

AN HISTORICAL SIMULATION GAME OF FOUR PENINSULAR WAR BATTLES, 1808-09

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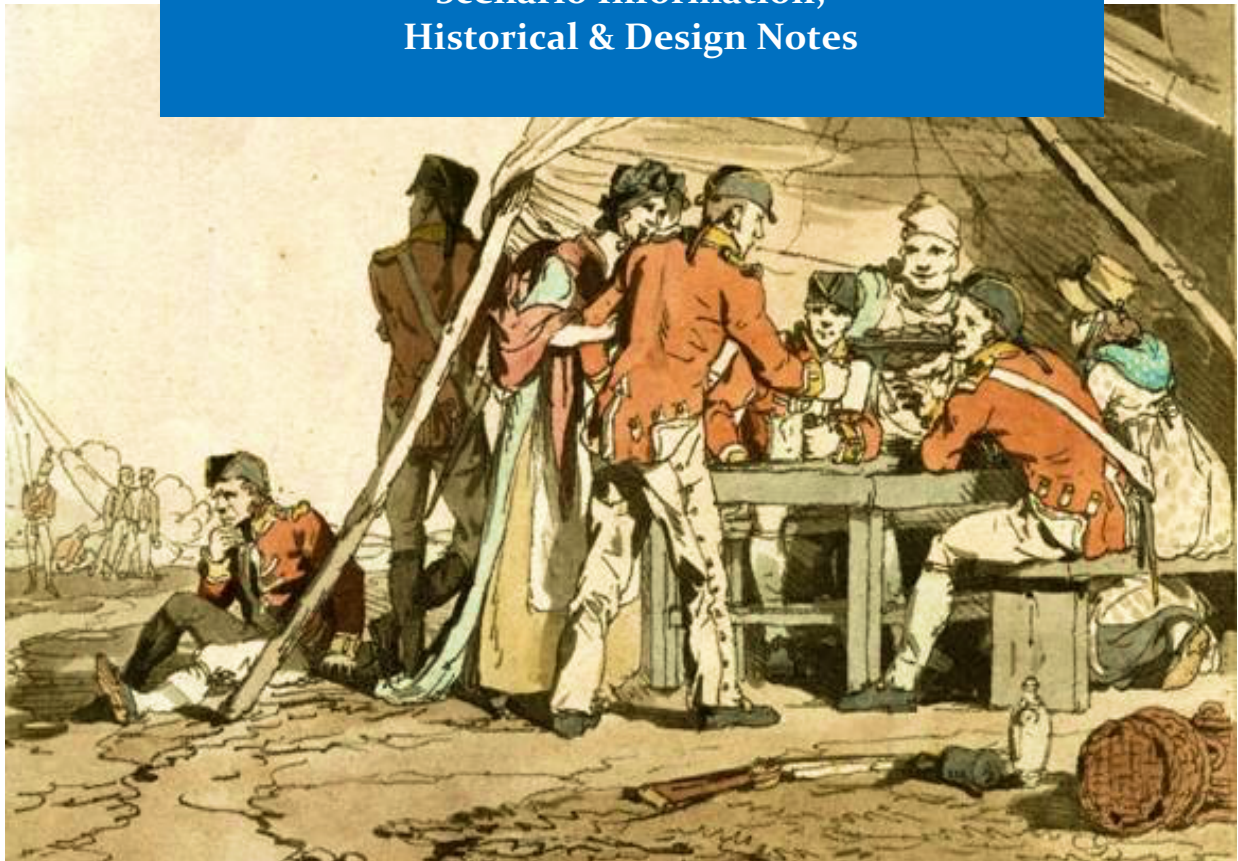
L'ARMÉE D'ESPAGNE™

Napoleon Invades Spain™

VIMEIRO, ESPINOSA,
TUDELA, LA CORUNA

August 1808—January 1809

Scenario Information,
Historical & Design Notes



Vers. 2.0

Study Folder
OPERATIONAL STUDIES GROUP

L'Armée d'Espagne™

Napoleon Invades Spain

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STUDY FOLDER COVER: *British soldiers relaxing at a sutler's booth, 1808*. Anne S.K. Brown Military Collection, Brown University Library

GAME COMPONENTS:

2 Map Sheets 22" x 34" and 2 Map Sheets 11" x 17"

2 Counter Sheets: 560 die-cut playing pieces

2 Booklets: System Rules, Study Folder

14 Player Aid Cards: TRC x3, Initial Set-up x4

(French x2, British x1, Spanish x1), Casualty x2,

Combat Results, Reorganization, Weather, Fog of War Card Instructions x2

• Adding the Cards Folder, 11" x 17"

• Combat Tables Folder, 11" x 17"

• Orders Slip Sheet/Sequence of Play

• Victory Worksheet

• Cards Removed from Deck/Scenario Parameters

• Game Box

NOT INCLUDED: The two decks of 100 cards are *not* included. This game uses the "Universal Deck." If you do not have them in another OSG game, they can be ordered at Napoleongames.com.

Contact for missing parts: info@napoleongames.com

25.0 SCENARIOS

November 1808: Napoleon arrived with 100,000 men of the Grande Armée, shouldering aside Spanish Armies along the Rio Ebro. Madrid fell quickly and the sprint to Cadiz was being planned. When the stunning conquest appeared to be all but complete, Sir John Moore advanced with his British Army from Salamanca to threaten Napoleon's communications with France. This unexpected offensive derailed the Emperor's plans. Moore was driven off the board at La Coruña, his army

evacuated back to England. Napoleon returned to Paris leaving in his wake a burgeoning popular revolt.

25.1 The Scenario Information

Napoleon Invades Spain includes four Battle Games and a Campaign Game. Players select a game to play, and then refer to the Initial Set-up Cards (25.21) and the appropriate section, listed below, for the scenario information for each game:

27.0 VIMEIRO, 21 Aug. 1808

28.0 ESPINOSA DE LOS MONTEROS, 10-11 Nov.

29.0 TUDELA, 22-23 Nov. 1808

30.0 LA CORUÑA, 16 Jan. 1809

31.0 CAMPAIGN GAME

25.11 Turn Record Card (TRC): For each battle a TRC is provided. The Game-Turn marker is placed on the turn designated as the Game Start.

25.12 One-Day Scenarios: Begin by playing any of the one-day Battle Games (Day of Battle, DoB). Approach to Battle (AtB) scenarios are provided for Vimeiro, Espinosa and Tudela (not La Coruña).

25.13 French Player Nationalities: The French Player controls units of French (blue), Polish (crimson), Baden-Nassau (grey-green or feldgrau), Hessian (gray), Dutch (orange), Westphalian (blue-green), and Swiss (crème with red stripe). There are no French Guard units.

25.14 Coalition Player Nationalities

The Coalition Player controls British (red), Portugese (wine red), Spanish (white) units, and Guerrillas (25.8).

25.15 French Player Units with Mixed Nationalities
I/Beaumont (Fr.-Han.), II/Graindorge (Fr.-Han.), Franceschi (Fr.-Han.), III/Habert (Pol.-Fr.), Wathier (Fr.-Pol.), IV/Scheffer (Baden-Hesse), Maupetit (Fr.-Du.), VIII/Thomières (Fr.-Swiss), Fusier (Fr.-Han.),

25.16 Cavalry Brigades with Disparate Vedettes

In the French I Corps the Hanoverian Chas. belongs to Beaumont. In II Corps, the Hanoverian Chev. belongs to Franceschi. In IV Corps, the Dutch Hussars and Westphalian Chev. belong to Maupetit.

25.17 Spanish Armies. Spanish forces comprise three separate armies, those of Galicia, Andalusia and Aragon. Units of Andalusia and Aragon have divisional officers; the Army of Galicia does not.

25.18 Anglo-Portugese Army

Wellesley's replacement, General Moore, reorganized the British Army before La Coruña, so there are two complete sets of Anglo-Portugese counters. The forces employed at La Coruña ("M" for Moore) have a gray stripe.

25.2 Setting Up the Scenarios

All units set-up In Supply as Hidden Forces (8.2). All reinforcements (25.5) are in supply upon entry. Units may start in Road March at the owning player's option.

25.21 Initial Set-up: The units to set-up are listed on the Initial Set-up Cards. The First Player (26.6) sets up first. The Initial Set-up specifies the location for each unit. This may be modified by Mode Cards (24.5). No units listed in the Initial Setups are reduced at start. "Composition" and "Comments" are for historical interest.

25.22 Hex Numbers: The hex numbers on the Initial Set-up cards show where units are located at the start of the scenario. Place all combat units and leaders on the map in the hexes specified. If there is no hex number listed, the unit is not placed in the PEU box, but is out of play; or, may be ALT (25.51). The second player may *adjust* any one friendly unit by one hex prior to the first player turn (not in an EZOC). The set-up may include overstacked hexes. Make sure to observe stacking limits on your first move.

25.23 Reinforcements (19.1, 25.5): Reinforcement arrival is listed on the Turn Record Card as modified by the play of Arrival Cards (24.7). If the Corps designation follows an officer's name, all units of that corps arrive on the same turn (25.53). If a division is listed, all units of that division arrive on the same turn.

25.24 Pontoon Trains: Availability of pontoon trains is specified in the scenario information. Available Pontoon Trains must be set-up within [7] hexes of any friendly Commander unless otherwise specified. The Coalition has no pontoon; the French Army has one.

25.25 Baggage Trains: All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements (25.26), unless otherwise specified. Each French corps has its own dedicated baggage train. The Anglo-Allied baggage train provides supply for the entire Army of Portugal. Each Spanish baggage train provides supply for an entire Army. The Andalusia Baggage Train provides supply for the divisions of Villariezo (1), Grimarest (2), La Peña (4), Roca (5), and independent units Freire and Cartajal.

