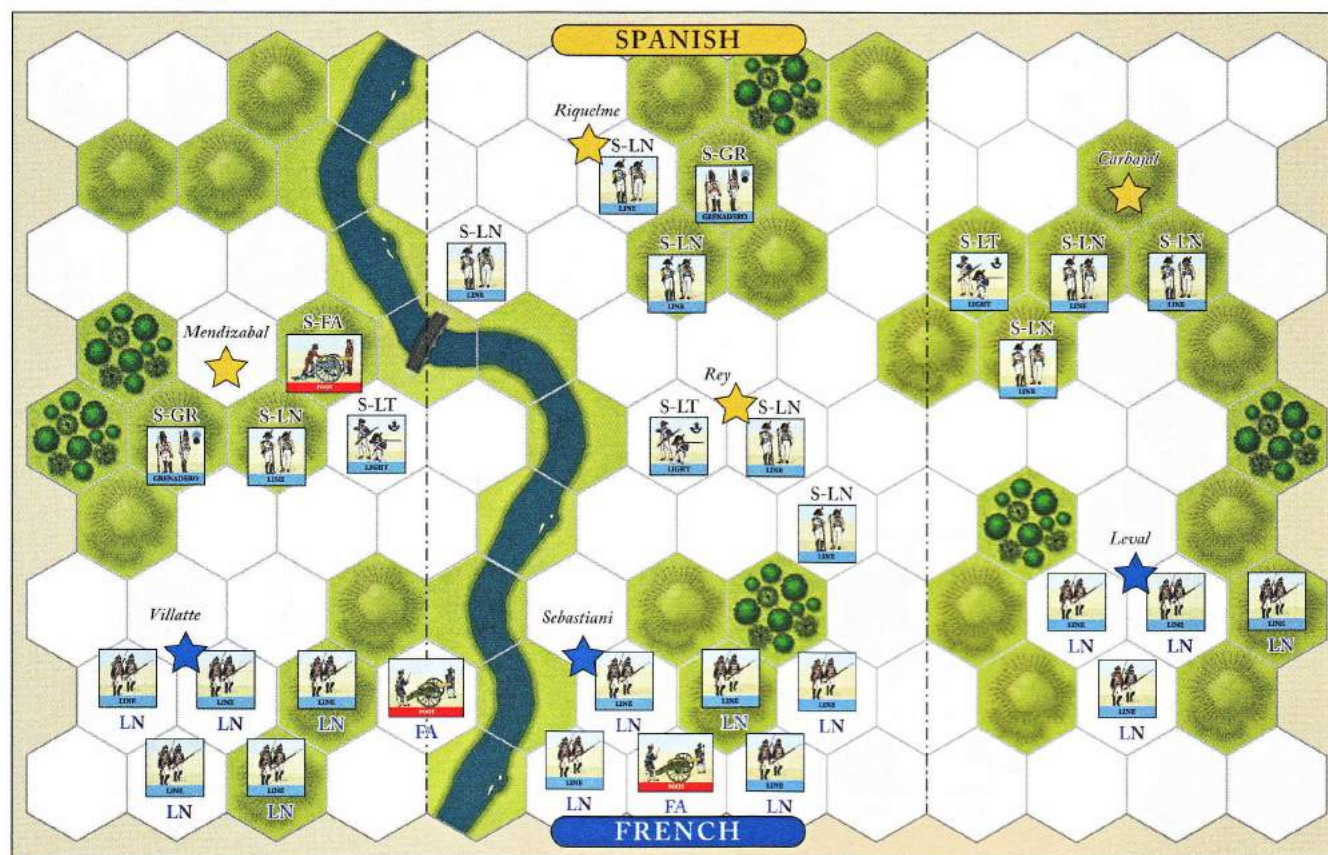
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Zornoza 31 - October 1808



Historical Background

The first French invasion of Spain had ended in failure, but the Spanish, without a functioning high command, failed to coordinate an advance by the closest Spanish armies to take advantage of the temporary weakness of the French position behind the Ebro River. French Marshals Bessières, Victor and Ney, knowing that Napoleon was on his way, chose not to act. Marshal Lefebvre, hungry for glory, observed that Blake's Spanish 'Army of the Left' was vulnerable to attack.

On October 31st Lefebvre launched a ferocious three-pronged attack on Blake's army as it was drawn up in front of Zornoza on a range of low hills. At first the entire Spanish line retreated to the heights of San Martín, but soon afterward, the Spanish center disintegrated. Blake reacted quickly, and ordered his two wings to retire and cover his center. Blake's army then retreated in good order.

Lefebvre's premature attack at Zornoza, coupled with Blake's rapid retreat, compromised the northern part of Napoleon's plan for a grand double envelopment of the Spanish armies.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Blake
- 4 Command Cards

French Army

- Commander: Lefebvre
- 5 Command Cards
- Move First

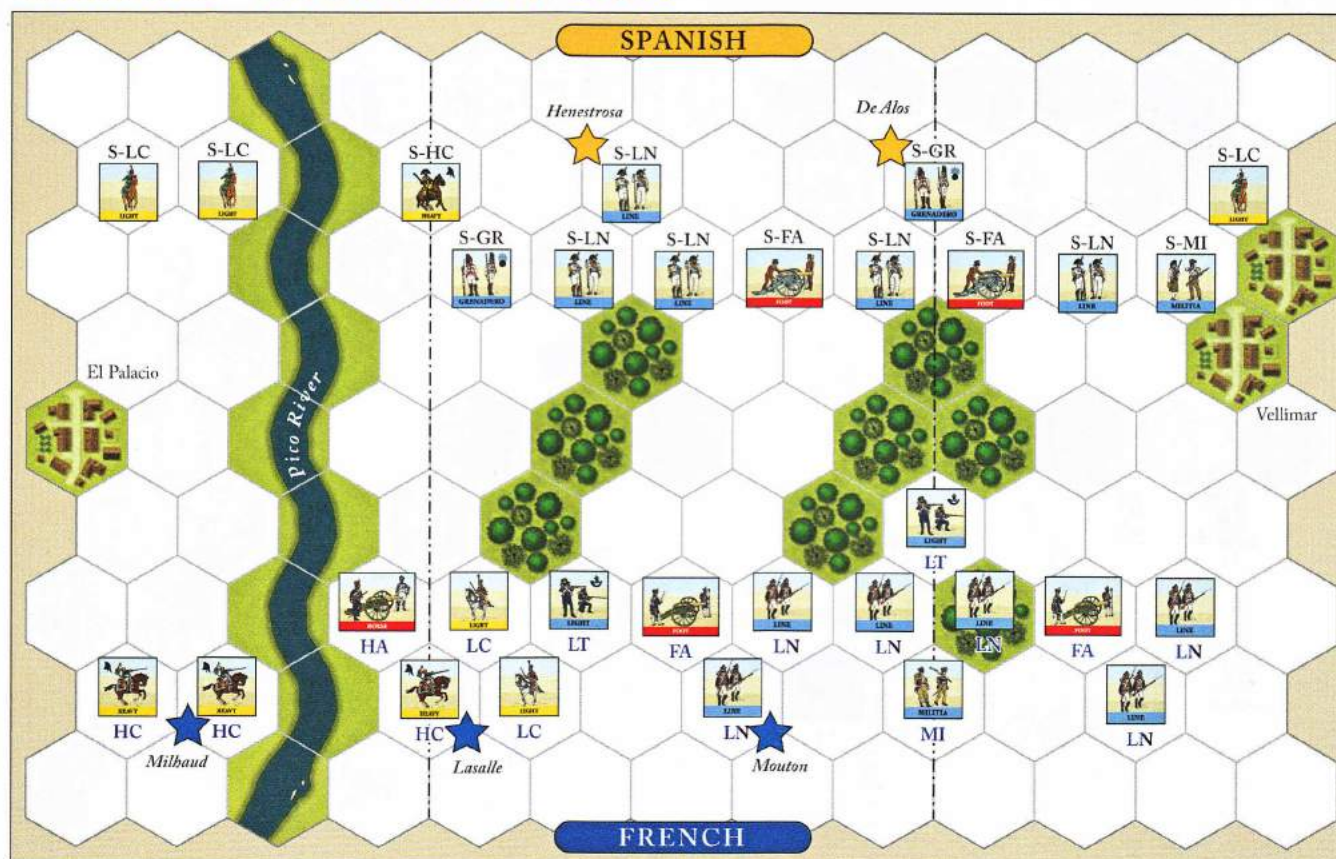
Victory

6 Victory Banners

Special Rules

- Ordered Spanish units may move off the Spanish edge of the battlefield. After three ordered Spanish units have moved off, the Spanish player will gain one Victory Banner for each additional ordered Spanish unit that moves off the Spanish edge of the battlefield. Spanish Leaders that are ordered and are moved off the Spanish edge of the battlefield will not count as a Victory Banner for the Spanish player, but their exit may prevent the French player from gaining banners for their elimination if they remain on the battlefield.
- The Spanish Guerrilla Action rule is in effect. The Spanish player does not start the battle with any Guerrilla counters.
- The entire river is fordable.

