

Battle Of Talavera 28 July 1809



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

STANDARD UNIT SYMBOLS

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Guard Artillery		Irregular Cavalry
	Grenzers		Heavy Artillery		Conscript Infantry
	Guard Infantry		Objectives		Mixed Unit
	Landwehr Infantry		General		Reinforcement Arrival Point

NAPOLEONIC HEX SCENARIO

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French Units	Corps	Elan	Traits	Move
Joseph/Jourdan			Overall Commander – 26 Units – 10 Morale	
Victor			First Corps	
Ruffin			1 st Division	4
Light Infantry x 1	C1	6	Sk	2-1
Line Inf x 1	C1	6	Sk, Art attached	2-1
Line Inf x 1	C1	6	Sk	2-1
Lapisse			2 nd Division	4
Light Infantry x 1	C1	6	Sk	2-1
Line Inf x 1	C1	6	Sk, Art attached	2-1
Line Inf x 2	C1	6	Sk	2-1
Vilatte			3 rd Division	
Light Infantry x 1	C1	6	Sk	2-1
Line Inf x 1	C1	6	Sk, Art attached	2-1
Line Inf x 2	C1	6	Sk	2-1
Cavalry			2 nd Cavalry Division [Reserve]	
Light Cavalry x 2	C1	6		4-2
First Corps Artillery				
Artillery x 1	C1	Foot	4 4 3 2 2	2-1
Sebastiani			IV Corps	4
Ligier-Belair				4
Line Inf x 1	C4	6	Sk, Art attached	2-1
Line Inf x 3	C4	6	Sk	2-1
				4
Vistula Legion Inf x 1	C4	7	Sk, Steady	2-1
Dutch Inf x 2	C4	6	Sk, Art attached	2-1
German Inf x 1	C4	6		2-1
IV Corps Artillery				
Artillery x 1	C4	Foot	4 4 3 2 2	2-1
Latour Maubourg	D1		1st Dragoon Division [Reserve]	
Dragoons x 2	D1	6	Shock	4-2
Desolles	R		Madrid Reserve	
Line Inf x 1	R	6	Sk, Art attached	2-1
Madrid Guard x 1	R	6		2-1
Light Cavalry x 1	R	R		4-2

NAPOLEONIC HEX SCENARIO

British Units	Corps	Elan	Traits	Move
Wellesley			Overall Commander – Intuitive, Mobile. 21 Units - 7 Morale	
Sherbrooke			First Division	4
Guards x 1	D1	7	Firepower, Sk, Steady, Shock, Art attached	2-1
Line x 2	D1	6	Firepower, Sk, Steady	2-1
Line x1	D1	6	Firepower, Sk, Steady, Art attached	2-1
Hill			Second Division - Inspiring	4
Line x1	D2	6	Firepower, Sk, Steady	2-1
Line x1	D2	6	Firepower, Sk, Steady, Art attached	2-1
Mackenzie			Third Division	
Line x1	D3	6	Firepower, Sk, Steady	2-1
Line x1	D3	6	Firepower, Sk, Steady, Art attached	2-1
Campbell			Fourth Division	4
Line x1	D4	6	Firepower, Sk, Steady	2-1
Line x1	D4	6	Firepower, Sk, Steady, Art attached	2-1
Payne			Cavalry Division [Reserve]	
Heavy Cavalry x 1	CD	7	Shock, Impetuous	4-2
Light Cavalry x 2	CD	6	Shock, Impetuous	4-2
Spanish Component				
Zayas			First Spanish Division	
Line x1	1SD	5	Conscript	2-1
Line x1	1SD	5	Art attached, overstrength	2-1
Iglesias			Second Spanish Division	
Line x1	2SD	5	Conscript	2-1
Line x1	2SD	5	Conscript, Art attached	2-1
Bassecourt			Fifth Spanish Division	
Line x1	5SD	5		2-1
Line x1	5SD	5	Art attached	2-1
Albuquerque			Spanish Cavalry Division [Reserve]	
Heavy Cav x 1	SCD	6	Impetuous	4-2
Light Cav x 1	SCD	5	Impetuous	4-2

French	1	3	5	7	9
Allied	2	4	6	8	10
French	11	13	15	17	19
Allied	12	14	16	18	20
French	21	23	25	27	29
Allied	22	24	26	28	30

Background

Wellesley brought the British army into Spain for a joint advance on Madrid with Cuesta's Spanish army. The British General quickly realised that it would be impossible to work constructively with Cuesta. Whilst the two allied Generals argued King Joseph Bonaparte gathered a French army together to meet the threat.

Organisation

The French have four corps for activation purposes. The Allies have eight corps [divisions in this case]. All cavalry units start in Reserve status.

The Madrid Reserve is off board. It is only activated if the Allies enter one of the five rows of hexes closest to the French base line. In which case it enters in the next French status phase anywhere along the French base line [including separated] in reserve status.

Victory Conditions. If neither sides breaks the battle is a draw.

Scenario Specific Terrain Rules

- The stream and its dry subsidiary [the infamous ravine] are difficult terrain. The 'ravine' is a hazard for cavalry trying to charge across it. If a cavalry charge move enters [or starts from] a ravine hex throw a dice. On 1,2,3 the cavalry halt in the ravine hex and lose 1 elan.
- Hill tops give uphill advantages against attackers on the slopes and they provide crests for infantry fire. All hillside hexes are difficult terrain for cavalry and even if charging cavalry can only move 2 hexes if they cross through hillside hexes.
- The slopes of the Sierra de Seguvilla are difficult terrain for infantry. They are also steep slopes and infantry can only charge through these hexes at the difficult move rate.
- Artillery fire from the Cerro de Cascajal can only reach 1 hex into the hilltop hexes of the Cerro de Medellin or the Sierra de Seguvilla and those hexes count as concealed for artillery fire from the Cascajal or any lower hexes.
- The hexes representing the Pajar redoubt and the Spanish lines on the Allied right are classified as entrenchments and units receive benefits for entrenchments in these hexes when attacked or fired on from the front.

Commander Attributes

Wellesley [he became the Duke of Wellington after this battle]

Mobile. May activate by command without ending the phase.

Intuitive. May roll his own MO dice, but the enemy may re-roll one of them.

Hill - Inspiring. Any unit of his division that he is attached to receives +1 in combat. Each time this trait is used in combat throw another D6, on a throw of 6 Hill is removed.

Design Notes

I have chosen to represent the centre and left of the allied line only, as this is where all of the fighting took place. I have also chosen to place the Spanish infantry and cavalry that operated in this region as being under one Allied command for activation and morale purposes. This seems to represent the reality of the battle on the British portion of the field more accurately. If any of these units broke, they would directly affect the morale of the other units in the area regardless of which army they ostensibly belonged to as distinct from the Spanish troops around Talavera itself.

I have not represented half of the French Dragoons which were tying up most of the Spanish infantry by the threat of their presence on the French left flank. Joseph did not allow the engagement of the Madrid Reserve division during the battle. I have allowed it to be activated only if the Allies actively go onto the attack.

This pretty much reduces the scenario to just those forces that were made available to the commanders in the battle. However, I have made the French Morale higher to represent the presence of the unused units.