

Albuera

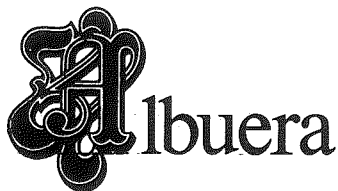
16th MAY 1811



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Vittoria

21st JUNE 1813



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A. Introduction

Albuera is a simulation of the Peninsular War battle of that name. The game is for two players. One commands the French forces and the other the Allied troops of the Spanish, British and Portuguese. Each player in turn manoeuvres his troops (represented by the square counters called 'units') on the map according to the restrictions of terrain, leadership and morale, trying to cause or avoid combat between adjacent units at the end of each movement phase. Artillery can bombard at a distance, with range and target density effects, and a new game-system shows the difference between the traditional arms of cavalry and infantry. The Infantry commands slug it out at close musket attrition while the cavalry looks for broken or demoralized targets for their 'death or glory' charges.

The French must aim to penetrate and/or destroy the Allied forces, using their superior discipline and initial concentration to shatter the enemy in detail. The Allies must concentrate effectively, preventing out-flanking manoeuvres, and use terrain wisely to buy time to organise their forces.

B. Game Components

B1. THE MAP shows the town of Albuera, the ridge and the surrounding area. It is covered by a hexagonal grid to facilitate movement and combat (see sections A-D).

B2. THE UNIT COUNTERS. These are divided into combat and record counters. Combat counters represent bodies of troops and leaders and move on the map. Record counters are used to keep track of losses and time, according to their position on the morale and time tracks.

There are 3 armies represented by the counters. The Allied player moves the British (including Portuguese) and Spanish ones and the other player moves the French ones.

Each army is divided into different 'commands'. The French army has 7 commands: the artillery, the cavalry, and 5 infantry commands (GAZAN, WERLE, GODINOT, GIRARD and RESERVE). Each command has an initiative factor common to all units in it, 4 for the artillery, cavalry and the reserve, 3 for the others. Commands are also significant in relation to the calculation of victory points and the state of an army's morale (see sections N and Q).

B3. CHARTS AND TRACKS

a. The Terrain Effects Chart (T.E.C.) shows the number of movement factors expended when entering a hex containing various types of terrain (town, woods, rough, clear) and when crossing certain kinds of hex SIDES (hillcrest, road, river), and the effect of these different types of terrain on combat.

b. The Time Track records the passage of time (game turns) and also indicates when reinforcements are due. Options exist to extend the basic game length and players decide at the start whether to play the one or two day battle.

c. Bombardment Table determines bombardment effects.

d. Command Morale Track records the current morale state of each infantry 'command'.

e. Combat Results Table (C.R.T.) determines the effects of infantry and cavalry attacks and may affect artillery and leaders in defence.

C. Game Turn.

Each player has a 'player turn' during which he moves his units and resolves any combats that he has initiated. Each player turn is divided into 'phases' during which the 'phasing' (i.e. playing) player undertakes one type of action only. When both players have completed their player turn one game turn is completed and the game turn marker is moved to the next box on the time record track. The French player always moves first.

FRENCH PLAYER TURN

F1: Artillery Bombardment Phase. The French player may 'bombard' Allied units.

F2: Initiative Phase. The French player rolls the die once to determine the 'initiative' of his commands dictating their movement allowance this turn.

F3: Movement Phase. He may move any, all or none of his units subject to the movement rules up to the limit of movement allowance prescribed by the initiative die roll.

F4: Combat Phase. All French units adjacent to allied ones *must* engage in combat in accordance with combat rules.

F5: Regrouping Phase. Some French units may improve their morale state—see Regrouping (section M).

ALLIED PLAYER TURN

N.B. "Allied" means *all* non-French units, as opposed to "British" (including Portuguese) or "Spanish" when only units of that nationality are affected.

A1: Artillery Bombardment phase.

A2: Spanish Initiative Phase.

A3: Spanish Movement Phase.

A4: British Initiative Phase.

A5: British Movement Phase.

A6: Allied Combat Phase.

A7: Allied Re-Grouping Phase.

Move game turn marker now.

D. Bombardment (PHASES F1 and A1)

Bombardment is always voluntary and may be made up to a maximum range of 5 hexes (in measuring 'range' count the target hex, but not the hex of the artillery unit that is carrying out the bombardment) if the line of sight is clear. To determine line of sight lay a straight edge from the centre of the hex containing the artillery counter to the centre of the hex containing the target.

This line may enter but not pass through a hex containing friendly or enemy units or town terrain (Exception: you *can* fire through artillery units, whether friendly or hostile). It may enter, but not pass through a hilltip hex unless fired from another hilltop hex which counts as firing on level ground. Artillery units may *not* combine to bombard one target, but several artillery units may, in turn, bombard a single hex during the same bombardment phase.

PROCEDURE Count the range in hexes including the target hex but not the hex the firing artillery is on. Subtract *one* from the bombing factor for each hex range. Subtract an extra one if the target is in rough or town terrain or on a higher level. These subtractions are cumulative. This gives you the final bombardment factor. Make one attack for each 4 combat factors or part thereof in the target hex, (Ignore Leaders and morale factors for this purpose). Consult the relevant column on the Bombardment Table and roll the die, applying the result in the relevant cross-reference box (die roll and final bombardment factor) before making the next attack.

EXAMPLE Target is one unit (combat factor 8) and a Leader, in a town. Firer has a bombardment factor of 10, minus 5 (range) and minus another 1 (town defence). Final Bombardment Factor of 10 - 6 = 4. Firer makes 2 attacks (8 CF's of defender meaning 2 groups of 4 - the leader does not count). First die roll = 3 = NE; second = 6 = minus 1 morale point.

Artillery units expend 4 movement factors when bombarding - invert them to indicate that they have fired. Artillery may never voluntarily enter the Zone of Control of enemy units.

E. INITIATIVE (F2, A2 and A4 phases)

Before movement, each nationality rolls the die once and compares the result with the initiative factor of each of his 'commands' to determine the *actual* movement factor for that command that turn, on the Initiative Chart.

PROCEDURE Cross-reference the die roll with the Initiative Factor (I.F.). If the result is N (Normal), use the movement factor on the unit counter; $\frac{1}{2}N$ means use half normal movement factor, fractions rounded up; 2 MF's means use two movement factors only; 1 hex means move no more than one hex. Each command has the same Initiative Factor for all its units (Exception: the Spanish Corps of General Zayas). Leave the die showing until all movement is completed to remind you of its result.

