

Battle Of Salamanca 22 July 1812



Standard Map Symbols

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

Note: Only full hexes can be entered by stands

STANDARD UNIT SYMBOLS - PENINSULAR

| | | | | | |
|--|----------------|--|--------------------------------|--|-----------------|
| | Line Infantry | | Foot Artillery | | Light Cavalry |
| | Light Infantry | | Horse Artillery | | Heavy Cavalry |
| | Grenadiers | | Portuguese Line | | Dragoons |
| | Guard Infantry | | Independent Portuguese Brigade | | Provincial Line |
| | Objectives | | General | | Militia |
| | | | Reinforcement Arrival Point | | |

NAPOLEONIC HEX SCENARIO

Battle Of Salamanca 22 July 1812

| French Units | Corps | Elan | Traits | Move |
|--------------------|-------|------|---------------------------------------|------|
| Marmont | | | Overall Commander 26 Units – 9 Morale | |
| | | | | |
| Foy | | | 1st Division | 4 |
| Light Infantry x 1 | D1 | 6 | Sk | 2-1 |
| Line Inf x 1 | D1 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 1 | D1 | 6 | Sk | 2-1 |
| | | | | |
| Clausel | | | 2nd Division | 4 |
| Light Infantry x 1 | D2 | 6 | Sk | 2-1 |
| Line Inf x 1 | D2 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 1 | D2 | 6 | Sk | 2-1 |
| | | | | |
| Ferrey | | | 3rd Division | 4 |
| Light Infantry x 1 | D3 | 6 | Sk | 2-1 |
| Line Inf x 1 | D3 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 1 | D3 | 6 | Sk | 2-1 |
| | | | | |
| Sarrut | | | 4th Division | 4 |
| Light Inf x 1 | D4 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 1 | D4 | 6 | Sk | 2-1 |
| Line Inf x1 | D4 | 6 | Sk | 2-1 |
| | | | | |
| Maucune | | | 5th Division | 4 |
| Line Inf x 1 | D5 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 2 | D5 | 6 | Sk | 2-1 |
| | | | | |
| Brennier | | | 6th Division | 4 |
| Line Inf x 1 | D6 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 1 | D6 | 6 | Sk, Over strength | 2-1 |
| | | | | |
| Thomieres | | | 7th Division | 4 |
| Line Inf x 1 | D7 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 1 | D7 | 6 | Sk, Over strength | 2-1 |
| | | | | |
| Bonnet | | | 8th Division | 4 |
| Line Inf x 1 | D8 | 6 | Sk, Art attached | 2-1 |
| Line Inf x 2 | D8 | 6 | Sk | 2-1 |
| | | | | |
| Boyer | | | Dragoon Division | 4 |
| Dragoons x 2 | HC1 | 6 | Shock | 4-2 |
| | | | | |
| Curto | | | Light Cavalry Division | 4 |
| Chasseurs x 2 | LC1 | 6 | | 4-2 |
| | | | | |

NAPOLEONIC HEX SCENARIO

| British Units | Corps | Elan | Traits | Move |
|---------------------|-------|------|--|------|
| Wellington | | | Overall Commander – Intuitive, Mobile. 29 Units - 10 Morale | |
| Campbell | | | First Division | 4 |
| Guards x 1 | D1 | 7 | Firepower, Sk, Steady, Shock, Art attached | 2-1 |
| Line x 1 | D1 | 6 | Firepower, Sk, Steady, Over strength | 2-1 |
| Line x1 | D1 | 6 | Firepower, Sk, Steady | 2-1 |
| | | | | |
| Packenham | | | Third Division | 4 |
| Line x1 | D3 | 6 | Firepower, Sk, Steady | 2-1 |
| Line x1 | D3 | 6 | Firepower, Sk, Steady, Art attached | 2-1 |
| Portuguese Line x 1 | D3 | 6 | Sk | 2-1 |
| | | | | |
| Cole | | | Fourth Divison | |
| Line x1 | D4 | 6 | Firepower, Sk, Steady | 2-1 |
| Line x1 | D4 | 6 | Firepower, Sk, Steady, Art attached | 2-1 |
| | | | | |
| Leith | | | Fifth Division | 4 |
| Line x1 | D5 | 6 | Firepower, Sk, Steady | 2-1 |
| Line x1 | D5 | 6 | Firepower, Sk, Steady, Art attached | 2-1 |
| Portuguese Line x 1 | D5 | 6 | Sk | 2-1 |
| | | | | |
| Clinton | | | Sixth Division | 4 |
| Line x 1 | D6 | 6 | Firepower, Sk, Steady | 2-1 |
| Line x 1 | D6 | 6 | Firepower, Sk, Steady, Art attached | 2-1 |
| Portuguese Line x 1 | D6 | 6 | Sk | 2-1 |
| | | | | |
| Hope | | | Seventh Division | 4 |
| Line x 1 | D7 | 6 | Firepower, Sk, Steady | 2-1 |
| Line x 1 | D7 | 6 | Firepower, Sk, Steady, Art attached | 2-1 |
| Portuguese Line x 1 | D7 | 6 | Sk | 2-1 |
| | | | | |
| Alten | | | Light Division | |
| Light x 2 | LD | 7 | Firepower, Sk, Steady, Art attached, Mobile | 2-1 |
| Port. Cacadores x 1 | LD | 6 | Sk | 2-1 |
| | | | | |
| | | | Independent Brigades | |
| Portuguese Line x 2 | | 6 | Sk | 2-1 |
| | | | | |
| Cotton | | | Cavalry | |
| Heavy Cavalry x 1 | CD | 7 | Shock | 4-2 |
| Light Cavalry x 3 | CD | 6 | Shock, Impetuous | 4-2 |
| Light Cavalry x 1 | CD | 5 | Impetuous | 4-2 |
| | | | | |
| Zayas | | | Spanish Division | |
| Line x1 | 1SD | 6 | | 2-1 |
| Mixed x1 | 1SD | 6 | Mixed | 2-1 |

NAPOLEONIC HEX SCENARIO

| | | | | | |
|---------------|-----------|-----------|-----------|-----------|-----------|
| Allied | 1 | 3 | 5 | 7 | 9 |
| French | 2* | 4* | 6* | 8 | 10 |
| Allied | 11 | 13 | 15 | 17 | 19 |
| French | 12 | 14 | 16 | 18 | 20 |

*no activation by command

Background

Wellington advanced into Spain facing French Marshal Marmont. Both sides had roughly equal armies. A series of complex manoeuvres commenced as each General sought to bring the other to battle at an advantage. Discovering that reinforcements were on the way to Marmont, Wellington decided to withdraw. Marmont thought he saw an opportunity to cut off and destroy Wellington's rearguard. The Allied army was however still massed in concealed positions in the hills near Salamanca when Marmont advanced.

Organisation

The French have ten corps for activation purposes. The Allies have nine corps and two independent Portuguese Brigades. These independent brigades can be activated by 'command' or they must be activated as single units.

The French cannot use their commander to activate units by command for the first 3 French turns. This is to simulate the command vacuum left by Marmont when he was incapacitated in the opening phases of the battle. Clausel eventually took over.

Victory Conditions.

If neither side breaks the other within the time limit it is a draw.

Terrain

Hill tops give uphill advantages against attackers on the slopes and they provide crests for infantry fire.

Commander Attributes

Wellington

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.