25.26 Train Reinforcements:

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement, the baggage and pontoon trains arrive *after* all combat units.
- If a formation arrives over several turns, the trains arrive at owner's choice of time.
- If part of the formation sets-up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

25.27 Leaders: Leaders set-up in the hex specified, or, at owning player's choice, Commanders may set-up with any Friendly force—Officers in any hex containing units of their Formation—in supply and not in an EZOC. Leaders ignore Mode Cards unless specifically mentioned. Leader cards may be played as "inapplicable" (24.35) prior to the named leader's arrival.

25.28 Vedettes: Vedettes may be deployed at the beginning of a scenario at the owning player's choice, anywhere within *three* hexes of their parent unit (not in an EZOC). The *second* player deploys all available vedettes first, then the first player deploys.

25.29 Guard: There are *no* Guard units (11.3). EXCEPTION: Warde's Bde in Moore's British Army.

25.3 Forces at a Glance

25.31 French Forces

Corps	VIMEIRO	ESPINOSA	TUDELA	CORUÑA
I	•	★	•	•
II	•	•	•	★
III	•	•	★	•
IV	•	★	•	•
VI	•	•	★	ALT
VIII	★	•	•	•

25.32 Coalition Forces

Spanish Army of Galicia

	VIMEIRO	ESPINOSA	TUDELA	CORUÑA
Gal	•	★	•	•
Nor	•	★	•	•

Spanish Army of Andalusia

Div	VIMEIRO	ESPINOSA	TUDELA	CORUÑA
1	•	•	★	•
2	•	•	★	•
4	•	•	★	•
5	•	•	★	•

Spanish Army of Aragon

Div	VIMEIRO	ESPINOSA	TUDELA	CORUÑA
1	•	•	★	•
2	•	•	★	•
3	•	•	★	•

Anglo-Allied Army of Portugal

Div	VIMEIRO	ESPINOSA	TUDELA	CORUÑA
1	★	•	•	★
2	★	•	•	★
3	•	•	•	★
Res	•	•	•	★
Por	★	•	•	•
Lt	•	•	•	ALT

KEY: ★ = in play. • = Not Available. ALT = Alternate Reinforcement.

25.33 Utility Markers: Counter Sheet #2 contains Utility Markers for use with all games in the Library of Napoleonic Battles. Utility Markers are Road Block (25.9), Late Start, *Garde Recule*, Fire, Smoke, Reinforcements Delayed, Casualty Level Markers, Square, Out of Supply,

Overrun, Control, Repaired Bridge, I.P., Road March, Out of Command, In Command and Repulse. The use of these markers is explained below or in the Series Rules Folder.

- **Casualty Level Markers:** Each Corps or division has a marker with its formation i.d. These markers are placed on the Demoralization Track to record Casualty Levels instead of using the first eliminated combat unit of each corps (21.1).
- **Late Start:** Use the marker on all unawakened Commanders (Card No. 2, Late Start). The reverse side denotes Commanders and officers who are unable to provide command while Reorganizing.
- **Garde Recule:** Warde's Brigade in Moore's Formation is the only guard unit (11.3).
- **Reinforcements Delayed:** applies to forces that are subject to Fog of War Card No. 24, Delay—March Confusion.
- **Square Marker:** Place the square marker on any infantry unit that was successfully charged to denote increased movement costs.
- **Fire/Ruins • Smoke:** Throughout the duration of Fire, Smoke blocks LOS.
- **Suppressed:** (See Bombardment Table)
- **Command Markers:** During the Command Segment (B.4) place *In Command* markers on officers and units placed in command by *commanders*. Then place *In Command* or *Out of Command* markers on officers as they check initiative. As you go along, place *Check* markers on units beyond command range. (These will check initiative shortly.) When checked and initiative is gained, place a *gray Out of Command* marker to indicate the unit *may move* up to its MA—but *not advance* after combat.

25.4 Scenario Information Detail

The following information is provided in 27.0—31.0.

25.41 Duration: The game ends with the completion of the last turn specified under “Duration,” or may end immediately when all the formations of one side are demoralized or have exited. The Level of Victory still has to be determined (26.2).

25.42 Mode Cards at Start: The number of Mode Cards to draw on the first turn only.

25.43 Remove Cards from Deck: Before play begins remove specified number of cards from each Player's card deck (24.2). See separate list per Battle. *Scenario Parameters* is a summary of all the info you need to play, for all the battles, in one place.

25.44 Bonus Cards: On the second turn of each battle, each player draws a number of Bonus Cards specified for that battle. If playing the Campaign, at the end of each battle, each player draws a number of Bonus cards determined by victory level (26.5).

25.45 Alternate Reinforcements (ALT): (25.51)

25.46 Special Rules: Rules that apply to this battle; at start conditions and map area in play. Spain-Specific Rules (25.7, 25.8) apply to all battles.

25.47 Victory Conditions: Victory Points (26.1) are awarded for control of places on the map. Certain VP locations that *do not* count in a battle may be listed.

25.5 Reinforcements

Reinforcement units (19.1) are placed on the Turn Record Cards, and enter at the mapped hex specified on the TRC. All units of the formation enter on the same turn unless listed separately, subject to card play, depending on size of formation for multi-hex forces (25.53). When a Division is listed, all units with that divisional designation arrive on the same turn (25.23).

25.51 Alternate Reinforcements (ALT): ALT Reinforcements are listed in the Scenario Information by group number. One numbered group of friendly ALT Reinforcements appears for each Alternate Reinforcements Card (No. 29) played. ALT groups must appear in order of priority starting with #1. Each time an ALT group enters, the enabling card is *removed from play* after being scored (26.16). ALT reinforcements enter at a reinf. entry hex or Supply Source of the same army.

If not using the cards—roll *two* d6 during the Command Movement Segment of every Recovery Turn: on a result of 2 or 3, you may enter the next group of Alternate Reinforcements listed; if you roll a 4–12, there is no result. If you roll a 2 or 3, your opponent can roll 2d6 to delay by one turn the alternate reinforcements; the delay is successful if he also rolls a 2 or 3.

25.52 Hidden Reinforcements: All Reinforcements enter the map as Hidden Forces. Vedettes may enter instead of their parent LC units.

25.53 Deploying Off-Map Reinforcements: For multi-hex forces, prior to entry, all additional stacks after the first are deployed off-map in a column (*see Glossary*), beginning with the leader at the front of the column, and ending with the baggage (25.26). Reinforcements can enter in Road March at the owning player's option.

25.6 March Orders

One March Order *per player* may be issued prior to the start of any scenario, to any friendly force in play on the map, *if* a Commander of the appropriate army is on-map at the start of the scenario (20.1). Special Rules may alter the number of March Orders at start.

25.61 Pre-Programmed March Orders: The Special Rules may specify mandatory “pre-programmed” March Orders. These orders represent historical conditions limiting the leaders' freedom of action. They can be removed according to 20.23. One March Order can be changed at night (20.4, 2.2B).

25.62 Late Start Mode Card: If you want to change a pre-programmed March Order and you drew a Late Start Mode Card, you'll need to wake up first. A "sleeping" leader moves with his units. *NOTE: Any kind of SNAFU can be covered by the term "asleep."*

25.7 Peninsula-Specific Rules

The following Special Rules apply to all four battles.

25.71 Night Combat: Darkness creates certain exceptions to the rules of Movement and Combat. The "6AM," "7-8 PM" (and any other turns marked with the diagonal shading on the TRC) use the *Day* Sequence of Play with the following modifications:

- There is **No Command Movement Segment**: All Movement during the shaded turns is by *Initiative*. EXCEPTIONS: • Units with a current March Order in effect (20.4) • Commanders can move freely (individually).
- There is **NO LOS** during shaded turns. You *must* define attacks before revealing enemy units.
- All "Ar*" and "Dr*" results become "**Shock**."
- Arty. and HArt. may *not bombard* or contribute their strength to an adjacent attack; they may *defend* against enemy attacks as they would during daylight hours.
- Cards are not drawn or played during shaded turns. Movement Allowance is 2/3 MPs (inf/cav).

25.72 Weather Tables: Determine Weather on the first turn of each day. Check again at 9AM and every 3 turns thereafter. Weather stays the same between checks.

25.73 Baggage Train Movement: All Formations must recover any units awaiting reorganization before their baggage trains move farther away from the current friendly supply source. If the Formation's Trunk Line (17.43) is increased, roll for each unit of the Formation still on the Reorganization Display: on a die roll of 5 or 6 move the unit to the PEU. All units that are out of supply (or lack a baggage train) upon reorganization (22.2) must also roll as above.

25.74 Ford Hexsides: Fords are treated as stream hexsides and share all the effects of stream terrain (except the MP cost to cross). During Thunderstorm weather all Fords are unusable (during all three turns) for both sides.

25.75 Stone Bridges: All named bridges plus Tudela (2633) are made of stone and may not be damaged (7.63).

25.76 Dragons Teeth: Impassible gray escarpment hexsides with 100 meters of rise or steeper; treat them like river hexsides with blocked LOS. No ZOCs cross them, no attacks or bombardment across. No command trace, no retreat through.

25.77 Napoleon: Napoleon may arrive as ALT #4 or may arrive by play of Card No. 7. If he arrives he appears on map from the direction of Burgos.

25.78 Improved Positions: I.P.s are not used.

25.8 Guerrillas

As they can choose when to strike, guerrillas usually have the tactical initiative and the element of surprise. Guerrillas appear out of nowhere to menace the security of French columns. This is a powerful tool for the Spanish Player. Guerrillas are in play only when using the cards. When you play Coalition Card No. 20, the Guerrilla card, immediately bring into play a number of guerrilla markers equal to the Guerrilla intensity of that battle. Guerrillas are a type of vedette (16.0) with special abilities, as follows. They have all properties of vedettes.