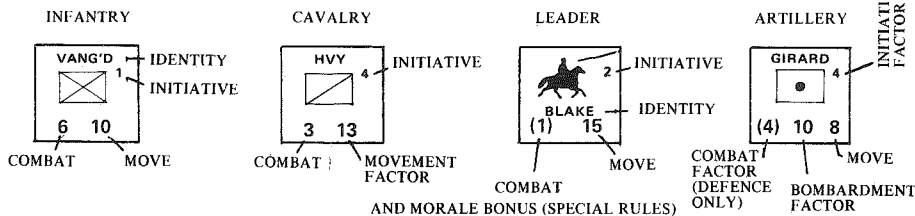
N.B. The above procedure may sound complicated, but in practice, only a few comparisons of I.F. with the single die roll are needed to get the *actual* Movement factor. Note that *all* units with an initiative die roll of 1 move 1 hex and *all* units with a die-roll of 6 move Normally. Leader units stacked with or adjacent to other units of the same nationality give those commands the Leader's I.F. instead of that of the command.

F. STACKING - "Stacking" refers to the number of units permitted in a single hex. Leaders may stack without penalty. Cavalry may only stack with leaders. Infantry may stack up to maximum of 8 combat factors (as printed on the unit) per hex. Artillery may stack with infantry at no extra cost, but there may never be more than one artillery unit in a hex. These limits apply only at the end of the movement phase: units may overstack *during* movement without penalty.

(1) RECORD COUNTERS



(2) UNIT COUNTERS



FRENCH UNITS ARE BLUE, BRITISH ARE RED AND SPANISH ARE WHITE.

G. ZONES OF CONTROL (Z.O.C.)

The 6 hexes adjacent to a unit are its zone of control. They influence movement and enforce combat between units in each other's Z.O.C. during the combat phase.

H. MOVEMENT (F3, A2 and A5 phases)

Subject to terrain effects, units are moved voluntarily up to the limit of their actual movement factor (as determined in the initiative phase). Units may never move directly from one enemy Zone of Control (Z.O.C.) to another without first entering a hex free of enemy Z.O.C. It costs 3 *extra* movement factors to leave an enemy Z.O.C. and one morale point. Move each unit from one hex to the next counting the accumulated cost according to the hexSIDE crossed or hex entered, not forgetting additional cost if leaving enemy Z.O.C.'s and do not exceed the total final movement factor. Movement factors may not be saved from one turn to another or exchanged between units. Movement may never be made into or through a hex occupied by enemy units. Units may move into or through hexes occupied by friendly units irrespective of any stacking limits, providing that at the end of the movement phase no hex is overstacked. Movement during phases other than the owning player's movement phase (e.g. retreat before combat or because of combat) does not use up or affect movement factors.

Demoralised or *Routed* units are subject to special restrictions on their movement (see Section N). *Leaders* must always end the movement phase stacked with a friendly unit. The extra costs of terrain effects are cumulative.

I. COMBAT (F and A6 phases)

Combat between adjacent units is mandatory.

EXCEPTIONS Cavalry (only) may elect not to attack adjacent units. If they *do* attack they may not combine with infantry but must make a separate attack, on an enemy occupied hex. They may combine with other cavalry units in such an attack. Artillery does not attack during this phase.

MULTI-UNIT ATTACKS

The player whose player turn it is, is always known as the **ATTACKER**, his opponent is called the **DEFENDER**.

You must make an attack on every enemy occupied hex adjacent to your **INFANTRY** units at the start of the combat phase. No hex may be attacked more than once per phase, and no unit may attack more than once each phase. If you have more than one unit in a hex, each unit may attack different adjacent hexes occupied by enemy units or you may combine their total strengths in one attack on one enemy hex, provided that all adjacent units are attacked. Defenders stacked in a hex must be attacked as one totalled target.

There are 4 types of combat:

1. Cavalry v Cavalry. Total the attackers CF's as printed on the units and compare with the defender's total. The defender may retreat before combat.
2. Cavalry v Infantry. Compare the cavalry unit(s)' CF to the infantry unit(s)' Morale Factors (only) as shown on the Command Morale Track. No retreat before combat.
3. Infantry v Cavalry. Compare the Infantry unit(s)' total CF + Morale Factor (MORF) with the cavalry units' CF. Retreat before combat is possible.
4. Infantry v Infantry. Compare total CF + MORF with total CF + MORF. No retreat before combat.

The final combat factor, whether CF on unit only (cavalry) or CF + MORF (infantry other than defending v cavalry) is then adjusted for any terrain effects as stated on the terrain effects chart. All terrain effects are cumulative. (Artillery combat is dealt with in section K). By "*comparing*" is meant comparing the final adjusted totals as above to each other and expressing this as a ratio. Any 'leftovers' are rounded off in favour of the defender. Thus, a final adjusted attacker total of 15 to a final adjusted defender total of 6 is expressed not as 15:6 but 2:1. Such a combat would be determined under the 2:1 column in the CRT. Apply the results of one combat before moving on to the next one.

EXAMPLE

Infantry unit of CF8 and MORF 6 is attacking uphill, so the $8 + 6 = 14$ is halved to

7. It is combined with a unit of CF4 + MORF 3 attacking across a river, total 7 halved (rounded down) = 3. Total of the two units is 10. Defender is CF4 + MORF 5 = 9 so attack is 10:9 rounded down in defender's favour to 1:1.

Remember CF is constant as printed on unit and MORF (morale factor) is changeable according to previous combat results and is shown by the position of the command record counter of the units' command on the morale record track - it is the number in the box.

Combat results that show a loss of morale points that equals or exceeds the CF of *any* unit involved in that combat eliminate that unit. **EXAMPLE:** Two units whose respective CF's are 4 and 5 combine to make an attack. The combat result is a loss of 5 morale points. Therefore the unit with the CF of 5 is removed. Note that CF's up to the morale loss level must be removed if possible. In the above example, removing the CF4 unit instead of the CF5 would not have been sufficient. If 2 units of equal value had been involved in the attack, for example two CF4's, the owning player would decide which of them to remove. This is particularly important when the unit is a cavalry or artillery unit as they are unaffected by morale point losses otherwise. Infantry units so lost still lose the morale points on their command track.

On the Combat Results Table the attacker's result is shown before the oblique stroke, and the defender's result after it. Thus 3/1 means attacker loses 3 morale points (i.e. the marker is moved 3 boxes along the morale track) and the defender 1. R. means mandatory retreat. R? means owner's choice of retreat 1 or 2 hexes. Elim = remove the unit and if it is an infantry unit, deduct its CF number from the command morale track. Remember, if the loss of morale points equals or exceeds the CF on the unit, the unit is eliminated and the morale point loss is deducted on the track. If a mandatory retreat is impossible because of overstacking, or entry into an enemy Z.O.C., then ignore the retreat order but deduct one morale point for each CF on the unit (infantry) or eliminate the unit if it is cavalry or artillery.

J. COMMANDS

Each army is divided into "commands". The artillery and the cavalry are each a separate command of their own and are not affected by morale and do not have record counters. They are unaffected by morale except that they are eliminated when engaged in a combat when the result calls for a morale point loss equal to or greater than their own CF (see previous section) **SPANISH COMMAND** The whole of the Spanish infantry is one command and every Spanish infantry unit has the MORF shown by the Spanish record counter.