Gamonal - 10 November 1808



Historical Background

The Spanish commander at Burgos, Conde de Belveder, was an inexperienced and rash officer. He moved out of the strong defenses of Burgos to a weak defensive position in an open plain well in front of the village of Gamonal. Soult arrived with his advance guard at Gamonal on the 10th. Seeing the enemy's weak position, he immediately launched his cavalry against the Spanish right, while his infantry used the cover of the woods to advance against the Spanish center and left. Milhaud's French cavalry drove off the Spanish horse and then proceeded to roll up the Spanish line. Belveder's attempts to rally his forces were in vain, and the Spanish army broke and fled. Gamonal was the opening action, and the first French victory, in Napoleon's second invasion and drive on Madrid in November, 1808.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Conde de Belveder
- 5 Command Cards

French Army

- Commander: Soult
- 6 Command Cards
- Move First

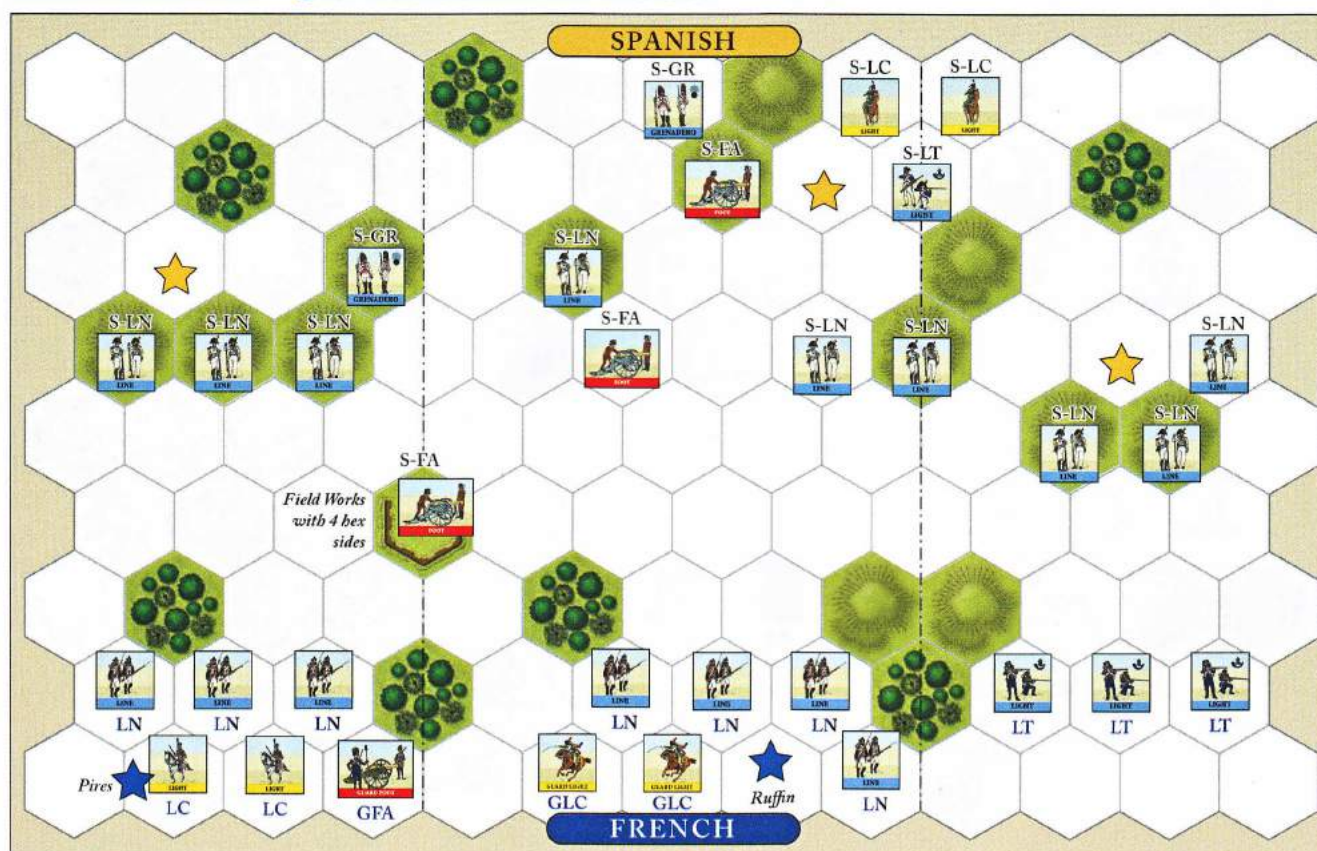
Victory

6 Victory Banners

Special Rules

- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla counter.
- The Pico River is fordable.

Somosierra - 30 November 1808



Historical Background

After success in the north, Napoleon marched on the Spanish capital of Madrid, but had to first push through Somosierra Pass in the Sierra de Guadarrama mountain range. The pass was defended by Don Benito San Juan's Spanish troops, who had been sent forward from Madrid. Both the terrain and troops constituted a formidable barrier to the French advance.

About 8 A.M. on the 30th, Napoleon ordered forward the infantry of Ruffin's division, but their advance against a hail of cannon and musket fire, though steady, was too slow to suit Napoleon. He first ordered his 80-man personal cavalry escort to charge the guns, but most were killed or wounded, and the survivors retreated. Napoleon now ordered the Polish light guard cavalry to take the guns. The cavalry charge was made against the first enemy gun position and after a struggle, the guardsmen captured the battery. The Spanish musketry and cannon fire from the second battery could not stop the Poles and soon the second battery was also silenced. The surviving Poles then moved against the third battery, joined by the rest of the French cavalry, and together the last battery was taken.

It is not clear if Napoleon wanted the Poles to take just the first battery, or all the batteries, but the gallant charge can hardly be paralleled in the annals of military history. Immediately after the charge, Napoleon promoted the Polish light guard cavalry from the Young Guard to the Old Guard.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Don Benito San Juan
- 4 Command Cards