25.81 Guerrilla Intensity Level: This number, listed in the Scenario Information, specifies quantity of Guerrillas available in each battle. Deploy that number of Guerrillas face down, not within 7 hexes of any French combat unit, *vedette, baggage train or Supply Source*, and in hilltop or woods hexes if possible. No more than 3 Guerrillas may be in play at any one time.

25.82 Guerrilla Initiative: Guerrillas cannot be placed in command. They move by Initiative only. Remove the Guerrilla unit from play immediately and permanently when it obtains an Initiative die roll result of 6.

25.83 Guerrillas and Reconnaissance: Whenever the French Player conducts Recon (8.3) against a force which turns out to be a guerrilla, he must pay an extra 1 MP. If his force has no more MPs, he may not conduct Recon. Guerrillas conduct recon like all vedettes but cannot be reorganized. On the Recon Table, convert "ved-recov" results to "guerrilla PEU." PEU Guerrillas may be drawn out again for future guerrilla card play.

25.84 Guerrilla scouting: Each guerrilla unit may make one long-distance scouting attempt per day, on a daylight turn, if in a hilltop, town, or chateau hex. Roll 1d6 and add "5" to the die result to determine range. All French units to which the Guerrilla has a LOS (8.5), within that range, may be examined by the Coalition player, then immediately re-hidden.

25.85 Other Guerrilla actions: Guerrillas may destroy bridges and trestles (7.62-7.63) and set fire to towns and woods by placing the Fire Marker. The Fire marker remains on the map and costs +1 to enter for the rest of the game. Roll die to determine the prevailing wind:

- 1=E, 2=SE, 3=SE, 4=S, 5=SW, 6=W. Place a Smoke Marker three hexes from the Fire Marker in the opposite direction. Fire and Smoke block LOS for the rest of this and the next 2 turns—then remove the Smoke Marker.

25.86 Guerrilla Raid Card No. 16: You don't need a guerrilla counter on the map to play this card. The effect is not dependent on the presence of a guerrilla counter.

25.87 Guerrilla Roadblock: Prior to the start of the friendly movement phase, at the Coalition Player's option, a Guerrilla marker can be removed and replaced with a roadblock marker, if the guerrilla is in a roadblock-eligible hex (25.92).

25.9 Optional Rules

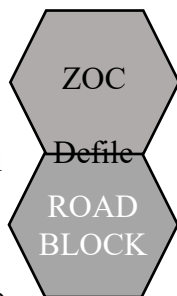
May be adopted by consensus of players. Roadblocks were *not* important at any of these battles.

25.91 Roadblocks: A roadblock is an infantry company or battalion with tools. It cannot move, and has a combat strength of (1), for defense only. It may never attack and simply remains in contact when adjacent to the enemy during the friendly combat phase. A roadblock is blocked to French and Coalition alike, including movement, retreats and supply lines (but not Command Radius). Enemy units may *not* enter a hex containing a Road Block counter. A roadblocked bridge is impassable for enemy movement until the roadblock is cleared. Roadblocks are always immobile and “unable to retreat fully/PEU.”

25.92 Roadblock Construction: Each army can construct up to 2 Roadblocks at start and 2 each Night PM turn, at least 3 hexes from the nearest enemy unit, and within 2 hexes of a friendly infantry unit (in both cases tracing only through terrain passable to infantry). Roadblocks may only be placed in a road or trail hex at a defile—either end of a bridge, in a town, slope hex, or woods, and must be pointed toward the defile hexside. Construction is automatic—simply place the Roadblock Marker with the red arrow pointed toward the blocked defile. Guerrillas may be used to build additional roadblocks (25.87). You may build up to two roadblocks in a hex, each pointing to a different defile hexside.

25.93 Reconnaissance against Roadblocks: Roadblocks are placed face down until revealed by recon (8.3) or Repulse (9.12). The roadblock is treated as “no cav” on the Reconnaissance Table. A repulse is resolved as a regular combat, with no column shift (9.22).

25.94 Roadblock ZOCs: A face-down Roadblock marker has a ZOC into all adjacent hexes. The 5 non-defile hexsides are revealed as non-controlled only when the roadblock marker is face-up, leaving one actual hex of ZOC. Friendly units may stack with the Roadblock—their ZOCs are unimpaired.



25.95 Clearing Roadblocks: To clear a roadblock, an infantry unit must attack it through the defile hexside. If attacking exclusively through a defile hexside it is resolved on the Shock Combat Table. A retreat or 1R result for the roadblock means it is cleared. A cavalry or artillery unit without infantry cannot attack (or bombard) through the defile hexside. The roadblock hex may be attacked from non-defile hexsides. If no infantry units attack through the defile hexside, that roadblock is not removed.

25.96 Defending a Roadblock: There are no additional terrain effects on combat for units stacked with a roadblock. The defense strength of the roadblock is added to

the total combat strength defending the hex, unless no infantry attack through the Roadblock hexside. Cavalry Charges are not permitted against a Roadblock hexside.

25.97 Artillery as Wheeled Units: Treat all artillery like trains, moving at cavalry costs. Artillery may not enter Slope hexes except by Road or Trail. Artillery may not cross Rivers (even if frozen), or streams, except via bridge, trestle, or Pontoon bridge.

25.98 Officer Initiative Checks: If an officer is located 2 or 3 hexes from an enemy unit when he fails his Initiative die roll, the leader, plus all of his units in Command Range may move one (and only one) hex. They are Out of Command. Mark the officer with a “1 Hex” marker.

26.0 VICTORY CONDITIONS

Victory is awarded to the player or team with the most Victory Points at the end of the game. In the Campaign Game, the level of Victory is according to the ratio of each side's Victory Point total (26.23).

26.1 Victory Point Awards

Victory Points are awarded for the conditions listed (26.11). Calculate victory point awards at the end of each battle.

26.11 Determine VP Totals: VPs are awarded for...

- Enemy Combat SPs Eliminated (26.12)
- Enemy Formations Demoralized (26.13).
- Captured Enemy Baggage Trains (26.14).
- Controlled Hexes (26.15)
- Total VPs of cards you have played (26.16)
- Leaders in a town through the Night (26.17)
- Captured Commanders (26.18)
- Units that have exited the map (26.3)

26.12 Total Combat SPs Eliminated

At the end of the battle, total the losses in SPs by both sides, including the total SPs in the PEU, Unrecovered and Recovered boxes. Don't count SPs in the Full Strength Holding Box. Subtract the smaller from the larger total. The side losing the least SPs receives VPs as follows:

Difference	VP Award	Difference	VPs
0-4	0 VPs	20-24	4 VPs
5-9	1 VP	25-29	5 VPs
10-14	2 VPs	30-34	6 VPs
15-19	3 VPs	35-39	7 VPs, etc.

When calculating Total Combat Strength count the unit's Full Strength. EXCEPTION: For units *starting* the scenario at Reduced Strength, use reduced strength.

26.13 Enemy Formations Demoralized: Each Player receives [4] VPs for each enemy Formation demoralized at the end of play. EXCEPTION: only [2] VP are awarded for demoralization when the demoralization level of the formation is 4 or less.

26.14 Captured Baggage Trains: The Player receives [2] VPs for each Enemy Baggage Train captured (18.14).

26.15 Control: The Player receives [4] VPs for each *Enemy* Supply Source he controls. Each Player also receives the number of Victory Points printed on the map for each VP Hex he controls. EXCEPTIONS:

- The Scenario Victory Conditions may specify certain VP hexes that do *not* apply in that scenario.

To be considered in control of a hex, a friendly *Combat Unit in Supply* must physically occupy the hex, or be the last Combat Unit to have occupied or moved through it. An occupying unit that is Out of Supply at the moment it enters or moves through a hex does not control that hex. To indicate the control of a hex, place a control marker of the proper side in the hex.

26.16 Cards: Add or subtract the VP Value of *each card* you have played during the game, if that card's instruction was actually used, as specified on the card.

26.17 Leader in a town throughout the Night: Each player receives ONE-HALF VP for every friendly Leader in a town or a Chateau who will remain there until 7 AM. (Round fractions down.)

26.18 Capture of Commanders: A player receives a number of VPs for each captured Commander equal to that Commander's Command Rating.

26.2 Levels of Victory

At the end of the battle the total of Victory Points achieved by the two players is compared as a ratio (French: Coalition), which determines the level of victory—Marginal, Tactical, or Strategic. Divide the French by the Coalition VP total.

26.21 Find VP Ratio:

1 to 2 or less	Coalition Strategic
1 to 1.5 / 1 to 1.99	Coalition Tactical
1 to 1 / 1 to 1.49	Coalition Marginal
1.01 to 1 / 1.5 to 1	French Marginal
1.51 to 1 / 2 to 1	French Tactical
More than 2 to 1	French Strategic

26.22 When Total of VPs is Zero: Convert scores of "0" to "1" in order to calculate VP ratio.

26.23 Levels of Victory in the Campaign Game:

In the Campaign Game at the end of each battle, the winner, Level of Victory and total VPs for each side must be recorded (26.5).

26.3 Exiting the Map

Either Player may choose to exit his units by playing the "General Retreat" card once per game.

If not using the cards, the Phasing Player may declare one General Retreat per Army (20.5).

Exit hexes are not always marked on the maps. Individual units in a General Retreat move to the closest Supply

Source of the appropriate army (20.51). Special Rules may specify additional exit conditions (30.42). Friendly units may exit where an enemy unit previously exited. The exiting unit pays the Movement cost of the hex it is leaving once again. Exited leaders may *not* reorganize units. Units that exit the map cannot be returned to play and are *not* considered eliminated for Victory Point purposes. Units forced to *retreat* off the map are eliminated (12.34).