FRENCH There are 5 French Infantry commands, identified by the divisional commanders' names: GAZAN, GIRARD, GODINOT, WERLE and the RESERVE grenadiers, each having their own record counter.

BRITISH There are 4 British Infantry commands, COLE, STEWART, PORTUGUESE AND KGL (King's German Legion).

When *any* unit in an infantry command suffers morale point losses on the CRT or BRT, move the relevant command counter the stated number of boxes (points) along the morale track. The number in the box is the Morale Factor (MORF) of *all* units in that command.

Two smaller commands, KGL and French RESERVE, have a separate morale factor indicated in the box. Use this named MORF for these units (ONLY) and ignore it for all other commands.

Retreat Before Combat may be made by cavalry units. They retreat 2 hexes (no movement penalties but may retreat across a river only if no other option exists) which may not be into or through an enemy Z.O.C. The attacker may enter a hex, so vacated, and *attack from it* that phase.

K. ARTILLERY

In normal combat the CF of artillery units is used for defence only; it is added to other units in the same stack. It may not move next to enemy units, nor attack them with its CF, but may bombard units adjacent to it. It is destroyed by a CRT loss of morale points equal

to or greater than its CF. If in a stack affected by such loss, the owning player may choose to apply the loss to artillery or infantry units as he wishes, but every morale point lost *must* count i.e. he may not use up some morale points loss on artillery not eliminating it, and the rest on the infantry.

L. LEADERS

Move as other units but must end the movement phase stacked with a unit of the same nationality. In combat they add their CF to the unit(s) they are stacked WITH, whilst their morale *bonus* affects units stacked *with* or *adjacent* (at the moment of combat) to the leaders. Such units (not the whole command) act as if they were one box higher on the morale track, possibly affecting the MORF. Leaders may be 'Killed' when all the units stacked with them suffer an elimination result of any sort. In such cases roll the die; a die-roll of 6 causes the leader to be killed (removed); a 1-5 causes him to be placed unharmed with the nearest friendly unit. If 2 friendly units are equi-distant the owning player chooses which one the leader stacks with. Beresford never affects Spanish units and Blake never affects the British.

M. REGROUPING (Phases F5 and A7)

During this phase any friendly command that has *every* unit in it at least 3 hexes (counted as for artillery range) from any enemy unit *and* has not been fired on (irrespective of result) by enemy artillery during that player turn, may improve its morale position by 2 boxes (morale points) on the morale track. It may move the record counter for a further improvement of one point if the same nationality leader is stacked *with* one unit of the command. No command may improve on its 'at start' morale strength.

N. ROUTED and DEMORALIZED UNITS

Units with their command record counter on a box with "D" in it are demoralized. They may not enter an enemy Z.O.C. Units with their record counter on a box with "ROUT" in it are routed and must attempt to leave the map as soon as possible (French units from the southern map-edge and Allied from the other edges). If at any stage a routed unit is in an enemy Z.O.C. the unit is eliminated; this causes no loss of morale points.

O. LEAVING THE MAP

Units expend one MF to leave the map and may never re-enter the map once they have departed. Exited units may improve their morale status as if they are the necessary distance from enemy units; this may affect victory points. Cavalry units may not "retreat before combat" if this entails their exiting the map.

P. SET-UP

Put GIRARD units on hexes marked 1, GAZAN on hexes marked A, WERLE on W, GODINOT on O, Artillery on A1 etc., cavalry with CF of 2 on C2 and CF's of 3 on C3, Soult is placed on S and the reserve as in special rules. Zayas unit CF6 on Z6, CF's of 7 on Z7s, Spanish cavalry on SC, Ballasteros on B, Vanguardon on V, Spanish artillery on SA, Estremadura on E, Portuguese on P, Portuguese artillery on PA. The RA (Royal Artillery), KGA (Kings German Artillery) and RHA (Royal Horse Artillery) + KGL on hexes of Albuera. Stewart on ST with the 8CF unit on ST8, Beresford on Be, Blake on BL, Cole has units on C and British Cavalry on Cav.

FRENCH RESERVE: this unit counter is placed inverted on hex 0316 or 1519 at the game start. The command record counter is placed inverted on the other hex. On turn 4 (or earlier if an allied unit comes within 5 hexes range of the unit counter) it becomes 'active', is revealed, and moves normally; at this point the record counter is placed on the first box of the French morale track. Neither counter may be moved prior to 'activation'.

COLE COMMAND INACTIVITY: Cole's command (4th DIVISION plus attached Portuguese) were left for some time without orders to take part in the battle. To simulate Cole's neglect by Beresford, Cole's command and the cavalry with him are not allowed to move during the first 4 turns unless a French unit comes within 8 hexes of it. In turn 5, or earlier if activated by French proximity, the

Q. VICTORY CONDITIONS and LEVELS

VICTORY LEVELS. French 0 or less = French disaster, 1–5 Major French defeat, 6–10 French defeat, 11–15 French check, 16–20 draw, 21–25 French tactical victory 26–30 major French victory, 31+ Allied disaster.

R. OPTIONAL RULES.

R1. FRENCH CAVALRY CHARGE The French took advantage of the mist and rain and bad British disposition to extraordinary effect, early in the day. To simulate this the French for one turn only may double the CF of all French cavalry units up to turn 4 (inclusive) only.

R2. ARTILLERY RANGE ADDITION

(OPTIONAL) Allow artillery to bombard up to a range of 6 hexes when attacking from hilltop to ground level. Also units on hill tops may bombard over the top of adjacent units if the unit is on lower ground.

S. ALTERNATIVE SCENARIOS (1) The basic game shows the situation as it occurred. Soult (a brilliant strategist) outwitted the Allied commanders by a flanking movement covered by light forest. But he *could* have assaulted Albuera frontally as they expected. To simulate this let all the French units start on any hex at the bottom of the map edge and move $\frac{1}{2}N$ on turn one. Allies set up as in basic game.

(2) Cole and the bulk of the Spanish troops arrived to take part in the battle only because of forced marches, much to the surprise of the Soult. To simulate the battle as Soult expected it omit Cole, Zayas, Ballasteros and Vanguard from the Allies. From turn 3 onwards roll the die at the start of each Allied turn. If the result is a die-roll of 1 then Cole arrives (active) on hex 1901 or the nearest hex free of French Z.O.C.'s. If the die roll is a 6 then Vanguard arrives on hex 0111 or the nearest hex free of French Z.O.C.'s above 0111 (i.e. hex 0110, 0109, etc.). Next turn comes Ballasteros, then Zayas the following one. Keep on throwing a die on each turn until both Cole and the other Allied forces are caused to arrive; a die roll of 2-5 produces no result.