French Army

- Commander: Napoleon
- 6 Command Cards
- Move First

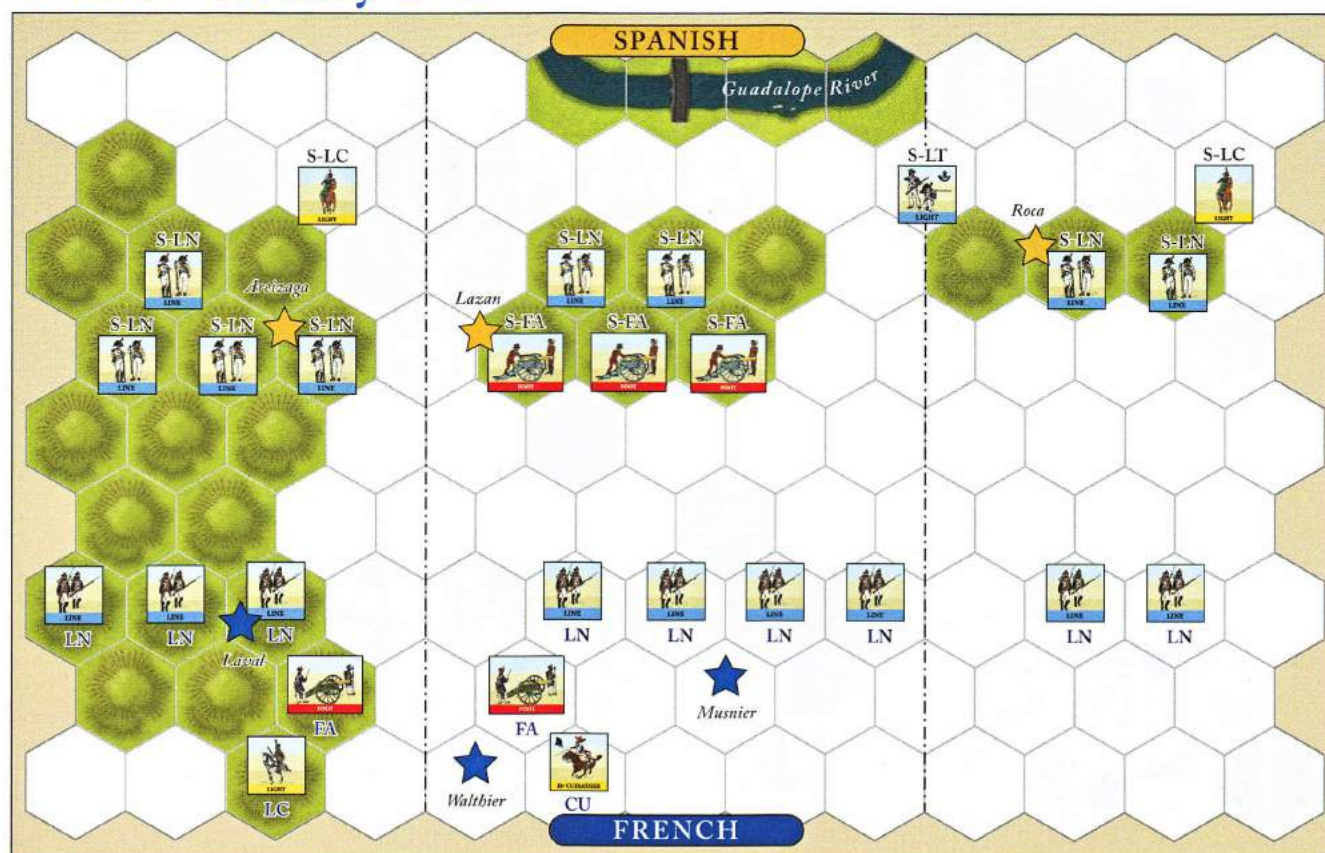
Victory

7 Victory Banners

Special Rules

- The French player scores a sudden death win if all three Spanish Artillery units are eliminated.
- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla counter.

Alcañiz - 23 May 1809



Historical Background

After the capture of Zaragoza, the majority of French forces in the area withdrew to France, for trouble with Austria was brewing. General Suchet, the newly arrived French commander, led a force of 20,000 men on paper. Sickness, lack of supply, garrisons and anti-guerrilla operations left him with less than 10,000 men available to take the field against Blake's rebuilt army of equal strength. Blake's forces held the advantage, for they were drawn up in the hills west of Alcañiz with all the Spanish artillery massed in the center. Although this was a strong position, Blake was fighting with the River Guadalope at his back, and defeat would have meant almost certain destruction for his army.

Suchet's reconnaissance was poor. In the afternoon, he started the battle with an attack on the Spanish left – the strongest part of their line. Predictably, the French infantry were driven back by effective musket fire from Aréizaga's infantry division. Spanish cavalry dispatched to finish off the retreating infantry were themselves routed by counterattacking French light cavalry. In the center, several French infantry columns, including Polish infantry from the Vistula Legion, marched forward under heavy fire from the Spanish artillery. They never reached the guns, being turned back by close range canister fire. Realizing that the battle was lost, Suchet ordered his commanders to fall back on Híjar. Blake could not mount an effective pursuit for his cavalry was still recovering from their rout during the battle.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Blake
- 5 Command Cards

French Army

- Commander: Suchet
- 5 Command Cards
- Move First

Victory

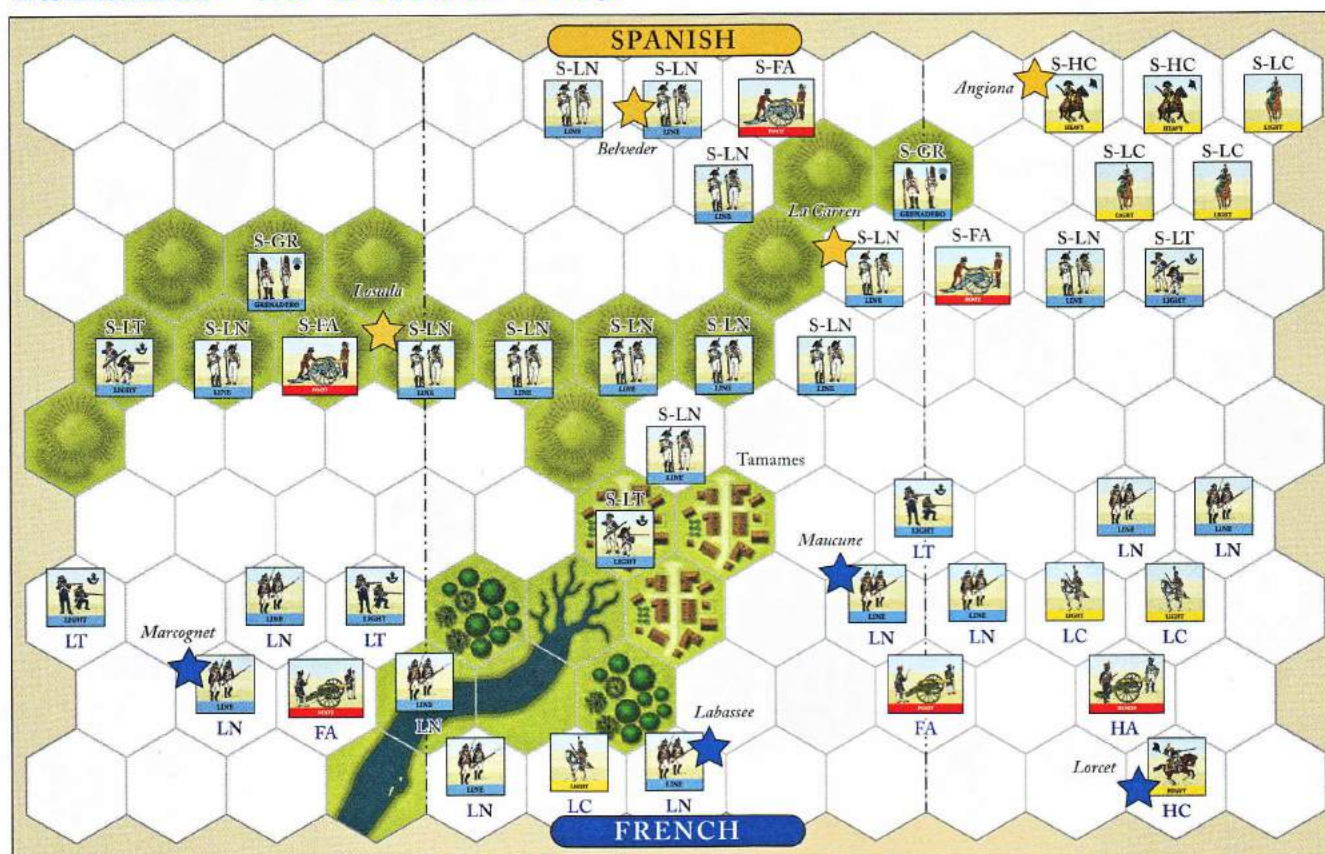
6 Victory Banners

Special Rules

- Spanish Guerrilla Action Rule is in effect. The Spanish player starts with one Guerrilla counter.
- The River Guadalope is impassable except at the bridge.