26.31 VP Award: If he makes a "General Retreat" the Exiting Player receives [4 VP] for exiting each friendly baggage train, and [1 VP] for every five combat units exited. EXCEPTION: The *total number of VPs* from exiting units may not exceed *the total number of enemy combat units* PEU and UAR. EXAMPLE: The Coalition player exits 25 units. The French lost 5 units, so all five VPs are counted.

26.32 Exit by March Order: A force may be assigned a March Order to exit the map.

26.33 No Award: Even if you do *not* declare "General Retreat," you may choose at any time to exit individual units to prevent their destruction, but *unless* they exit at their own Supply Source, you receive no VPs, and the exited units cannot be returned to play.

26.4 Zero Loss Award

The Player receives [2] VPs if the total of eliminated SPs in the Friendly PEU + Unrecovered + Recovered boxes at the end of the game is zero.

26.5 Bonus Cards in the Campaign Game

The Campaign includes all four battles played sequentially in historical order. Score the Level of Victory at the end of each battle. A victory will allow the winning player to draw "Bonus Cards" from his card deck at the next battle.

Strategic Victory: 3 Bonus Cards per battle

Tactical Victory: 2 Bonus Cards per battle

Marginal Victory: 1 Bonus Card per battle

Each player receives a minimum of 2 Bonus Cards.

EXAMPLE: The French Player wins a Marginal Victory at Espinosa. He would draw one "Bonus Card" (plus the regular cards) on turn two of Tudela. The Coalition Player would draw the minimum of 2 Bonus Cards each day.

26.6 First Player

The first player sets-up first. The French Player is the First Player. (Exception: 27.67)

27.0 THE BATTLE OF VIMEIRO

The Liberation of Portugal, 21 August 1808

27.1 Introduction

Wanting to stop the British forces before they were reinforced, General Junot arrived on the road from Torres Vedras, forcing Wellesley to extend his line. Several French assaults were halted; the last—by the grenadiers—almost carried. After losing 1,500 killed and wounded, 300 prisoners and 12 guns, Junot's Army was granted free passage back to France by the controversial Convention of Cintra. The British lost 134 killed, 534 wounded and 51 missing.

27.11 Duration: 21 Aug., 10 AM—6 PM (9 turns).

27.12 Mode Cards at Start: French 2, Coalition 1

27.13 Bonus Cards, Turn 2: French 2, Coalition 2.

27.14 Pontoon Trains: none.

27.15 Counter Mix: (25.3).

27.16 First Player: The French Player is first player.

27.17 Guerrilla Intensity Level: 0

27.2 Alternate Reinforcements:

FRENCH

#1. VIII/3 Fusier (2216)

#2. VIII/1 Avril, VIII/2 Perrier (2216)

COALITION

#1. W/2 Ross (0405)

#2. W/Por Freire (0901)

27.3 Special Rules

27.31 Damaged Bridges at Start: None.

27.32 March Orders at Start: Each Player has one (20.1).

27.33 Map Area in Play: Set up all units in accordance with the "VIM DoB" column of the Initial Set-up. This scenario uses the Vimeiro (VIM) Map.

27.34 British Artillery restriction: shortage of horses greatly impedes the British gunners. Only one artillery unit is allowed to move per turn.

27.35 Vimeiro: If the French control Vimeiro (1009) at the end of any Coalition Player Turn, the game ends immediately. Tally VPs to determine the level of victory (26.11).

27.36 French General Retreat: Prohibited until 2 PM.

27.37 General Harry Burrard: Roll the die for Sir Harry. Start rolling at the start of the 2 PM turn: on a 1-2 Sir Harry arrives and game ends. Tally VPs to determine the level of victory (26.11); 3-6 No effect.

27.4 Victory Conditions

VPs are earned as per 26.1.

27.41 Control: VP Hexes that Do NOT count: none

27.5 Approach to Battle

27.51 Duration: 21 Aug., 7 AM—6 PM (12 turns).

27.52 Mode Cards at Start: French 2, Coalition 1.

27.53 Alternate Reinforcements: same as 27.2 plus:

#3. *Anstruther and Ackland's brigades could have been delayed, or landings could have gone awry due to rough seas.*

PROCEDURE: Roll the die for each unit before the start of the game:

1-2 the unit is present historically: Set up in accord with the "VIM DoB" column of the Initial Set-up.

3-5 the unit arrives as ALT #3, arriving at (0405).

6 delayed until after the battle.

For each unit delayed, Wellesley can adjust (25.22) one other unit at start.

27.54 Map Area in Play: Set up all units in accordance with the "VIM AtB" column of the Initial Set-up. This scenario uses the Vimeiro (Vim) Map

27.55 All other Scenario info: (Same as 27.12 to 27.4)

27.6 Hypothetical French Free Setup

In this scenario the French player may freely set up his forces in any of three Set-up areas (27.66)

27.61 Duration: 21 Aug., 10 AM—6 PM (9 turns).

27.62 Mode Cards at Start: French 2, Coalition 1

27.63 Bonus Cards, Turn 2: French 2, Coalition 2.

27.64 Alternate Reinforcements: (same as 27.2)

27.65 Map Area in Play: Set up Coalition units in accordance with the "VIM AtB" column of the Initial Set-up. This scenario uses the Vimeiro (VIM) Map.

27.66 French Setup Areas: All French starting units set up freely within three hexes of 1116 and/or 1905 and/or 2008. Two units of the Lisbon garrison are included in the French starting force—Avril and Fusier brigades. They are not considered ALT in this scenario.

27.67 First Player: Coalition (this is an exception to 26.6).

27.68 Victory Conditions: VP Hexes that Do NOT count: Vimeiro (1009).

27.69 All other Scenario info: (Same as 27.1 to 27.3)

28.0 THE BATTLE OF ESPINOSA DE LOS MONTEROS

Blake at Bay, 10-11 November 1808

28.1 Introduction

General Blake was slowly withdrawing his underfed forces towards Villarcayo, when he decided to stop and fight at Espinosa. He intended to fight another Valmaseda, with his army repulsing the French, then withdrawing south to Villarcayo to rejoin the Artillery Park.

On the 9th of November Blake received an overly

optimistic message from General Belveder, commanding the Army of Extremadura, defending Burgos. Belveder stated his intention to fight on the 10th—which he did, with disastrous results—at Gamonal, outside Burgos.

The Division del Norte was conducting a fighting rearguard behind Blake. He sought to cover Belveder's northern flank and disengage his rearguard. In successive assaults on November 10th Victor was thrown back with a loss of 1,000 men by the veterans of San Roman. Next morning, a coordinated massive attack against Las Peñucas heights drove the Army of Galicia from the field, leaving behind 6 guns and 10 standards.

To Napoleon's consternation, Blake led his men on a heroic westward retreat through the mountains to escape pursuit. When Blake arrived at León (after a march of 200 kilometers) on 23 November, 10,000 veterans remained.

28.11 Duration: 11 Nov., 7AM—11 Nov., 2 PM inclusive (8 turns).

28.12 Mode Cards at Start: French 2, Coalition 1

28.13 Bonus Cards, Turn 2: French 2, Coalition 1.

28.14 Pontoon Trains: French 1

28.15 Counter Mix: (25.3).

28.16 First Player: The French Player is first player.

28.17 Guerrilla Intensity Level: 2

28.2 Alternate Reinforcements:

FRENCH

#1. I/1 Arty, I/2 Arty, I/3 Arty (5033)

#2. I/1LC Beaumont, 1/1LC HArt (5033)

#3. IV/2 Scheffer, IV/2 Chassé, IV/2 Arty (3633)

#4. NAPOLEON

COALITION

#1. Gal/4/Carvajal (6111)

28.3 Special Rules

28.31 Damaged Bridges at Start: 4319-4419, 4224-4325, 3624-3725, and 3026-3027 (total 4). The bridge at 0727-0728 may not be damaged.

28.32 March Orders at Start: The Coalition Player has one. The French Player has one pre-programmed march order sending LEFEBVRE/IV to Villarcayo (1012).

28.33 Map Area in Play: Set up all units in accordance with the "ESP DoB" column of the Initial Set-up. This scenario uses the Espinosa (Esp) Map.

28.34 Blake's Command Rating: *Anything more than a static defense and local counterattacks exceeded the capabilities and training of most of the Spanish regiments.* Blake's command capacity may be used to command any *one* division—even the one commanded by San Ramon—plus one additional unit.

28.4 Victory Conditions

VPs are earned as per 26.1.

28.41 Control: VP hexes that do NOT count: 4717, 4518

28.5 Approach to Battle

Forces of both sides set up according to the "Esp AtB" column on the Initial Setup.

28.51 Duration: 10 Nov., 11 AM—11 Nov., 2 PM inclusive (20 turns).

28.52 Mode Cards at Start: French 1, Coalition 1

28.53 Alternate Reinforcements: (28.2)

28.54 March Orders at Start: French Player: (28.32). Coalition Player, 10 November, none; 11 November: During the 3 AM Night March Order Dispatch Phase the Coalition Player gets one pre-programmed March Order, for all units remaining in Medina de Pomar (0626) at 3 AM, to march to Espinosa (4715). Since these units have no officer the individual units can roll to exit the M.O. separately.

28.55 Victor Under Pressure: *After his defeat at Valmaseda, Victor needed a knock-out blow.* Five VP will be awarded to the French for *each* blue VP hex (4518 and 4717) if under French control (26.15) by the end of 9 PM on November 10th (no award for the 11th). Yellow VP hexes are counted in the regular way (26.15).