(3) Typical Spanish Pride scenario. Beresford did not wish to fight at Albuera but his hand was forced by Blake who refused to withdraw. To simulate Beresfords' withdrawal set up Spanish forces anywhere on ridges above the lower river and give the French free set-up as scenario (1). Spanish move normally from turn 1. This will be no contest really, but subtract 20 pts from the French final score to give a balanced game as possible. (4) There is no reason why you should not use the map and units to enact your own scenarios. Try moving the French units on from the left hand side and the Allied from the right hand map edge for non-historical meeting engagement. Victory points for exiting units off enemy map edge. (5) 2 day scenario. After turn 10 the basic game finishes, as historically both sides were so exhausted they were beyond another round, but it might have continued to a second day. To simulate this, use the night and dawn track turns, during which units must withdraw from enemy Z.O.C.'s, no combat or bombardment may take place, and no unit may enter an enemy Z.O.C. Turns 13 and 14 are normal, and then start at turn 1 to turn 10 again, finishing at end of turn 10 as normally. During the night all commands improve their morale *points* by 6.

T. SUMMARY

Bombard units within range and line of sight up to 5 hexes. Roll the die once, leaving it face up until movement is over, for each nationality. Move all units of that nationality before the next, up to the movement allowance prescribed for the command as per Initiative chart. Remember to include penalties for leaving Z.O.C.'s and fired artillery. Adjacent units follow the combat rules. Cavalry may retreat and uses the CF on the unit counter only, infantry may not so retreat and usually uses the total of CF and the MORF of the command record counter on the morale track. Losses are applied immediately as per CRT. Regrouping may occur and the game turn counter is advanced. In all games other than the 2 day scenario the game finishes at the end of turn 10. Compute the victory points and blame the dice. Check the scenario and optional rules *before* play starts, place the record counters on the appropriate boxes and let battle commence.



ALBUERA - THE BIRTH OF A GAME DESIGN by BOB LATTE

Designing a simulation is like having a baby — easy to conceive but hard to deliver, as I soon discovered.

The choice of subject is not too hard; one would be a fool to choose any period or area of no interest to you. When you have selected your favourites, check what is available and try to find an area that is under-represented or not well simulated in your opinion. This is supposed to be a pleasurable experience so your own extra interest, which usually creates extra knowledge, will help you through the sticky patches.

For me, this meant the Peninsular War, a neglected area, and a few preliminary efforts persuaded me that I hadn't the experience to attempt the strategic game of the whole war, so it soon became a matter of which battle to select. Some were dismissed as being too static (Talavera), others as too one-sided (Bailen) and I came down to Salamanca and Albuera. Salamanca, I regretfully dropped as I knew Bob Stuart was hoping to do a game on it for Maplay (now published) so the final choice was by default almost.

As a battle it has great interest: enormous period flavour showing the romantic courage and dreadful carnage, all 3 arms involved significantly and almost a microcosm of the war. The faults and virtues of the 3 protagonists were clearly on view and one had the unusual peninsular case of the small French force, homogeneous and well led, taking on a larger Allied force replete with typical command problems and many Spanish troops only half trained. The battle was extremely bloody and both sides feared they had lost but claimed a victory – some things never change!

The British showed their stubborn courage, confused by the independence of their divisional leaders when not under the stern eye of the Iron Duke. Soult manoeuvred his battle-hardened groups with his customary strategic skill, then hesitated at the crucial moment when a brilliant victory against the odds may have been in his grasp.

And there are always the Spanish . . . often led courageously if rarely wisely. Ill trained, poorly equipped and prone to panic but ever bouncing back again for another hopeless struggle. A film actress once said that keeping her beauty was like the German army; she won a lot of battles but always lost the war. The French must have felt like that in Spain.

For the details I relied heavily on Mjr. Gen. Hughes' excellent 'Firepower' and Southey's lovely 'History of the Peninsular War' among others and came up with a map, time record and OOBs.

DOB numbers of men and commanders in brackets.

SPANISH General Blake
BRIGADES of cavalry (LOY, VILLEMUR
total 1905)
VANGUARD DIVISION (LARDIZIBAL,
4,400), 3 DIV. (BALLASTEROS), 4 DIV.
ZAYAS, 4,900), ESTREMADURA BRIGADE
DE ESPANA, 1,700), 2 batteries of
ARTILLERY (MIRANDA, 165).

FRENCH Marshal Soult

CAVALRY (LA TOUR-MAUBOURG)
1 BRIG. (3 REGS., BRICHE-823), 2 BRIG.
(3 REGS., BRON-1093), 3 BRIG. (3 REGS.,
BOUVIER DES ECATS, 879) and 3 regiments
of Spanish chasseurs.
INFANTRY GIRARD DIVISION (regs 34, 40,
64, 88 - 4,234), GAZAN (incl. 100, 21 LT. -
4,203), WERLE (5,621), GODINOT (3,928).
Reserve - 11 companies of Grenadiers (1,033).
ARTILLERY 48 guns.

BRITISH

2 DIV-STEWART,
1 BRIG. (1/3, 2/31, 2/48, 2/66 COLBORNE —
2,000 men)

2 BRIG. (29, 1/48, 1/57 - 1,600 men
HOGHTON)

3 BRIG. (2/28, 2/34, 2/39 ABERCROMBY
1,600 men)

3 companies 5/60 (146 men)

4 DIV.-COLE (2,000 men - MYERS + HARVEY detached Portuguese). 1/7, 2/7, 1/23 and 1 co. each 2/27, 1/40.

KGL-ALTEN 1 + 2 light battalions (1,100)
PORTUGUESE DIVISION-HAMILTON

1 BRIG (CAMPBELL - 1/4, 2/4, 1/10, 2/10
Port. Line - 2,400)

2 BRIG (FONSELA 1/2, 2/2, 1/14, 2/14,
Port. Line)

Independent Portuguese brigades 1/5, 2/5 and 5 Cacadores under Collins (1,300).

CAVALRY - LUMLEY

3 and 4 Dragoons (761) and 13 light (403) Portuguese Brigade of 1 + 7 Dragoons and 1 squadron each 5 and 6 Portuguese Dragoons (849).

ARTILLERY – DICKSON (766)

1 TROOP RHA, 1 BAT RA (4 x 9 prs), 2 Batteries each KGA and Portuguese.

Soult's force was marching rapidly Northwards to relieve Badajoz and Beresford, relying on Spanish assistance, met him at Albuera on May 16th, 1811.

The losses were frightful, the British lost 4,407 out of 6,500 men – more than two-thirds!

The French lost nearly 7,000 and Soult wrote in amazement of the stubborn English who refused to give in when beaten, and foiled him.

Plenty of 'thin red line' and all that! The other memorable quotation is the 'Die Hard!' of the dying Colonel of the 57th (Middlesex) Regiment, earning them their nickname.