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Tamames - 18 October 1809



Historical Background

General Del Parque advanced toward Salamanca with the Spanish 'Army of the Left' as part of the Spanish Junta's 1809 fall campaign to retake Madrid. Barring his way was the weak French 6th Corps. Marshal Ney, the commander, was away on leave. General Marchand, in temporary command of the corps, rashly moved forward to intercept Del Parque. Marchand knew he was outnumbered, but pride, ambition and contempt for Spanish fighting abilities induced him to attack. The Spanish drew up on a formidable defensive position behind the village of Tamames. Marchand correctly identified the Spanish left as the weak section, but did not mass enough troops to win decisively. Maucune's attack broke through the front line Spanish division, but did not have enough strength to dislodge the reserve Spanish division behind it. Marcognet's attack on the right quickly came to naught as it was pummeled advancing uphill against a larger force. Del Parque, seeing the confusion in Marcognet's advance, ordered his infantry forward. Marcognet's troops broke and retreated back to their original line of departure. Maucune realized he was now facing the entire Spanish army, so he wisely abandoned his attack and conducted an orderly retreat. The Spanish gained another morale-boosting victory, but unfortunately, the remainder of the fall campaign turned into disaster when the Army of La Mancha was utterly destroyed at Ocaña.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Del Parque
- 6 Command Cards

French Army

- Commander: Marchand
- 6 Command Cards
- Move First

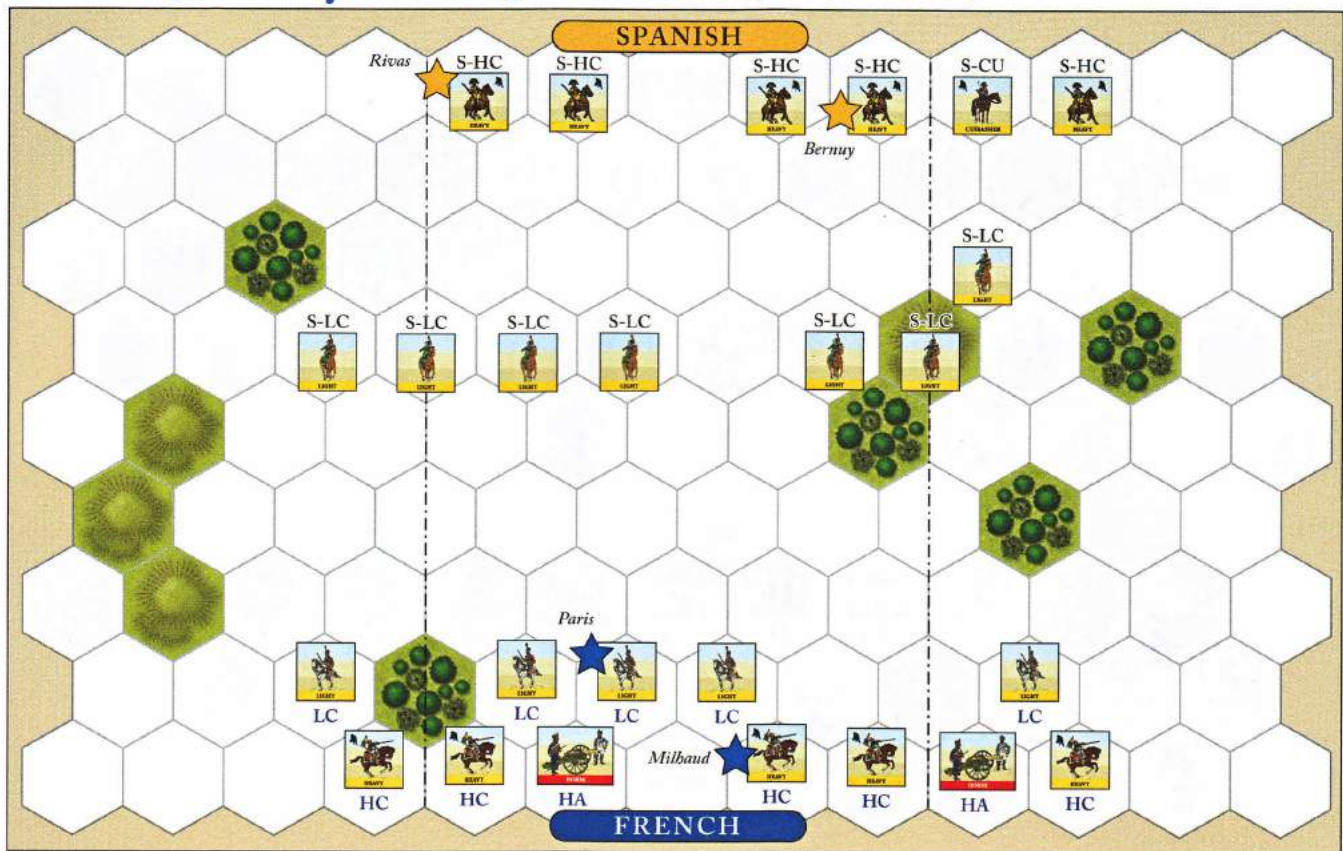
Victory

8 Victory Banners

Special Rules

- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla counter.
- The Stream is fordable.

Ocaña (Cavalry Action) - 18 November 1809



Historical Background

As the French and Spanish armies converged on Ocaña on the morning of the 18th, the French cavalry vanguard under Milhaud encountered three of General Freire's Spanish cavalry divisions. The French deployed with Paris' light cavalry in front of Milhaud's dragoons and horse artillery. Paris' light division executed a spirited charge that cut the Spanish light cavalry to pieces. Paris, in turn, was checked and forced back when Freire brought forward his heavy cavalry reserves. Milhaud then led his dragoons forward in a furious counter-charge that sent the Spanish cavalry fleeing from the field. Thus ended one of the largest cavalry actions in the Peninsular War. With the French cuirassiers fully engaged against the Austrians, the French dragoons established themselves as the premier heavy cavalry in the Peninsula.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Freire
- 5 Command Cards

French Army

- Commander: Milhaud
- 6 Command Cards
- Move First

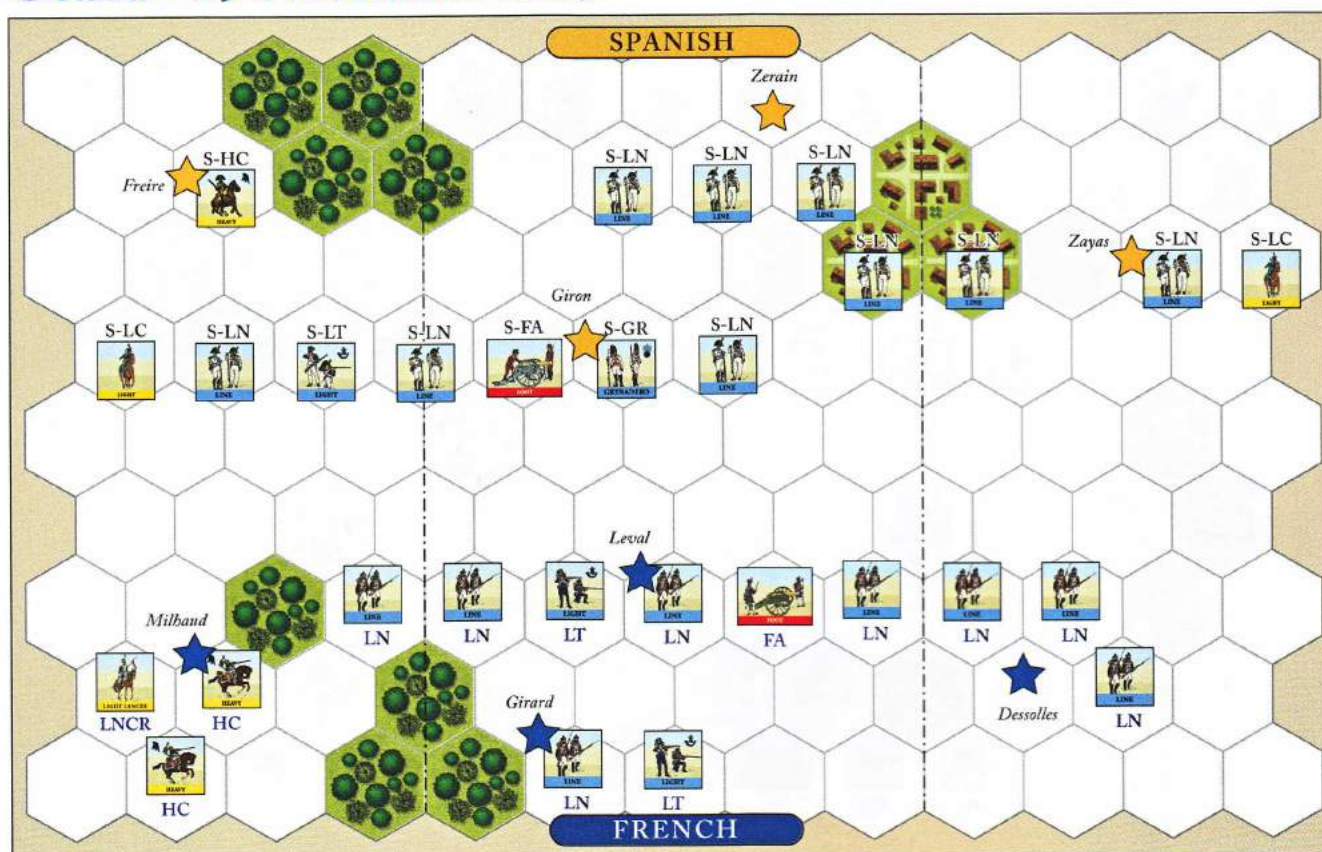
Victory

7 Victory Banners

Special Rules

- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla counter.