28.56 Spanish Morale: The Spanish Army is *Demoralized* at start. EXCEPTION: San Roman's Division and the units in 0626 are *not* demoralized. The Spanish Army's Morale recovers:

- if *any* French unit anywhere retreats or is eliminated in combat (or bombardment), while at the same time no Spanish unit does so in the same player turn.
- at the start of the 7 AM turn the Spanish Army's Morale automatically recovers, unless current losses equal or exceed its Demoralization Level.

28.57 All other Scenario Information: (28.12—28.4)

28.6 Night Withdrawal

Here the Spanish Army is assumed to have quietly slipped away during the night of 10/11 Nov.

28.61 Duration: 11 Nov., 7 AM—11 Nov., 2 PM (8 turns).

28.62 Mode Cards at Start: 2 French, 2 Coalition

28.63 Spanish Setup: All units set up anywhere on the SW bank of the Rio Trueba, within 6 MPs of their 11 Nov DoB set up. EXCEPTION: Valdès and Acevedo inf. brigades set up in Barcenas (5213); stack Riquelme and Bermudez infantry units in Espinosa (4715).

28.64 French Setup: (same as 11 Nov DoB)

28.65 March Orders at Start: Each side has one (20.1).

28.66 Control: VP hexes that do NOT count: 4715, 4717, 4518

28.67 All Other Scenario Info: (same as 28.12–28.34)

29.0 THE BATTLE OF TUDELA

Castaños Escapes, 22-23 November 1808

29.1 Introduction

While Napoleon's center column advanced southwards from Burgos, Moncey's III Corps and Lagrange's Division followed the valley of the Ebro. The Spanish divisions moved towards Tudela to stop the French advance down the Ebro toward Zaragoza. Two Divisions from the Army of Aragon arrived opposite Tudela on the night of the 22nd, halting due to command confusion. Lannes concentrated 29,283 men supported by 49 guns against 23,762 men and 38 guns under O'Neill and Saint March as they crossed the Rio Ebro, and Roca, taking position on Santa Barbara hill. Lagrange's division and dragoons were detailed to distract La Peña at Cascante.

29.11 Duration: 23 Nov., 9 AM—7-8 PM (11 turns).

29.12 Mode Cards at Start: French 2, Coalition 3

29.13 Bonus Cards, Turn 2: French 2, Coalition 1

29.14 Pontoon Trains: French 1

29.15 Counter Mix: (25.3).

29.16 First Player: The French Player is 1st player.

29.17 Guerrilla Intensity Level: 2

29.2 Alternate Reinforcements

FRENCH

#1. NEY, VI/Colbert (0143)

#2. III/Digeon (0801), VI/Bardet, Labassée (0143)

#3. III/Reserve Arty (0801)

#4. NAPOLEON

COALITION

#1. GRIMAREST, 2nd Div. (0151)

#2. VILLARIEZO, 1st Div. (0151)

#3. Ara/Agreda, Cas/Cartaolal (3932)

29.3 Special Rules

29.31 Damaged Bridges at Start: None.

29.32 March Orders at Start: Each Player has one (20.1). The Coalition Player may not send March Orders to Grimarest or Villariego (29.2).

29.33 Map Area in Play: This scenario uses the Tudela (TUD) Map. Set up all units in accordance with the "TUD DoB" column of the Initial Set-up.

29.34 Non-Cooperation: Units from the Army of Andalusia cannot stack or combine together in an attack with Aragon units. If units from different armies are adjacent to a single French unit (or stack) only one of them can be subject to 10.31. The other stack(s) remain "in contact."

29.35 General Castaños: Spanish Leader Castaños commands the Army of Andalusia, and at the start of play may not place officers or units of the Army of Aragon in command nor give them a March Order. During the Spanish Command Segment, Step a, of every turn,

starting at 7AM on the 23rd, the Spanish Player rolls one d6 for Castaños. On a result of 1, Castaños may use his command rating to command officers of the Army of Aragon (or Andalusia) plus any one unit in either army, each turn, for the remainder of the game.

29.4 Victory Conditions

The VPs are earned as per 26.1.

29.41 Control: VP Hexes that Do NOT count: none

29.5 Approach to Battle Scenario

29.51 Duration: 22 Nov., 2 PM—23 Nov., 6 PM (21 turns).

29.52 Mode Cards at Start: 2 French, 2 Coalition

29.53 General Castaños: Castaños may not give command or March Orders to Army of Aragon units on the 22nd (29.35)

All Other Scenario Info: (same as 29.12–29.4)

29.6 Castaños' Plan

General Castaños planned on having the combined armies of Andalusia and Aragon, plus Roca's division from Center Army, in position by the night of November 22nd.

29.61 Duration: 23 Nov., 10 AM—23 Nov., 6 PM (9 turns).

29.62 Mode Cards at Start: 2 French, 2 Coalition

29.63 Spanish Setup: La Peña division, within 3 hexes of San Juan de Colchetas (1540); Grimarest division, within 3 hexes of Urzante (0942). Other forces same as 23 Nov. Initial setup.

29.64 March Orders at Start: Each Player has one (20.1). Coalition Player may send March Orders to Villariego (Exception to 29.32); not Grimarest.

29.65 All Other Scenario Info: (same as 29.12–29.4)

30.0 THE BATTLE OF LA CORUÑA

Sir John Moore's Last Stand, 16 January 1809

30.1 Introduction

The British advanced toward Burgos but were soon forced into a long retreat punctuated by several skirmishes. At La Coruña Soult attacked the British right, sending Mermet's division against Paget's division. Moore was mortally wounded directing the defence. His army boarded transport ships on the 16th and 17th of January and reached Britain in a week.

30.11 Duration: 16 Jan., 2 PM—7-8 PM (6 turns).

30.12 Mode Cards at Start: Coalition 1, French 1

30.13 Bonus Cards, Turn 2: Coalition 3, French 2.

30.14 Pontoon Trains: None

30.15 Counter Mix: (25.3).

30.16 First Player: The French Player is 1st player.

30.17 Guerrilla Intensity Level: none

30.2 Alternate Reinforcements

FRENCH

- #1. VI/6C/Colbert, III/1 Dgn Digeon (2216)
- #2. II/4/Graindorge, Maransin, 8/3 Arty (2216)
- #3. II/5 Sabathier, 20/3 Arty (2216)
- #4. NAPOLEON, NEY, VI/2/Bardet, Labassée (2216)

COALITION

- #1. GAR/Alcedo (2004)
- #2. M/Lt/Craufurd (1904)
- #3. M/Lt/Alten (1904)
- #4. M/Res/Paget (1904)

30.3 Special Rules

30.31 Damaged Bridge at Start: El Burgo (2515-2615).

The bridge was repaired the night before the battle by French engineers. Place a repaired bridge marker.

30.32 March Orders at Start: Each Player—one (20.1).

30.33 Map Area in Play: Set up all units in accordance with the “COR DoB” column of the Initial Set-up. This scenario uses the La Coruña (Cor) Map.

30.34 Alternate AtB Start Time: A 1PM start time may be used to balance the game. The early start favors the French Player. This option may be adopted by agreement of both players.

30.35 Garrison: Alcedo is the Spanish garrison of La Coruña and appears as ALT #1 (30.2).

30.4 Victory Conditions

The VPs are earned as per 26.1.

30.41 Control: VP locations that do NOT count: None

30.42 Embarkation: Any British Combat units which end the game north of the walled hexside (1804) count as exited (26.3). The Baggage Train may not exit.

31.0 CAMPAIGN GAME

August 1808—January 1809

31.1 Introduction

The Campaign consists of all four Battle Games played successively in order, with each day's fighting influencing the number of bonus cards you get (26.5). Record VPs achieved each day on the *Victory Worksheet*.

31.11 Duration: Six days—59 turns in three Approach to Battle Games plus La Coruña Day of Battle.

31.12 Mode Cards at Start: (27.12)

31.13 Bonus Cards at Start: (27.13)

31.14 Pontoon Trains: French—one with Moncey, one with Victor; Spanish—none

31.15 Counter Mix: The forces in play and Alternate Reinforcements at each individual battle do not vary (25.3, 31.51)

31.16 First Player: The French Player is First Player.

31.2 Alternate Reinforcements:

(see individual battle).

31.3 Special Rules

All Special Rules from the individual battles apply. (See 27.3, 27.5, 28.3, 28.5, 29.3, 29.5, and 30.3.)

31.4 Campaign Victory Conditions

The total of VPs is tallied per player at the end of each day of the Mini-Campaign (26.5). See the “Campaign Ratio” Section of the Victory Worksheet to determine the overall level of victory for each day of the Campaign.

31.5 Initial Set-up

To start the Campaign, use the VIM set-up (27.0). At the conclusion of the 6 PM turn of 21 August, the action moves to the Espinosa map. Proceed to set-up and play the Espinosa Approach to Battle (28.5), the Tudela Approach to Battle (29.5), and La Coruña (30.0).

31.51 Force Structure: The forces present at each battle do not vary from the Initial set up and reinforcements specified for each individual battle. EXCEPTIONS:

- If Marshal NEY and VI Corps units appear as ALT at Tudela, and again at La Coruña, their strength and force structure at COR must equal their strength at the end of Espinosa.

- If the Spanish unit Dgn Reina is eliminated at Espinosa it doesn't appear at Tudela.



HISTORICAL NOTES

Kevin Zucker

Spain's foreign policy was fashioned by "one of the most worthless adventurers and one of the most idiotic kings who history has known." Godoy and Charles IV were tempted by Napoleon's offers of Portuguese territory. The Emperor took advantage of their gullibility and occupied Spanish territory under cover of attacking Portugal.