I set myself rigid physical targets to make production easy with few counters and only one colour vital to the map. Incidentally, I added the 'rough' hexes to simulate the ditches across the ridge that hindered the attackers in all battle accounts.

After several attempts over about 2 years, I discovered the first rule of designing: be ruthless! If a thing does not work, scrap it and start again.

I started computing CFs by a simple musket count and realised that one had to be more subtle than that, as the Allies outnumbered the French so much and it made no allowance for poor Spanish infantry training and Allied command problems with mixed nationalities. So I simply increased the number of muskets per CF for the Spanish. Crude but effective. Also, I made use of the traditional 'rigging' the stacking to make concentration more difficult for some units. This can give a hint of formation effect also. Then – inspiration! The morale track occurred to me and was modified slightly by trial and error. Note the sharp drop with the first losses – a reflection of the first fire extra effect of carefully loaded unfouled muskets.

The command control problem was difficult but once I had hit on the idea of commands, I was halfway there. Stewart was dashing, impetuous and unruly, so he would react more quickly – too quickly in the event! Read any account of battles of this period and you will find again and again that the most important influence on the pattern of the battle was the personality and expertise of the commanders involved. Even the most jealous commanders, like Napoleon or Wellington found themselves at the mercy of independent characters who took the law into their own hands. Look at de España at Salamanca, or Bernadotte nearly everywhere! I dislike the command control by

ARTILLERY BOMBARDMENT RESULTS TABLE
BOMBARDMENT STRENGTH

Die Roll										Die Roll
	1	2	3	4	5	6	7	8	9	
0	0	0	0	0	0	0	0	0	1	0
1	0	0	0	0	0	0	0	1	1	1
2	0	0	0	0	0	1	1	1	1	2
3	0	0	0	0	1	1	1	1	2	3
4	0	0	0	1	1	1	1	2	3	4
5	0	0	1	1	1	1	2	2	4	5
6	1	1	1	1	2	2	2	3	4	6

Subtract 1 from the die roll if the defender is in a rough hex or on a higher level than the bombarding AR unit. If the morale points loss suffered is equal to or higher than the defenders combat factor, the defender is eliminated.

MELEE RESULTS TABLE

COMBAT ODDS								
Die Roll								Die Roll
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	
1	E/1	E/1	R4/0	R3/1	R2/1	1/1	2/2	1
2	E/0	R4/0	?R3/1	?R2/1	1/1	2/2	1/?R3	2
3	R4/0	?R3/1	?R2/0	?R1/1	2/?R2	2/3	1/R3	3
4	?R3/1	?R2/0	1/1	2/2	1/R3	1/?R3	0/R4	4
5	?R2/0	1/1	1/?R1	1/?R2	1/R3	0/R4	1/E	5
6	1/1	1/2	1/R2	1/?R3	0/R4	1/E	0/E	6

Other movement penalties:--
3MF to leave enemy ZOC, 4MF for artillery to bombard.
Other effects on combat:--
Attacks across a river and uphill are halved, not quartered. All other terrain effects are cumulative.

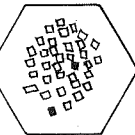
INITIATIVE TABLE

Die Roll	INITIATIVE FACTOR				Die Roll
	1	2	3	4	
1	1 hex	1 hex	1 hex	1 hex	1
2	1 hex	2MF	½N	½N	2
3	2MF	½N	½N	N	3
4	½N	½N	N	N	4
5	½N	N	N	N	5
6	N	N	N	N	6

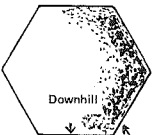
TERRAIN EFFECTS CHART



Stream hexside: 5 additional MF to cross. Units melee attacking across a stream hexside have their combat factors halved. Losing fractions.



Town hex: 1MF to enter. Defender in town doubled in melee.



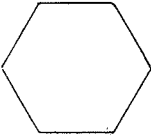
Hill hexside = plus 3 MF to cross uphill. Normal move downhill units melee attacking uphill have their combat strength halved losing fractions



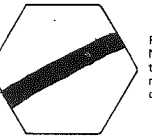
Rough Hex = 3 MF to enter. Defender doubled in melee. Subtract 1 BF from attacker (ART) when defender is in rough terrain.



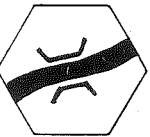
Forest hex: 2 MF to enter. Defender halved in melee.



Clear hex: 1MF to enter. No effect on combat.



Road hex: Negates all other terrain for movement. No effect on combat.



Bridge hexside converts hexside to road for movement. No effect on combat.

nex number and even more the Godlike rule of no command control. In 'Napoleon at War' or 'Salamanca' every regiment has totally independent control and wanders around the board, mixing corps and divisions haphazardly. Imagine Crawford finding half his light Division had joined in a fight 2 divisions away and he was left with a mixture of Guards and Spaniards!

The initiative chart gives a patchy Allied side and a more uniform French one. Even the most unreliable Spanish troops could react as quickly as the French, it was just far less likely. After all, they didn't have shorter legs. It was as well that initiative limits movement as if I simply let units move about at the maximum possible movement per game hour, they would shoot about too rapidly for comfort and half hour turns would make far too long a game. I was determined to make the game playable in less than 3 hours for experienced players and the reductions of the initiative chart solved two problems at once.

Once hit upon as an idea, the alternatives were simple enough: normal, half normal and 0. But 0 could leave units frozen when they would obviously react in self interest, so I substituted 1 hex, irrespective of terrain or enemy ZOCs. I felt that I could add one more result to spread the possibilities and reduce the die control, so included 2 MFs.

Die roll effects on movement are rare in wargaming, perhaps because of a fear of comparison with snakes and ladders but it seemed odd to me to say that battle once joined is dependent on a chance factor but movement and disposition is not.

I did not include the cavalry or artillery in morale tracks as I wanted to simplify as much as possible. The different 'combats' between infantry - and cavalry etc. seemed complex enough in one gulp! I have many ideas to refine the morale and initiative ideas which I hope to develop in future games of this era, depending on reaction.

Finally, I hope that I have given some hints of the problems of Beresford and Soult. I hope even more that I have produced a playable game. I am sure that plenty of people will tell me if I haven't!

The publishers and designer wish to thank Malcolm Watson of Simulation Publications UK for his helpful suggestions concerning the game *Albuera*. An early version of the rules appeared in a British amateur 'zine, *Perfidious Albion*.



In early June 1813, Bonaparte's brother Joseph ('Tio Pepe' or 'uncle Joe' as he was known in Spain) was struggling to keep his kingdom at least partially intact. The Anglo-Portuguese army had advanced so rapidly and outmanoeuvred him so decisively that he was falling back on his last defensive position that could give him any claim to his crown. Wellington brilliantly switched his main supply depots from Lisbon to a fleet-based centre at Santander, shortening his supply route dramatically and permitting him to keep up his rapid offensive.