Ocaña - 19 November 1809



Historical Background

The Spanish campaign of fall 1809 was unfolding successfully. The subsidiary Army of the Left had beaten the French at Tamames. Now the 55,000 man Army of La Mancha commanded by Juan de Aréizaga was a mere 35 miles from Madrid. The French were reacting quickly and soon assembled over 30,000 troops, with more approaching to cut off the Spaniards. Aréizaga realized the threat and began to fall back, but not quickly enough. The French army, under the tactical command of Marshal Soult, brought the Spanish army to bay near the village of Ocaña where it deployed in terrain unfavorable for the defense. The Spanish center and right were formed on an open plain – excellent terrain for the French cavalry. On the 19th Soult ordered Sebastiani to attack the Spanish right flank infantry with his German and Polish divisions. When the infantry was fully engaged, Milhaud's French cavalry attacked Freire's cavalry, severely battered in the previous day's cavalry battle, and quickly routed the Spanish horse. Meanwhile the Spanish were funneling reinforcements to the right and began to press back Sebastiani's troops. The Spanish advantage was only temporary. Soon the victorious French cavalry, including the feared diabolos Polacos (the Polish Vistula Legion lancers), fell upon the rear of the Spanish right flank infantry. In minutes three Spanish divisions ceased to exist.

Marshal Soult advanced infantry on the newly exposed Spanish center divisions, pinning them in place. Soon the French cavalry

descended on these troops too, scattering them to the wind. Desolles' division then stormed Ocaña, and all remaining Spanish formations fled except for Zayas' division. It attempted to cover the Spanish retreat, and retained its formation for several miles, but it too collapsed later in the day to a French cavalry pursuit that could not be stopped. Over 5,000 Spaniards were casualties and another 14,000 were captured, along with virtually all of the army's artillery.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Aréizaga
- 4 Command Cards

French Army

- Commander: Soult
- 5 Command Cards
- Move First

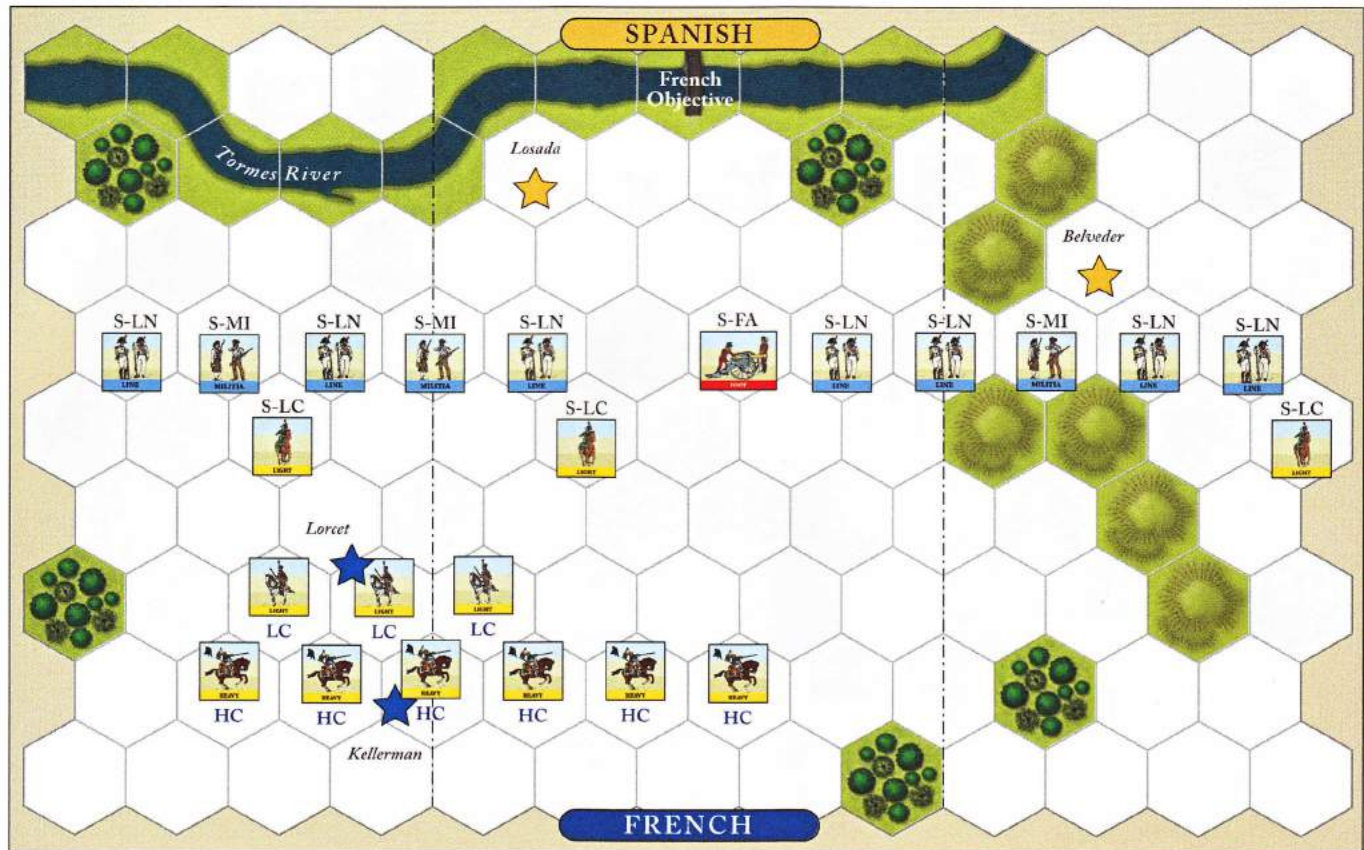
Victory

6 Victory Banners

Special Rules

- The Spanish Guerrilla Action rule is in effect. The Spanish player does not start the battle with any Guerrilla counters.

Alba de Tormes - 28 November 1809



Historical Background

After the victory at Tamames, Del Parque's Army of the Left advanced from its mountain sanctuary, sparring with French forces. By mid November, Del Parque's 32,000 Spaniards were on the verge of attacking Kellerman's 16,000 man force when news of the Spanish disaster at Ocaña reached him. Del Parque retreated rapidly back towards the mountains. The French were caught flat-footed by the suddenness of the retreat. Confident that he had made a clean escape from the French, Del Parque set up camp at Alba de Tormes. Kellerman's cavalry, however, had kept pace with Del Parque, and on the 28th made contact with the Spanish army. Only two of the five Spanish divisions had crossed the River Tormes to safety on the far side.

Kellerman knew the Spanish would escape if he waited for his infantry to arrive, so he ordered his 3,000 troopers to attack the 16,000 Spaniards to his front. He reasoned that if his troopers could attack before the Spaniards could all form square, they would inflict significant loss on the Spanish infantry. With Lorcet's light cavalry in the lead, the French horsemen swept through the Spanish cavalry and into the unprepared Spanish infantry formations. Losada's division and most of Belveder's disintegrated under the onslaught, and the survivors ran for the bridge and safety on the far side. La Carrera's division on the left (off map) had time to form square, and follow-up French cavalry attacks there were repulsed. La Carrera's men were still in grave danger. Since the Spaniards could not move in square, they would be destroyed if the French infantry showed up in time. Fortunately it was a short November day, and the sun was setting as the French infantry units appeared on the horizon. In the gathering darkness, La Carrera ordered his units to make a run for the bridge, and most of the Spaniards made it across.