Having decided upon a take-over of Spain,¹ with his brother Joseph as king, an army of occupation quickly assembled. The first drafts entering the country in 1807 were barely-trained youths led by green officers. "These bodies, equally destitute of *esprit de corps* and of instruction, made up nearly 30,000 men of *L'Armée d'Espagne*. They constituted nearly the whole of the divisions under Bessières and Moncey, which lay in northern Spain at the moment of the outbreak of the war."

Between 18 October 1807 and 1 June 1808, five Corps crossed the Pyrennes with 116,979 men, 70% of whom were green conscripts. Of the 25,000 infantry of older regiments (outside of the Guard), 17,500 belonged to Junot's Army of Portugal (I Observation Corps, aka VIII Corps), the only corps with a solid organization.

I OBSERVATION CORPS: Junot, 3 I.D., 1 C.D., 24,978 men, 17 old line battalions, two battalions of conscripts and three of foreign troops.

II OBSERVATION CORPS: Dupont, 3 I.D., 1 C.D., 24,428 men, 19,000 infantry, two battalions of old-line troops (1,700 men).

OCEAN COASTS CORPS: Moncey, 3 I.D., 1 C.D., 20,341 men. No experienced old-line troops.

PYRENEES OBSERVATION CORPS: Bessières, 2 I.D., 1 C.D., 19,096 men. Only four battalions of old troops.

PYRENEES EAST CORPS: Duhesme, 2 I.D., 2 C.B., 12,724 men.

IMPERIAL GUARD (-): Dorsenne, infantry and cavalry, 6,140 men.

The disasters of 1808—an army corps lost at Bailen and defeats at the sieges of Zaragoza, Valencia and Gerona—sent the French army reeling back to the Ebro river, nearly to the Pyrenees. The Emperor entered Spain in November, bringing one hundred thousand victorious veterans of Friedland with him, while Marshal Davout's expanded III Corps remained in central Europe to watch Austria and Prussia.

Junot's troops fought at Vimeiro with nine companies per battalion (1,100-1,200 men) but all the other corps had six-company battalions of 840 men.² By January of 1809, as the Emperor departed, *L'Armée d'Espagne* had expanded to gargantuan proportions with 231,279 effectives including 40,757 Poles, Italians and Germans. French forces included 29,814 cavalry, 14,787 gunners, and 1,525 engineers. The 194,884 Infantry were distributed in seven corps plus part of the Imperial Guard (9,605).

THE FRENCH ARMY IN JANUARY 1809.³

I Corps 21,175	Cavalry Res. 15,093
II Corps 27,122	Depot 3,880
III Corps 17,406	Garrisons 10,045
IV Corps 13,048	Grand Park 2,579
V Corps 18,284	Replacement Pool 24,554
VI Corps 25,029	Reinforcements on
VII Corps 41,386	the march 11,678

The Spanish Armies

The Spanish Army was very much a standard royal european army until May of 1808, with professional soldiers—but with officers owing more to social origin than to training or professionalism—organized in Line regiments of proud, centuries-long tradition. This army was backed by provincial militia regiments with little training. While the French Revolution and its wars led to the expansion of Spain's army, its character changed little, combining Spanish with Irish and Swiss regiments, even adding a few light regiments.

With the outbreak of war in May 1808, regulars of the Royal Army were mixed with militia lacking experience and training. There was no service corps, no baggage train, no commissariat. The Spanish artillery was drawn by mules—the slowest form of traction available, very unmaneuverable on the battlefield. The old regular army that fought at Baylen and Zorozoa was nearly destroyed by the end of 1808.

Spanish commanders were a mixed bag. The commander of the Army of Andalucia, General Castaños, an experienced soldier of the Bourbons, had the makings of a good soldier. La Romana, a capable officer, commanded the Spanish division repatriated from north Germany by the Royal Navy (Division del Norte). Blake, of Irish extraction, was the young and gifted captain-general of Galicia. The Supreme Junta sacked Gregorio García de la Cuesta for his refusal to accept their authority (until the following year). Numbers in parenthesis (below) are percentage of regular troops.

ARMY OF ANDALUCIA, Castaños, 24,442 infantry and 2,632 cavalry with 28 guns. Operational on 20 June 1808, stationed near Seville in the village of Utrera.

Advanced Division, Venegas—1,990 infantry (67%), 216 cavalry (65%).

Vanguard Division, Coupigni—2,828 infantry (73%), 821 cavalry (100%)

1st Division, de Pedro—4,548 infantry (62%), 426 cavalry (100%)

2nd Division, Jones—4,691 infantry (63%), 558 cavalry (100%)

Reserve, La Peña—10,466 infantry (67%), 611 cavalry

ARMY OF GALICIA, Blake—43,000 Galicians and Asturians; only 32,000 were at the front in the vicinity of Lugo by late October.

¹ This scheme was in progress by October. Oman, i, p. 33n

² Oman, i, p. 105

³ Koch, General Frédéric, *Mémoires de Massena* (1848)

INDEPENDENT DETACHMENTS

Militia, Valdecañas—2,189 infantry, Utrera
 Militia, Mourgeon—1,800 infantry, 400 cavalry, Utrera
 Regulars, Reding—4,500 infantry, and 617 cav., Granada
 Venegas and Echivarria—1,700 infantry and 100 cav., Cordoba

Large numbers of partisans and guerillas operated behind French lines.

Campaign Overview: 1807-09

Junot Invades Portugal: Oct.-Nov. 1807

After a march of six weeks, on the 30th of November, 1807, General Junot entered the Portuguese capital at the head of 1,500 weary soldiers. Not one shot was fired. General Dupont's "Second Corps of Observation of the Gironde" crossed the Spanish frontier with 25,000 men, followed on January 8th by a third Corps of Observation under Marshal Moncey with 30,000 raw conscripts of 1808. On February 10th, 1808, 14,000 men under Duhesme began to drift into Catalonia. Barcelona, the capital, was occupied. The Spanish held the nearby fortress of Gerona commanding the coastal highway to France.

On February 16th French troops seized other Spanish frontier fortresses. On the 26th Marshal Murat was given command of all the troops in the Peninsula. The next month Marshal Bessières crossed the Pyrenees, bringing the total of French troops in the Peninsula to more than 100,000 men. In April Spain's Prince Ferdinand VII was lured across the frontier. He was followed shortly by the King and Queen.

Outbreak of the Spanish Insurrection: May 1808

French troops now occupied Spanish territory from Toledo to San Sebastian, Barcelona, Pamplona, Vitoria, Burgos and Madrid. After the "2 de Mayo" uprising in Madrid, riots broke out in the principality of Asturias on May 9. The revolt spread through Spain like wildfire demanding release of the kidnapped Ferdinand, who had resigned all his rights to the throne on May 10.

The city of Oviedo and the surrounding countryside rose on May 24; Galicia on May 30. The insurrection spread to Santander, Valladolid, Segovia, Murcia, Badajoz, Andalucia, Valencia and Aragon. England promised the new regional "juntas" military aid. The most powerful junta, in Sevilla, was styled "supreme Junta of Spain and the Indies."

The Spanish army mobilized. The strong Army of Galicia was well placed to strike a blow at Burgos and cut French communications. From Burgos there were five routes to the coast—Leon to Oviedo, Burgos to Santander, Burgos to Bilbao, Vitoria to Bilbao, and Vitoria to San Sebastian. French victory at Medina de Rioseco on July 14th secured Castilla temporarily for the invaders.

Battle of Bailen: 23 July 1808. French General Dupont surrendered losing 17,600 men, two-thirds of them conscripts. The Spanish victory at Bailen ruined Napoleon's scheme of conquest, attacking Andalusia with Portugal still unsubdued⁴ and the whole of Spain in rebellion.

British Army Concentrating

Forty thousand Redcoats began concentrating at the ports of Harwich and Ramsgate in Ireland; in Sweden; Cadiz and Gibraltar. Seriously lacking cavalry,⁵ 18,000 men embarked with Wellesley. He had the only baggage train in the force: two troops of the Royal Irish Corps of Wagoners.

Transports weighed anchor on 12 July and reached La Coruña after a short journey of eight days. After discussions with the Spanish generals, Sir Arthur set sail again, and landed on 1 August at Mondego Bay, near Coimbra, south of Oporto, with 13,000 men. Spencer disembarked his men on the same beach four days later.⁶

Battle of Roliça: 17 August 1808

Wellesley spent eight days in the organization of the commissariat,⁷ his men subsisting on biscuit landed by the fleet. Two batteries which Spencer brought from Andalusia had to be left behind on the Mondego for want of horses.⁸ Marching south Wellesley encountered Delaborde's division in front of the village of Roliça, failing to trap the French, who withdrew behind a strong cavalry screen.



Battle of Vimeiro: 21 August 1808

Receiving the two brigades from Harwich and Ramsgate, under Generals Acland and Anstruther, Wellesley (now 19,000) occupied defensive positions along Vimeiro Ridge. Junot's uncoordinated frontal assaults were easily repulsed with the loss of over 1,000 dead and 14 guns, sent packing the way they came for a cost of 720 men. Signed on 31 August 1808, the Convention of Cintra allowed the French to evacuate Portugal and return to France. The British occupied Lisbon on 9 September. Wellesley was recalled to England.

By mid-October Sir John Moore, the new British commander, was making his way northward from Lisbon at the head of 20,000 British troops (leaving 10,000 more to safeguard Portugal). Of the Coalition generals in the Peninsula at this time Moore was the ablest.