On the 20th June, Joseph and Marshal Jourdan set up their available forces in the plain of Vittoria. They had about 57,000 combatants, including 9,000 cavalry and 104 guns. There was also a large arsenal in the city containing the bulk of the artillery of the Army of the North. More important, there was a vast collection of loot, treasure and gold, as well as the remnants of Joseph's administration, his Spanish sympathizers and the French civilian

officials. The great mass of baggage could only travel on main roads, which were as common in Spain then as wargames rules not needing errata are now. Clausel with 15,000 men was due to join Joseph on the 21st of June and Foy was in the area with a further 5,000.

The uncertainty of the whereabouts of Clausel and Foy caused Wellington to leave one division to guard his supplies, wisely as it happened, and determined his choice of strategy to inflict a decisive defeat on the French. Historians differ as to whether he divided his forces into three or four commands, but most state that Graham swung to the North to cut off the French retreat. Hill started to attack through the La Puebla defile and Dalhousie and Wellington were to launch the main attack in the centre when Graham and Hill were developing their assaults.

On the 21st, Joseph's military adviser, Jourdan, was ill with a fever. Joseph decided to defend his centre with Gazan's Army of the South and guard the Puebla defile with a strong piquet of voltiguers. D'Erlon held the second line with his army of the Centre and was responsible for the 3 bridges across the River Zardorra at Villodas, Tres Puentes and Mendoza, to which he consigned less than 500 cavalymen.

Reille with the Army of Portugal was originally ordered to form a third defence line in front of Vittoria but fears of an attack from the North, reinforced by deserters' information, caused Joseph to send them North to watch the Bilbao road. Jourdan and Joseph were on the point of withdrawing Reille from his distant position when Gazan told them that Hill's attack on the East bank of the Zadorra was developing. Morillo's Spaniards reached the crest of the defile up the steep hillside and the fighting there sucked more troops in from both sides than they would have wished, with increasing losses. Gazan counter-attacked with Marissin's brigade, permitting Hill to occupy Subijana.

Graham had still not appeared, so Wellington held up his main attack across the river. Dalhousie had not progressed far through difficult terrain and Picton was fuming at the inaction. A peasant told Wellington that the bridge at Tres Puentes was unguarded, so the projected attack at Villodas was put off and the Light Division sent off at the moment that Graham's attack started. Kempt's brigade crossed the bridge.

The French were stretched. They had to watch the Treviro road also, in case of a southern outflanking movement; the Army of the South was over-committed in the Puebla Heights; and Reille was engaged with Graham.

Picton, infuriated at the inaction, joined Kempt: most authorities say on his own initiative, but Napier states it was on Wellington's orders.

Jourdan finally realised that the main Allied thrust was not in the South and withdrew towards Vittoria leaving Gazan to disengage and fall back slowly. The energetic British advance in the centre captured Margarita and Hermandad although Reille stubbornly held Graham off in the North at Gamara Mayor. Longa had cut off the main road to Bayonne and the vast impedimenta of the French attempted to escape via the minor road to Pamplona while they held on to their last defensive line from Crispijana – Gomecha – Esquivel with heavy artillery fire.

Wellington collected his forces and smashed through along the line causing panic in the baggage train and causing the Army of the South to break as their retreat was threatened. Soon only Reille had a cohesive military force and his line of retreat was also endangered; he gave up his valiant defence of Gamara Major and managed some form of rearguard as the French fled leaving 500 wagons, 151 guns, Jourdan's baton, and a vast store of valuables and records. Gazan said that the defeat was so complete that no soldier's pay was left, nor were there any records of how much was owing to any one man in the army. Joseph only just escaped capture himself, leaving his carriage, and fleeing on a troop horse.

The Russian army sang a *Te Deum* for the first time for a foreign army's victory and Beethoven composed a 'Battle Symphony' in commemoration of the victory. The British lost 3,600 men, the Portuguese 900, the Spaniards 550 and the French 8,000; the French also lost a Kingdom. The Prince Regent awarded Wellington the baton of Field Marshal of England for his masterly victory.

1. Unit Counters

Note that the infantry CF is 'basic' and needs the addition of the particular Command's morale factor to obtain the final CF (Combat Factor) used in all combat. The Cavalry CF, however, is final: cavalry have no morale tracks or morale factors. Leaders' CF's are added to the final CF's of units they are stacked with. Artillery Bombardment Factors are used as CF only in defence, and only if not disrupted.

2. Set-up.

French: Cavalry: Auy (3711), Soult (4114), Treillard (4513), Curto (4706), Digeon (5310), Mermet (5609), Tilly (5215); **Artillery:** Gazan-1 (3815), Gazan-2 (3914), Reille (4805), Joseph (5013), D'Erlon (4413); **Leaders:** Gazan (3815), D'Erlon and Joseph/Jourdan (5013), Reille (4805); **Infantry:** Picquet (3717), Maransin (3815), Darricau (3814), Leval (3914), Villotte (4013), Sarrut (4805), D'Armagnac (4410), Cassagne (4412), Larmartiniere (5408), Span (5808).

Allies: Wellington, W. Artillery, Household Cavalry (3116), D'Urban Cavalry (3118), Cole (3115), Light Div. (3113), Kempt (3112), Hill, Hill Div., Hill Artillery (3419), Morillo (3518); 2 Div. off map; Hill Hussars and D'Amaranthe off map; Dalhousie, Dalhousie Div., and Artillery (3702), Picton (2 Brigades) (3707), one Brigade (3708); Graham, Oswald, Pack, Bradford, Longa, etc. off Northern edge of map. Conroux (both units) (4215), Hussars and Ponsonby (3117), Anson (British Cavalry) with Graham's command. The 2 brigades of Picton's division on 3707 are those of Brisbane and Colville.

3. Game Turn. The game turn consists of the following sequences:— (1) Allied Bombardment; (2) Allied Disruption Removal; (3) Allied

Initiative Determination; (4) Allied Movement, including cavalry charges; (5) Allied Combat; (6) Allied Regrouping; (7-12) as above, but French; (13) Advance Game Turn Marker.

3.1 Bombardment. Can be carried out only by artillery units, and is voluntary. Each unit bombards individually (i.e. BD's cannot be totalled), and the same defender(s) may be bombarded by more than one artillery unit in the same turn. Baggage and artillery units are never affected by bombardment. Artillery may always bombard adjacent units irrespective of terrain (although this may affect defender losses) and does so using Combat Results Table (CRT) B. Targets two hexes away may only be bombarded, using CRT A, if a straight line from the centre of the firing hex to the centre of the defending hex does not pass through a hex containing a town, peak, or unit of either side. If the line is congruent to a clear and a blocked hex bombardment is allowed. Terrain in the firing hex and in the target hex do not affect Line of Sight. **Procedure:** Compare the bombardment factor to the final combat factor (including MORF for infantry) of each defending unit in the target hex. Each artillery unit may only attack one hex per turn, and bombards each enemy unit separately. Defender decides which unit he wishes to combine any leader present with: leader units cannot be attacked separately. Round the ratio of BF to CF down in favour of the defender to the nearest odds in the CRT, and cross reference this with a die-roll. Apply the result, ignoring any result adverse to the attacker, before resolving the next attack. Each target unit in a town ignores the first morale point lost by bombardment, e.g. a loss of 3 becomes a loss of 2.