Spanish losses were about 3,000 for the battle, and another 3,000 who deserted on the retreat. French losses were negligible. Kellerman's bold gamble paid off. Worse yet for the Spaniards, Del Parque's army endured a savage winter in the mountains. Barely 16,000 men remained as the spring campaigning season began.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Spanish Army

- Commander: Duke Del Parque
- 4 Command Cards

French Army

- Commander: Kellerman
- 5 Command Cards
- Move First

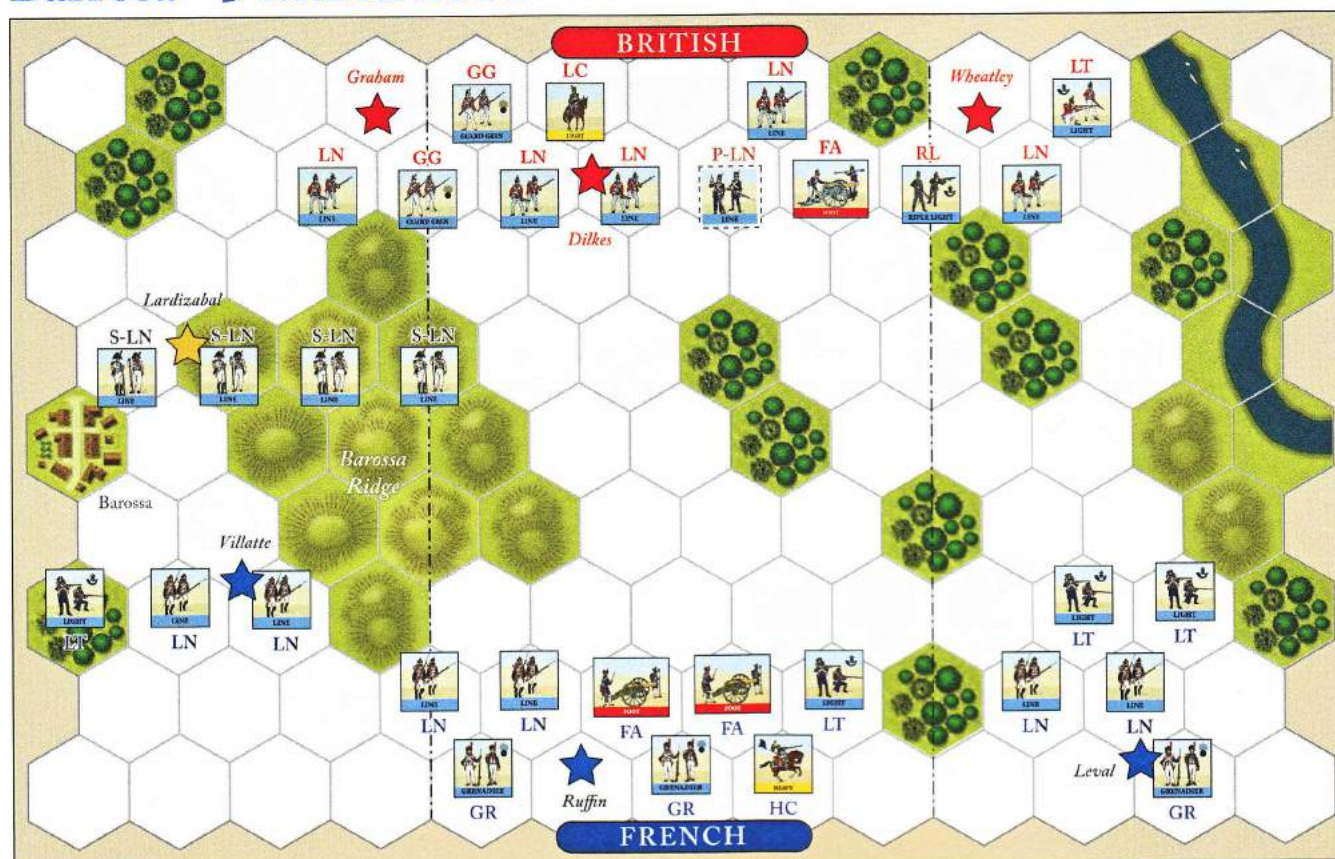
Victory

6 Victory Banners

Special Rules

- The Bridge hex is a Victory Banner objective for the French player. If a French unit occupies the objective hex at the start of the French player's turn, the French player gains a Victory Banner. As long as the unit remains on the objective hex the French player will keep the Victory Banner. If it moves or retreats off the hex or is eliminated, the banner no longer counts and is removed. If the French regain the hex, they again receive the Victory Banner.
- Spanish Guerrilla Action Rule is in effect. The Spanish player does not start the battle with any Guerrilla counters.
- The River Tormes is not fordable.

Barrosa - 5 March 1811



Historical Background

In early 1811, the French were engaged in a no-win siege against the Allies in the port of Cádiz. The French under Marshal Victor were not strong enough to reduce the port without a French sea blockade. After Soult drew off 8,000 of Victor's men for his invasion of Extremadura, the Allies saw an opportunity to raise the French siege using their sea power to land 14,000 British, Spanish and Portuguese troops on the coast south of Cádiz. If Victor remained in his siege lines, he would be trapped between Cádiz and the relief force. If he chose to fight the relief force, it would give the Cádiz garrison the opportunity to sortie and destroy the siege lines.

Victor soon learned of the Allied approach. He hoped to ambush the Allied column as they advanced, but the Allies advanced in strength and Graham's British division occupied Barrosa Ridge. Spanish General la Peña gave him a second opportunity, ordering the Spanish and British north now that communication had been established with Cádiz. A rearguard of several Spanish battalions remained on Barrosa Ridge.

Victor jumped at the opportunity and ordered Ruffin's division to attack the ridge with Leval's division advancing on his right. At the first sight of the French, the Spanish battalions bolted. Graham received news that the French were attacking and chose to disobey orders. While la Peña entrenched, Graham sent Dilkes' Guards brigade to retake the ridge and Wheatley's brigade to attack Leval. Dilkes' brigade came into contact with Ruffin's French battalions of infantry and grenadiers still advancing in column. The two forces engaged in a murderous firefight with British line firepower gaining the ascendancy. The gallant Ruffin was killed and his division retreated off the ridge. Meanwhile Wheatley's brigade advanced against Leval's division. Another firefight between a British line and French columns resulted in French defeat.

The Allies gave away the victory. Graham urged a new round of attacks to unhinge the French siege line – exactly what Victor feared would happen. General la Peña instead ordered a withdrawal back into Cádiz. Marshal Victor could not believe his good fortune and immediately re-established his siege lines. Other than confirming the valor of the soldiers on both sides, the battle had been a colossal waste of life.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander: Graham
- 6 Command Cards