⁴ Oman i, p. 86

⁵ Only 360 Dragoons, Oman i, p. 224

⁶ Oman i, p. 230

⁷ Oman I, p. 197

⁸ Oman i, p. 231

The Espinosa Campaign

A Spanish army under General Joaquín Blake, advancing to cut the French lines of communication back to Bayonne, was defeated by Marshal Lefebvre at Zornoza on 31 October, and retreated back to Bilbao. Blake was reinforced to 24,000 men by the landing of La Romana's veteran "Division del Norte", which escaped on British ships from Napoleon's force attacking Denmark. Turning at bay to rescue one of his divisions trapped in the mountains (5 November), he fell upon the French division of Villatte, driving him out of the village of Valmaseda, before resuming the retreat.

Napoleon arrived and assumed command of 70,000 men at Vitoria on Nov. 6. He planned a double-envelopment of the Spanish forces, with his right swinging toward Espinosa and the left converging on Tudela.

Espinosa de los Monteros: 10-11 November '08

Founded around 800 BC, Espinosa occupies the "Valle del Espino," at the exit of the mountain passes from Santander, Bilbao and Burgos. Its name derives from the local mountain men, experts in hand-to-hand combat.

Blake reached Espinosa with 22,000 men, but three French Corps threatened his retreat. In direct pursuit through the mountains came Marshal Victor's I Corps. Lefebvre's IV Corps was on a flank march toward Reinosa to the southwest. Marshal Soult's II Corps was pursuing the Army of Extremadura at Gamonal and was about to capture Burgos.

Blake took advantage of a ridge line north of the Trueba River, a sound defensive position close to the village of Espinosa. On a hill close to the river he placed his rearguard of 5,000 experienced soldiers under San Román, the best of the Spanish regiments recently returned from the Baltic. In the center the ridgeline descended into a gap held by the Vanguard Brigade and the 3rd Division. On the left, the 10 battalions of Asturians held Las Peñucas ridge (8 of the 10 were raw levies). Two Divisions and a brigade were in reserve.

The battle began early in the afternoon of 10 November when General Villatte's division arrived well ahead of the rest of their compatriots. Instead of waiting for Victor, he launched an attack against the Spanish right, with six battalions guarding against a counterattack.⁹

The Spanish position was holding when, at around 3 PM Victor arrived with his remaining two divisions. These fresh troops attacked the same part of the Spanish right with nine battalions while leaving the rest of the line untouched. This allowed Blake to move his 2nd and 3rd Divisions to the right to support San Román. Once again the French were repulsed. San Román's division lost around 1,000 men killed and wounded, including San Román himself. The majority of the 1,000 French casualties were suffered on the first day.

"This engagement was not free from difficulty, and might even have been disastrous with other troops, for 6,000 or 7,000 men were opposed to more than 30,000. But Marshal Victor, coming up with the Ruffin and Lapisse divisions,

hastened to support the Villatte division on the right and left, and was about to throw himself wholly into the battle, when a mist, which rose about 5 o'clock, intercepting the view of the two armies, obliged them to defer the contest."¹⁰

A properly prepared attack the next day focused primarily on the Asturians position. "On the morning of 11 November they were attacked by Lapisse's division, and after a short fight gave way and fled to the west. Blake had moved his reserves towards his right, so they were unable to intervene in the fighting on the left before it was too late. As Lapisse attacked Blake's 1st Division, Victor ordered the rest of his force to launch a general assault. After a short fight the Spanish army collapsed and scattered into the hills. Spanish losses during the battle were probably 3,000 in all, but another 8,000 men disappeared after the battle, most of them joining the guerrillas. When Blake reformed his army at Reynosa on 12 November, 12,000 men remained."

Battle of Tudela: 23 November 1808

The Spanish held the upper Ebro valley. Their opponents, having defeated Blake at Espinosa, were concentrating on Burgos before moving to cut those forces communications with Madrid. Napoleon stopped at Burgos, to organize the supply line coming from France, take care of administrative tasks and preparing to advance towards Madrid.

While Napoleon's center column advanced southwards from Burgos, the left flank, with Moncey's III Corps and an attached division from VI Corps under Lannes, moved directly against the enemy forces in the Ebro valley. After several failed attempts to coordinate their own attack, the Spanish Army of Andalusia, reinforced by two divisions of the Army of the Reserve, fell back toward Tudela.

On 21 November Castaños stood on the banks of the Ebro between Calahorra and Tudela with 31,000 men. Two French divisions—Lagrange's infantry and Colbert's cavalry—had crossed the Ebro at Logroño, turning east towards Calahorra, while the rest of Marshal Ney's VI Corps (17,700) was still negotiating the winding upper Duero valley, about one hundred km away to the Southwest. Castaños's army was in danger of being trapped between the VI Corps and the III of Moncey (24,000). On 22 November the Army of Andalusia was concentrated about Calahorra where newly-appointed Marshal Lannes faced them while French soldiers continued to arrive.

At night Castaños pulled back to a position near Tudela along the Queilles River reaching to Cascante and Tarazona, at the foot of the Sierra de Moncayo. Castaños lacked the forces to fill-out this line, so he had called for help from O'Neill's two divisions at Caparrosa, on the Aragon River across the Ebro. O'Neill and Saint March were part of Palafox's Reserve, and refused to move without permission from him, a day's ride south at Zaragoza. Permission was gained that evening. O'Neill decided to postpone his troops crossing until the 23rd, to avoid getting them entangled in the town in the dark. Roca was already across. Palafox then departed back to Saragossa.

⁹ http://www.historyofwar.org/articles/battles_espinosa_de_los_monteros.html

¹⁰ L.A. Thiers, *Consulate and Empire*, p. 237

That night Lannes's 34,000 men camped at Alfaro, 21 km from Tudela, including Moncey's four infantry divisions and three cavalry regiments, Lagrange's infantry division and Colbert's cavalry detached from Ney's Corps.

Castañes's army was very badly stretched out. Close to 45,000 Spanish troops were in the vicinity of Tudela, very few of them in the front line. Castañes had two divisions at Cascante and Tarazona. His third division (Roca) had just crossed the Ebro, making up, with the divisions of O'Neill and Saint March, a force of around 23,000 infantry. Castañes also had a large number of horsemen – 3,600 in total – but failed to employ them in scouting.

On the morning of 23 November Lannes sent the smaller column, containing Lagrange's infantry division and two cavalry brigades, towards Cascante, while Moncey's III Corps marched toward Tudela.

While the French were advancing, Castañes was attempting to get the two Aragon divisions across the Ebro. General Roca had just reached his place at the right of the Spanish line (Santa Barbara hill) when Lannes's advanced guard made their first attack. The Marshal realised the Spanish were not yet in place, and decided to risk a hasty attack with his leading brigades. This attack was repulsed.

Saint March's division was second to cross, and was also able to take its allotted place in the line at Santa Quiteria hill, but O'Neill's division had to fight off a force of French skirmishers who had reached the top of the Cabezo Malla ridge ahead of them. There was still a three-mile gap before La Peña's division at Cascante.

By noon, La Peña and Grimarest had received repeated orders to move – La Peña to close the gap with the troops at Tudela, and Grimarest to Cascante. Neither man responded effectively. La Peña moved slightly to the east, allowing his division to be pinned in place by two French brigades. Castañes himself attempted to reach La Peña to order him to move in person, but the desperate general was noticed by some French horsemen, and only escaped after a long chase.

Lannes attacked again in much greater strength. On the left Matheu's division attacked Roca's division on the heights above Tudela. To the right Morlot's division made a frontal assault on O'Neill, while attempting to outflank him from San Juan de Colchetas. Both attacks succeeded. Roca's division broke when French troops began to reach the top of Santa Barbara hill through a hidden track near the Mejana, while O'Neill finally retreated from Cabezo Malla ridge. French cavalry under Lefebvre-Desnouettes charged into the gap between O'Neill and Saint March, and the entire Spanish right collapsed, retreating through the Huerta Mayor orchard.

La Peña and Grimarest finally united at Cascante with a total of 18,000 infantry and 3,000 horse. They were opposed by Lagrange's division, 6,000 strong, and cavalry. After the defeat of the right wing, they withdrew under cover of darkness, suffering only 200 killed and wounded, while the right lost 3,000 killed and wounded and 1,000 prisoners.¹¹

"Napoleon's original plan also called for the arrival of Marshal Ney from Aranda in the rear of Castañes position at

the critical moment. This enveloping movement, however, failed to materialize."¹² Ney did his best marching to cover the 100 kilometers demanded, but the Emperor's orders were out of synch with his army's marching abilities among the great mountain expanses. "It was not until the 26th that he reached Tarazona, too late by three days to trap the remainder of Castañes and Palafox's forces."¹³

"Neither at Espinosa nor Tudela had his subordinates achieved the total victory that he felt his carefully considered plans deserved. On each occasion, a sizeable part of the intended victim had slipped out of the net; Blake to Léon, Castañes toward the Cuenca Mountains, both eager for the next fight.

"Nevertheless, the overall position was favorable enough for the French army. Since November 10, three considerable victories had been won, and the Spanish line lay irremediably shattered. Apart from Moore's disunited command, whose exact position was still hidden from the Emperor, not a single enemy army now survived capable of implementing any effective defensive measures. To all intents and purposes, the roads to Madrid, the south and Portugal appeared open to *L'Armée d'Espagne*."¹⁴ The Emperor entered Madrid on December 4, after breaching its makeshift defenses the day before, remaining there until the 21st. Here he broke his own cardinal rule—the seizure of the enemy capital could have waited while he moved directly against Moore, instead of taking the long detour to Madrid, and there were Spanish armies on the field.



General Craufurd with the 95th at the Battle of Cacabelos JP Beadle

The Coruña Campaign

On December 11 Sir John Moore moved out from Salamanca to threaten French communications. His target: Soult's isolated corps of 16,000 west of Burgos. Napoleon swung into action when the full meaning of reports from Soult and Franceschi was assimilated. When Moore heard of Napoleon's advance from Madrid, he retreated to the Galician coast, fighting battles at Sahagún, Benavente, and Cacabelos.