3.2 Disruption Removal. Any cavalry or artillery unit that has been disrupted (only these types of unit may be disrupted) for at least one complete cycle of game phases, becomes 'undisrupted', that is turned face-up and thereafter acts normally.

3.3 Initiative Determination. The die is rolled once and the result cross indexed with the 'current' initiative factor of all that player's units to determine their movement capability for the turn. 'Current' initiative is that of the unit itself, unless this is superceded by that of the command's officer (this occurs when the unit is stacked with or adjacent to the command's officer). Joseph/Jourdan and Wellington over-rule all units within three hexes. A result of N means 'use the normal printed MF of the unit'; N+1 means 'normal MF plus a bonus of 1'; 2 means '2MF's only this turn'; 1 means 1MF only.

Exceptions. Baggage units Initiative Factors are never affected by the proximity of leaders. Demoralized units have an IF of 1, unless with a relevant leader – in which case they use his.

3.4 Movement is conventional once the MF is determined by initiative (leave the initiative die showing to remind you of its result, until movement is finished). Units move from hex to hex, paying a movement cost according to the Terrain Effects Chart (TEC). No unit may exceed its final MF in the movement phase, and MF's may not be saved from turn to turn nor transferred from one unit to another. All movement is voluntary. Movement as a result of combat (advance after combat, retreat before combat) costs no MF's and does not affect a unit's movement allowance. No unit may move directly from one enemy ZOC to another without first entering a hex free of enemy ZOC. There is no extra MF cost to leave an enemy ZOC, but infantry lose 1 MORF when leaving an enemy infantry of cavalry ZOC. Cavalry are disrupted (inverted) when leaving an enemy cavalry (only) ZOC. Artillery are disrupted when leaving an enemy cavalry or infantry ZOC. Any unit entering any enemy ZOC must stop and may not move further that turn.

Disrupted units finish their move normally and are then inverted, but may never enter enemy ZOC's.

3.41 Cavalry Charges take place during movement. A cavalry unit may 'charge' one enemy occupied hex, ignoring adjacent enemy occupied hexes. This is the only combat permitted during the movement phase. If the hex attacked and the hex the attack is made from are both clear

terrain (or road) and there is no ridge, stream, river, or bridge hexside between the two, use CRT 'B'. Otherwise use CRT 'A'. If the defender is eliminated or retreated, the cavalry may advance into the vacated hex (free of movement cost) and, if the owning player so wishes, make a second attack on any adjacent enemy occupied hex under the same conditions as above. No third attack may be made, but the previous defender may be attacked by another cavalry unit's charge or during the combat phase by other units. Cavalry used in a charge take no part in normal combat and are exempt from normal combat. Cavalry not used in charges are subject to normal combat requirements.

3.5 Combat is mandatory between adjacent units, except for cavalry units used in a charge that turn, baggage units, artillery units i.e. they may not attack other than by bombardment), and between units separated by an unbridged river hexside. All other units adjacent to enemy combat units must be used in an attack of some sort, and all enemy units adjacent must be attacked by at least one unit of the player whose turn it is. **Procedure:** total all the attacker's combat factors taking part in the combat (infantry CF is the total of the printed CF and the MORF of its command) and compare to the defender's total. All defenders in one hex must be attacked as one group, but attackers may use units stacked in a single hex to attack into more than one hex. Reduce the totals to the nearest odds on the CRT's, rounding down in favour of the defender. N.B. Terrain does not affect combat factors by multiples as in other games: it affects combat results by an addition or subtraction to MORF losses, and by restricting cavalry attacks. Cavalry and infantry may make combined attacks.

The attacker may always use CRT 'A' if he chooses. He may use CRT 'B' only if at least one unit participating in the attack is within command range. To be within command range a unit must be stacked with or adjacent to its own command officer, or within three hexes of its national leader (Wellington or Joseph Jourdan), irrespective of enemy units or ZOC's.

After all normal combat is over, a second round of combat may, at the attacker's discretion, take place. Such 'second combat' uses CRT 'A' only, and all attackers must be in command range. All the units in a hex must attack in such a case, but they may attack all, some, or only one adjacent hex containing enemy units. All enemy units in one hex must be attacked as one total.

There is no limit to the number of times a unit may regroup other than no unit may ever improve on its original standing on the morale track.

3.51 Combat Results. Any result before the slash affects the attacker, results after the slash affect the defender. The numbers indicate the number of morale points to be lost, i.e. the number of boxes on the morale tracks that the record counters of the involved units should be moved (owner's choice of distribution if more than one command is concerned. The numbers on the CRT's do not affect cavalry or artillery. An asterisk in the CRT means that all cavalry units involved are eliminated. 'R' means all units involved other than artillery (see 3.52) retreat one or two hexes (owner's choice). Units may not retreat through enemy ZOC's, nor may they retreat across an unbridged river. Each infantry unit which cannot retreat instead stands in its existing position but loses one extra morale point; cavalry units which are unable to retreat are eliminated.

3.52 Artillery. In the combat phase takes no part attacks, except that it may advance with victorious units (but not retreat with defeated ones). In defence it adds its BF to other defenders, or simply uses it as its defence factor if alone. It is destroyed when (1) attacked whilst disrupted, (2) when alone on a hex suffering an asterisk or 'R' result, or (3) being left alone when fellow defenders retreat and an enemy unit advances into the hex after combat.

3.53 Terrain Effects on Combat. Defender(s) in town/village subtract 1 from morale point loss (no effect on cavalry or artillery). **Exception;** If both attacker and defender are in a town hex,

both sides suffer an *additional* point loss. A defending unit attacked solely across a stream or river subtracts 1 from any morale point loss. Units attacking across a river or river bridge hexside lose one extra morale point for each command so attacking, irrespective of whether or not other units participating in the attack are attacking across such hex sides. Attacks across river or river bridge hex sides are voluntary.

3.54 Retreat Before Combat. Cavalry (only) may retreat before combat if attacked solely by infantry and/or artillery. Retreat the defender two hexes and invert it – it is disrupted. These two hexes must be free of enemy ZOC. The attacker may go into the vacated hex, and may still attack if adjacent to enemy units.

3.6 Regrouping. If *all* the units of a command are within command range and not in an enemy ZOC, the command position may be improved two boxes on the morale track (two morale points). No unit may improve on its original position.

3.7 Morale Factors are the large numbers in the morale track boxes. Each infantry division has a record counter (as have some brigades and the French Piquet). Each box equals one morale point.