French Army

- Commander: Victor
- 5 Command Cards
- Move First

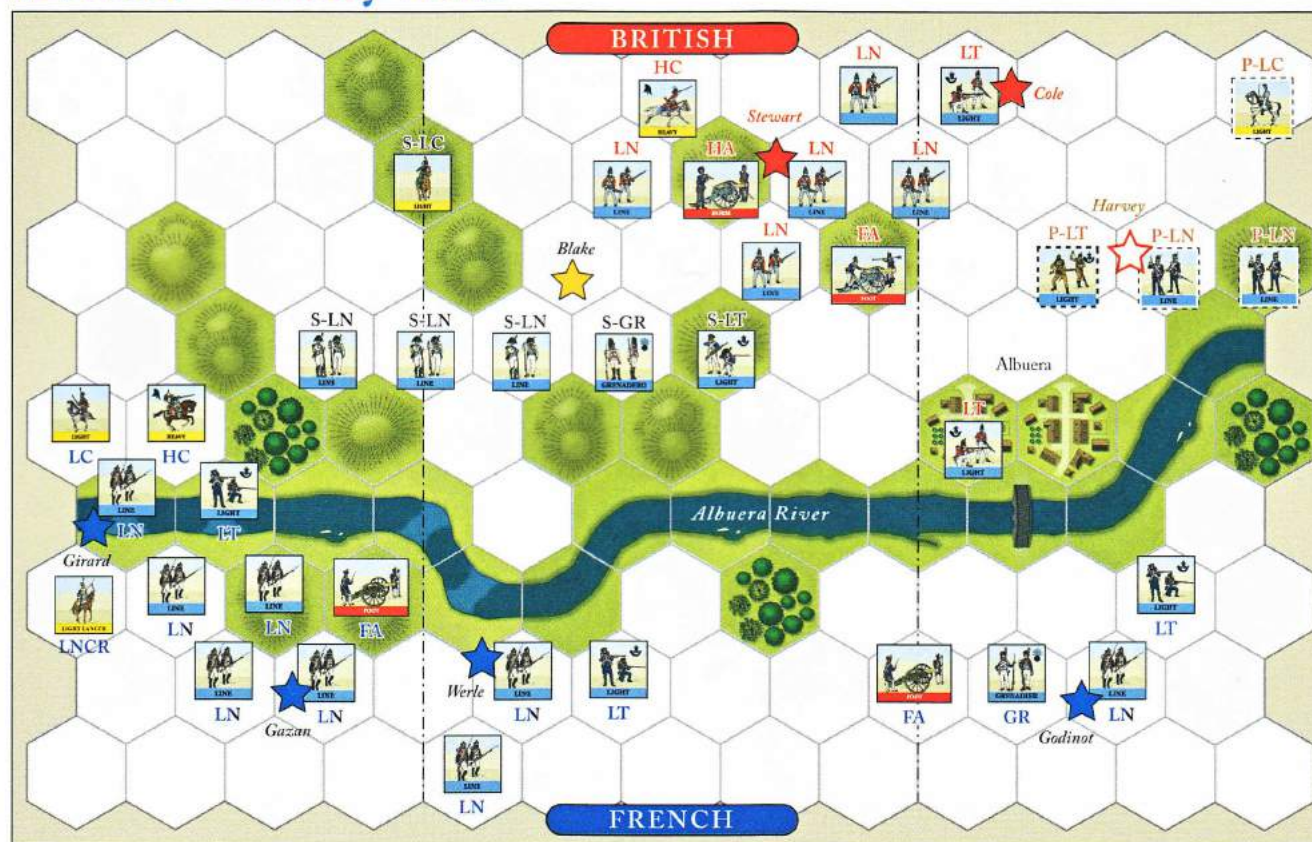
Victory

7 Victory Banners

Special Rules

- The 11 Barrosa Ridge hill hexes serve as a Group Victory Banner objective for the side that occupies an absolute majority of these hexes at the start of its turn. Absolute majority means to occupy more of the hill hexes than your opponent. If your side occupies 1 hex and your opponent does not occupy any hill hexes, your side occupies the absolute majority. The Victory Banner is lost when a side no longer has absolute majority. The Victory banner may be gained or lost more than once by each side. At the start of the battle the Spanish player occupies 3 hexes of the hill group and starts the battle with one Victory Banner.
- The Spanish Guerrilla Action rule is not in effect.
- The River is not fordable.

Albuera - 16 May 1811



Historical Background

The Fortress of Badajoz dominated the southern invasion route from Portugal into Spain. The British had invested the fortress, but had few engineers and no siege train to speak of. The French were not idle. Marshal Soult set out toward Badajoz with a relieving force. Beresford, the temporary army commander, marched a force larger than Soult's to the small town of Albuera to meet the French. Beresford placed his army on the ridge behind Albuera, expecting to receive a frontal assault to split his army. Soult, however, formed most of his army behind the high ground opposite the Spanish on the right flank.

On the morning of May 16th, General Godinot's brigade attacked Albuera as a diversion, while Soult's main force moved unobserved across the Albuera River and delivered a flank attack upon Blake's Spanish contingent. The first Spanish unit attacked was Zayas's division, a veteran unit under a good commander. Though pounded by superior French forces, the Spaniards held until Stewart's British division arrived. Stewart threw Colborne's British brigade at the French flank and checked French progress, but none of Colborne's regiments were in square. French cavalry charged and virtually destroyed three of the four regiments. The rest of Stewart's division went into line behind the embattled Spaniards. The French made a fatal pause to allow a fresh division to come forward. Zayas's survivors drew off a fatal no pressure. Now a solid line of British muskets awaited the French columns that had been successful against Zayas. As the fresh French and British formations met, both did fearful execution to each other at close range, British line fire prevailed, causing the battered columns to retreat. French reserves (Werle's division) advanced toward Stewart's remnants, but help was coming. Sensing disaster, General Cole advanced his British division without orders. His action won the battle, as British line fire triumphed over the French columns, but again at a high cost in British casualties. Soult could see Harvey's fresh Portuguese division advancing, and with no more fresh troops available, ordered a French retreat.

Although considered a British victory, when Wellington heard he had lost almost 6,000 irreplaceable British soldiers, he was reported to have said, "Another such battle will ruin us."

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander: Beresford
- 5 Command Cards

French Army

- Commander: Soult
- 5 Command Cards
- Move First

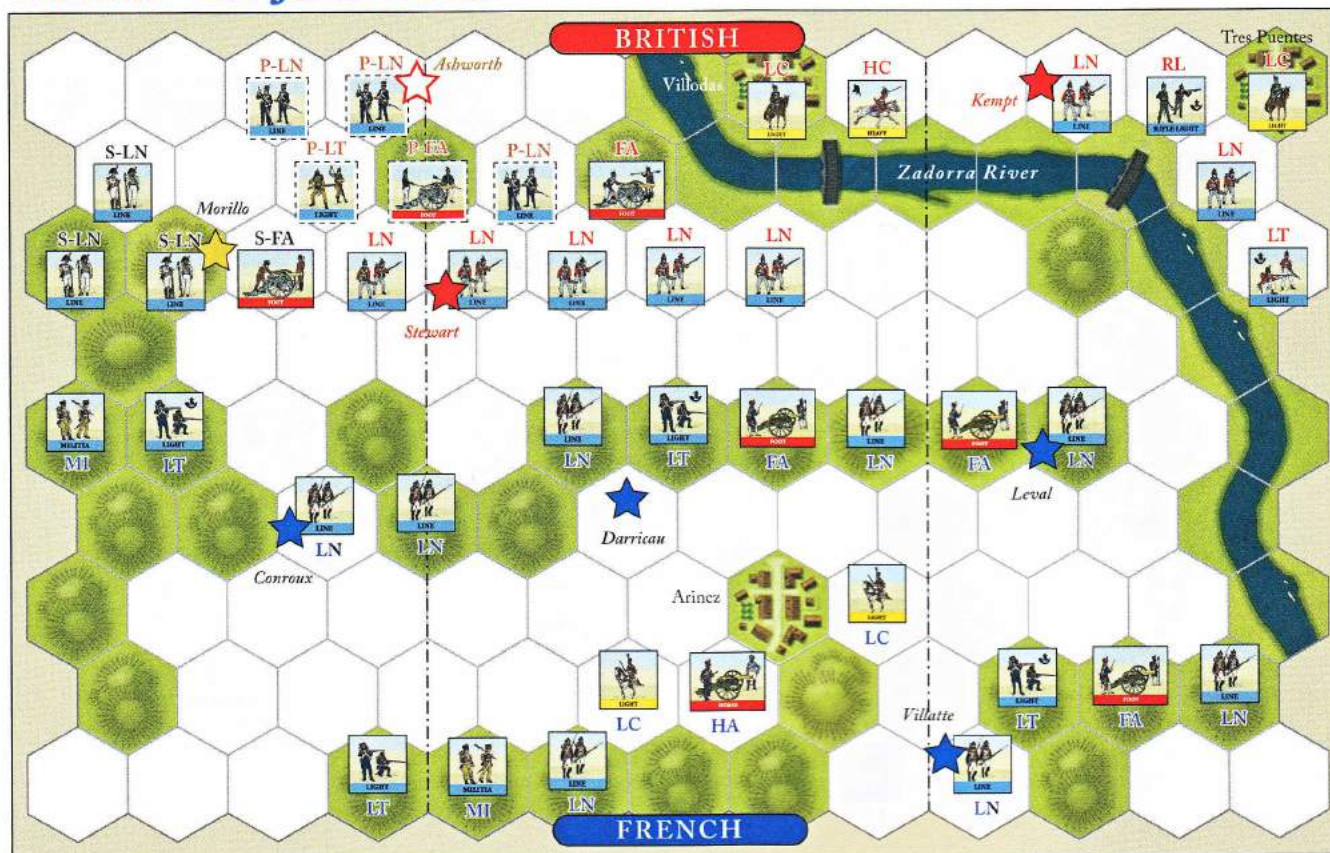
Victory

8 Victory Banners

Special Rules

- Albuera town hexes are Victory Banner objective hexes for the French player. If a French unit occupies either town hex at the start of the French player's turn, the French player gains one Victory Banner. As long as the French unit remains on the objective hex, the French player retains the Victory Banner. If it moves or retreats off or is eliminated, the banner is lost. The French player can gain or lose this Victory Banner more than once.
- The Spanish Guerrilla Action rule is in effect. The British player does not start the battle with any Guerrilla counters.
- The entire Albuera River is fordable. In addition, at all ford hexes, a unit or leader's movement is not stopped.
- **Stewart's Folly.** If the French player plays a Cavalry Charge command card, and the card is not negated by a Spanish Guerrilla counter, during the French player's turn the British player may not form square, nor may he play a First Strike command card if he has that card in his hand.