"The realization that Moore was making good his escape proved extremely galling to Napoleon, particularly as he

¹¹ http://www.historyofwar.org/articles/battles_tudela.html

¹² David G. Chandler, *The Campaigns of Napoleon*, p. 637

¹³ *Ibid*, p. 637

¹⁴ *Ibid*, p. 638

had insisted on taking personal control of the pursuit operation. As a completely satisfactory outcome could no longer be expected, the campaign did not warrant the continued presence of the Emperor."¹⁵

After only two months in Spain, Napoleon handed over the task of pursuit to Marshal Soult.

Battle of La Coruña: 16 January 1809

After a desperate retreat across the mountains of Galicia, the British army reached the coast at Betanzos by the morning of 10 January. Forty-eight hours later, French infantry arrived, and skirmished for a day. On the 13th the French cavalry under Franceschi found a way across the river at Celas, seven miles inland. At this, Moore ordered Paget to retreat to the heights around Elviña. The French crossed the river and concentrated on repairing the bridge at El Burgo.

On 14 January the French artillery was able to cross the bridge, but Soult did not rush towards Coruña. His corps was still badly stretched out. In the afternoon the British transport fleet under Rear Admiral Hood reached Coruña Bay. The sick and wounded began to embark, followed by most of the cavalry, and all but nine of sixty guns.

That still left 15,000 infantry and 200 artillerymen on shore. Many units that had virtually disintegrated during the retreat recovered when the men realized that a battle was coming. Moore decided to defend Monte Mero, a ridge south of Coruña. This was a reasonably strong position, protected on its left by the Ría del Burgo, but the right end of the ridge was within artillery range of the next line of ridges, the Altos de Peñasquedo, which became the main French position. To protect his open right flank Moore posted one third of his army as a refused flank bent back toward the sea, with Fraser's division on the Altos de San Margarita, above San Cristobal, on the far side of the valley. At start Fraser's division was in Coruña with standing orders to move out the moment fighting began. Paget's division, at Oza, stood in the valley itself.

The whole French force was superior. Soult had 4,500 horsemen and about 40 guns, with 27,000 infantry in all. One third of his corps had fallen behind during the pursuit through the mountains, leaving him 18,200 infantry, with much of his strength still coming up. A road column of 27,000 men can take up 27 miles, maybe more in the mountains. That's a two-day march from the tail to the head of the column.

On 16 January Soult attacked: Delaborde's division on the right, Merle in the centre and Mermet on the left, with the cavalry of Lahoussaye and Franceschi to the far left. Lahoussaye's cavalry was to advance down the valley towards the coast, while Franceschi went straight for Coruña.

Soult noted the weakness in the British position, and decided to attack their right. A strong artillery battery was placed on hills opposite Baird's division. Mermet's division was to attack Bentinck's brigade, and attempt to work its way around his open flank. Delaborde and Merle were to attack

the British left and centre, to prevent reinforcement of the right.

Soult's position on the heights of Palavea and Penasquedo was rugged ground with no roads along the ridges, and it took the French until noon to get into position. Moore was becoming convinced that the French would not attack that day, and he ordered Paget's division to return to Coruña to embark onto the transports; between 1:30 and 2 PM the French attacked.

On the British left, near the river, Delaborde's orders were to pin the British in place, but his attack was at best 1:1's. Some fighting took place in the village of Piedralonga, in the valley below the British lines, but never developed into a serious clash.

The main French attack was on the left. Eight cavalry regiments under Lahoussaye and Franceschi moved around the British right; two brigades from Mermet's division advanced down the heights of Penasquedo and up the slope towards the British position; Mermet's third brigade began to advance around the British right, as the French artillery bombarded them. Very soon General Baird, the commander on this flank, was seriously wounded when a cannon ball hit his arm, forcing Moore to take personal command. Moore recalled Paget from Coruña and ordered Fraser to take up his vedettes positioned to guard against the French cavalry.

The 4th regiment, at the extreme right of the line, was ordered to throw back its right wing to guard against the flanking move, while the 42nd and 50th regiments advanced into a position in the town of Elviña where they could fire volleys into the French columns.¹⁶ The Guards were called in from the reserve forcing back the French, and nightfall closed the day's fighting. During the night, the victorious British embarked.

On the 17th British vedettes were withdrawn behind the rearguard and went aboard ship, covered by two Spanish regiments; by morning most of the army had embarked. That same day Napoleon departed Valladolid for Paris, to meet the growing danger brewing in Bavaria.

Soult occupied La Coruña on January 19, with some Spanish forts holding out until January 27. His army was so worn out that he could not move again till February 20, and only reached Oporto in Portugal on March 29.¹⁷

Rising, War, and Revolution¹⁸

The contemporary Conde de Toreno named his five-volume opus *History of the Rising, War and Revolution in Spain 1808-1814*. The conflict was all these and more.

Although volunteers (and later conscripts) were never scarce for the regiments of the regular army, the lack of a national government was not compensated by the inadequate local and regional "Juntas," often at odds with each other, recruiting their own forces under local notables, often personally brave, but with little or no military experience. Newly raised infantry and cavalry "regiments" did not become a disciplined force until 1810. Brigades in 1808 were temporary

¹⁵ Ibid, p. 653

¹⁶ http://www.historyofwar.org/articles/battles_corunna.html

¹⁷ Oman, i, p. 87

¹⁸ Gabriel Gonzalez Pavón

assignments. Grouping regiments in permanent brigades was impossible due to their origin and character, coordinating them a major challenge. The brigadier generals commanded only strong regiments and lacked the authority to establish permanent brigades at this period.

Surviving occupation and continued loss of professional soldiers, NCOs and officers, but ultimately turning defeat into victory, with the help—and sometimes hindrance—of the guerrillas, the regular army won some victories, suffered massive defeats in 1809 and 1810, but re-emerged around 1811; and with British weapons, supplies and uniforms, carried on the fight for independence. The Spanish soldiers defended every city, town, hill, mountain and valley, knowing that often there was little chance for success. The Spanish army survived and learned to win.

The contribution of the Anglo-Portuguese army, after leaving Portugal and participating in operations in Spain, was also decisive for the ultimate fall of Napoleon. They became the hammer crushing the French invaders upon the Spanish army's anvil.

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DESIGN NOTES

Kevin Zucker, Gabriel Gonzalez Pavón

Napoleon spent only ten weeks in Spain, at the start of a disastrous war, arriving November 5th, 1808 and departing January 17th, 1809. He could have been present at the three battles he planned, but chose instead to focus on administrative tasks; his objective was to win without fighting. He didn't deign to engage the Spanish armies himself, leaving the poorly-equipped and led forces of the Junta to his Marshals. But the British were a tougher nut to crack.

What, then, did Napoleon accomplish for himself during 73 days in the Peninsula? His Marshals won several battles; he captured Madrid and built up an administrative base with a tenuous LOC. Portugal and southern Spain remained unconquered, and the French didn't know how to fight a popular insurrection. Sir John Moore's descent on his communications insured Napoleon would leave a festering wound.

—Kevin Zucker

When I was invited to check over the amazingly detailed maps for *Napoleon Invades Spain*, an incredible adventure began. Cross-checking Spanish references (Gomez de Arteche, Toreno, Priego, Sañudo...) with Spanish period maps and OOB information uncovered many surprises and, combined with the exceptional insight and patience of the design and playtester team, changed completely my understanding and appreciation of these battles. Major challenges for the French at Vimeiro and Coruña; and far from easy at Espinosa and Tudela, where the outcome could have been different. Smaller and more playable than the more famous battles, they are a unique and outstanding addition to TLNB.

Napoleon came to Spain seeking a decisive battle, a repeat of his previous major victories vs. Austria, Prussia and Russia. By abducting King Fernando and destroying centralized government, he created his worst nightmare, the Spanish Hell which would doom his empire and cost the lives of more than 400,000 French soldiers (according to modern authority Fernando Martinez Lainez).

For the Spanish Army, with the decisive help of the Guerrillas and the outstanding Anglo-Portuguese Army, this was "The war that had to be won."

—Gabriel Gonzalez Pavón

Napoleon Invades Spain Battlefields

	Vimeiro	Espinosa	Tudela	La Coruña
Map Size	11x17	22x34	22x34	11x17
Force Size	1 Corps (+)	1 Corps (+)	1 Corps (+)	1 Corps (+)
Coalition Nationality	British	Spanish	Spanish	British
Terrain	Hilly, coastal scrub	Mountain, desert	Mountain, desert	Hilly, coastal scrub
Objectives	Vimeiro 5VP	Espinosa 10 VP, etc	Tudela 10VP	Embarkation
Frontline	chains of hills	River Trueba	long line of rio Queiles	narrow neck of land
Water	Atlantic	Trueba	Ebro	Atlantic
AtB	none	10 Nov.	22 Nov.	21 Aug., 7AM
French Forces	VIII	I, IV	III, VI	II
French strength	16,650	21,000	31,000	20,000
French set-up 1.70	15,939	25,301	29,283	18,200
Coalition Forces	Wellesley	Galicia, North	Andalusia, Aragon	Moore
Coalition strength	18,650	22,000	19,000	14,900
Coalition set-up 1.66	18,886	25,320	23,590	15,540
French loss	1,800	1,100	657	1,563
Coal Loss	719	3,200	4,200	634
Outcome	French repulse	Spanish Rout	Spanish Rout	Embarkation



PAGE 19: VOHLERS NOTES
PAGE 20: COMBAT TABLES (COLOR)