Vitoria - 21 June 1813



Historical Background

1813 was the year the balance of power swung in the Allies' favor in Spain. Wellington's army received substantial reinforcements from England. Napoleon drew large numbers of veteran troops from Spain to rebuild after the disastrous 1812 campaign. Wellington's Allied army advanced through the mountains into the North East of Spain, outflanking the French armies of Joseph Bonaparte and forcing them toward the French border. Joseph, encumbered by a massive baggage train, had fallen back to Vitoria to await General Clausel and reinforcements. Joseph unwisely deployed to the west of Vitoria. The defensive terrain was good, but he had only a single route of retreat through the pass and that massive baggage train was in the way. Army morale was suspect.

Wellington determined to strike at four vulnerable areas in Joseph's line and destroy the French army before Clausel's arrival took away his numerical superiority. The first attack was conducted by Major General Hill's corps and a Spanish Division against the French left flank. Kempt's Light Division was to cross the Zadorra and extend the British line. Two divisions, including Picton's, were to engage the French right flank, and two more divisions under Graham were to attack across the Zadorra north of Vitoria to block the retreat route.

Hill's attack slowly pressed the French back, and Kempt's division crossed the unguarded intact bridges on the Zadorra to aid the attack. Picton's divisions were late joining the fight, but luck was with the British. Hill's attack attracted virtually all of the French reserves. When Picton's divisions engaged, they made good progress, and the entire French army was pushed back into an ever-shrinking area. Over seventy guns on each side engaged in the largest artillery duel seen in Spain as the Allied infantry continued to press forward. By 4 P.M. the French were beaten, and Joseph's order to retreat turned into a full-fledged rout as the troops heard the sound of battle near their escape route through the pass.

The entire French army was saved from destruction by two events. First, terrain and fanatical French resistance prevented Graham from blocking the retreat path. Second, the Allied army dissolved into a horde of looters as they came upon the riches of the baggage train, effectively ending pursuit. As it was, Joseph's army suffered 8,000 casualties and lost all of its artillery and stores in addition to the baggage train.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander: Wellington
- 5 Command Cards
- *Move First

French Army

- Commander: Joseph Bonaparte
- 4 Command Cards
- *Move First

Victory

9 Victory Banners

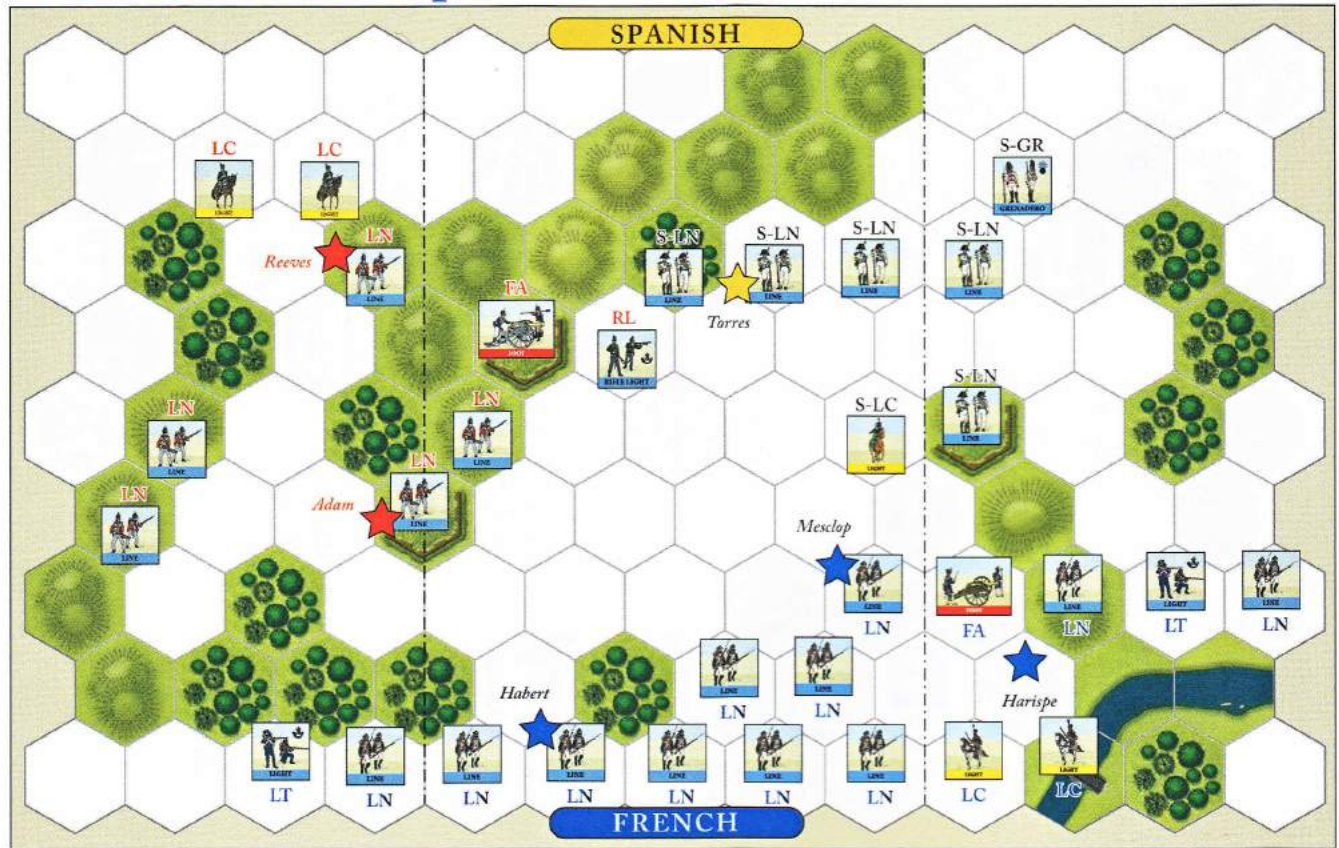
Special Rules

- ***Move First.** At the start of the battle, each player simultaneously selects and reveals one Command card from their respective hands. The card each player selects will be the card that each player must use on his first turn. The side that will move first is the side with the card that orders the lowest printed number of units. Counter-Attack, Elan, First Strike, Leadership and Rally Tactic Cards cannot be played. Remaining Tactic Cards are assumed to order the maximum number of allowable units. If a tie, the British player moves first.
- The Spanish Guerrilla Action rule is not in effect.
- The River Zadorra is not fordable.

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Ordal Cross - 13 September 1813



Historical Background

In late June Suchet was informed of the French loss at Vitoria and started his Army of Aragon's retreat North. Lord Bentick, a rather inept British commander, followed timidly, for Suchet's army was unbeaten after several battles. Bentick ordered Adam's British advance guard along with Torres' Spanish to occupy the heights above Ordal Cross. The position was extremely strong, and Suchet was still believed to be in retreat. Adam posted his best unit, the Inniskillings, in the abandoned trenches near the cross itself. Ominously, no vedettes were posted.

Suchet had determined the best defense was a good offense and had turned back south to attack. Shortly after midnight on the morning of September 13th, Suchet's troops crossed the Bridge of Lledoner in the gorge near the Allied position undetected.

First contact was made when a Spanish cavalry patrol discovered the advancing French column. Soon after, the entire pass was engaged in a fierce night battle. The Allies made a series of bayonet charges against the French advance, and extracted a heavy toll with their gunfire, but Suchet expertly kept moving troops forward and extending his lines. The Allies were steadily forced back. After three hours of fighting the last entrenchments fell, and with Adam wounded, the surviving Inniskillings and Spaniards retreated, but most were captured by Suchet's pursuing cavalry.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Anglo-Spanish Army

- Commander: Adam / Torres
- 5 Command Cards

French Army

- Commander: Suchet
- 6 Command Cards
- Move First

Victory

6 Victory Banners

Special Rules

- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla counter.
- The river is not fordable.