4. ZOC's. The six hexes surrounding the hex occupied by a unit are its Zone of Control (ZOC). All units, except baggage units, exert a ZOC which affects enemy combat and movement potential. ZOC's do not extend across unbridged river hex sides.

5. Stacking. A maximum of 1 cavalry, 1 artillery, any number of leaders, and 2 infantry (3, if the same command) may stack in one hex. N.B. Although the commands Hill and 2nd are of the same division, they count as two separate commands for all purposes, including stacking.

Exceptions: Only one baggage unit is allowed per hex, and *no* other unit may stack with or pass through a baggage unit. Demoralized units also stack only one per hex, though leaders may stack with them. The French Piquet unit may stack freely without counting towards stacking limits, apart from the two exceptions mentioned above.

6. Demoralized Units. These may not enter enemy ZOC's; if unable to move out of an enemy ZOC they attack using CRT 'A'. Units 'falling off' the morale track are eliminated.

Demoralized units must wherever possible end every movement phase with only one *counter* per hex.

7. Map Edges. Allied units *may* enter the northern or western map edges without penalty and

re-enter at the start of the next movement phase, or later, within one hex of their exit hex. Re-entering costs the whole movement for the units concerned for that turn. The same rules apply to the southern map edge, but only up to three hexes east of the river Zadorra. Allied units may not exit the remainder of the southern edge, nor the eastern map edge, unless forced to do so as a result of combat, in which case they may never re-enter the map, though they do not count as destroyed units for the calculation of victory points (see rule 11).

French units may not exit the northern or western map edges, nor from the southern edge from 3 hexes east of the river Zadorra (i.e. they cannot exit from hexes A19 to F19 inclusive). If forced to do so they are eliminated, and count towards the calculation of victory points. They may leave elsewhere, but may not re-enter (and do not count in calculation of victory points). Both Allied and French off-board (but not destroyed) units count as being free of enemy ZOC's for regrouping, but need a leader adjacent to their exit side of the map (or off the map with them) to regroup.

8. Leaders must end movement stacked with a friendly unit. They are 'wounded' if all units with them are eliminated and they get a 1 or 2 on an immediate die-roll. On a 3-6 they move to the nearest friendly unit. 'Wounded' units are put on the time track two turns ahead, and are returned when that time is reached – joining the strongest CF stack of their own command (player's choice if there are two equal stacks). A returning Joseph joins the strongest stack in his army. When an officer other than Joseph or Wellington is wounded, his command loses two morale points. When Wellington or Joseph are wounded *all* their commands lose two morale points. The second time an officer or commander is wounded he is considered eliminated; with the same morale point loss as above.

9. Baggage Units may move on road only, and only on certain roads: the royal road to Bayonne (B), and the road to Pampelurna (P) leading off the east edge of the map. They have an MP of 0 and an IF of 1, so they may move two hexes along a road each time they get a N+1 on the Initiative Chart (0 for N movement, 1 for initiative, and 1 for being on a road). The first time any baggage unit moves *all* French commands move two boxes down on the morale tracks. Baggage units must attempt to move whenever an allied combat unit is within three hexes of them at the start of the French movement phase. When placed in an enemy ZOC they are inverted and permanently immobilized, and

destroyed if they are in an enemy ZOC for two consecutive enemy combat phases. This is the only way they can be destroyed; they cannot be attacked in the normal way.

10. Turn One Restrictions. *Allies:* Morillo moves north; the units on D19 move to D18; and the other units of Hill's command move on to D19 and E19. D'Amaranthe and Hill's hussars are kept off the board. One unit is placed, inverted, on D19 or off the map, and the record counter, also inverted, is placed on D19 or off the map. If the allied player chooses to use D'Amaranthe with Hill (as historically) he may reveal the inverted D'Amaranthe counter on D19 on turn two and move that and the hussars normally thereafter, or keep them inverted for as long as they are not placed in an enemy ZOC. They cannot be moved whilst inverted. Alternatively the allied player may prefer to place the record counter on D19 (inverted) and bring D'Amaranthe and the hussars on to the map on turn three or later – south of Berroseguieta on or adjacent to road hex free of enemy ZOC. Wellington is not permitted to give command control initially – he is inverted until a unit (any unit) of Graham's command is involved in combat or bombardment. Graham's command enters on any hex 001–S01 and stays there for the duration of turn one. These restrictions on first turn movement apply irrespective of the result of the Initiative die-roll for turn one.

11. Victory Points. *Both sides* receive 5 points for each enemy infantry command demoralized; 7 if eliminated (Piquet 4 if eliminated). 2 points for each enemy cavalry unit eliminated, 4 for each artillery unit. 4 per officer killed, 15 per commander. 10 per baggage unit destroyed. *Allies* get 20 points if at least one hex of Vittoria was last occupied by them *and* they can trace a line of hexes from there, free of enemy ZOC to the western edge of the map at game end. The *French* get 20 points if there is no allied unit within three hexes of Vittoria at game-end. Subtract the smaller total of victory points from the larger, and derive the result from the following table:–

Allies: 26+ = decisive allied victory; 15-25 = allied victory; 9-14 = marginal allied victory; 5-8 stalemate; 0-4 fighting French withdrawal; French: 1-14 = French victory; 15+ decisive French victory.

Design: Bob Latter
Playtesting: Keith Poulter, Martin Edwardes, Malcolm Watson
Graphics: Colin Wheeler, David Green
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CRT 'A' attritional

	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	
1	1R/1	1R/1	1R/1	1R/1	1R/1	1/1	1/1	1/1	1/1	1
2	1R/1	1R/1	1R/1	1R/1	1/1	1/1	1/2R	1/2R	2R	2
3	1R/1	1R/1	1R/1	1/1	2/1	1/1	1/2R	1/3R	3R	3
4	R/1	1R/1	1/1	1/1	1/1	1/1R	1/1	1/2R	2R	4
5	R/1	1/1	1/1	2/1	1/1	1/1	1/1	1/1	2R	5
6	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	6

CRT 'B' bloody

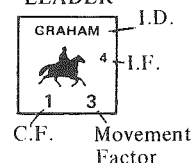
	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	
1	1R/1	1R/1	1R/1	1R/1	1/1	1/1	1/2	1/2	2/3	1
2	1R/1	1R/1	1R/1	1/2	1/2	1/2	1/3	1/3	2/3R	2
3	1R/1	1R/1	1/2	1/2	1/2	1/2	1/3	1/4	2/4R	3
4	1/1	1/1	1/2	1/2	1/2	1/4	1/4R	1/5R	2/5R	4
5	1/2	1/2	1/2	1/2	1/3	1/4R	1/4R	1/5R	1/6R	5
6	1/2	1/2	1/3	1/3	1/4R	1/4R	1/5R	1/6R	1/6R	6

INITIATIVE CHART

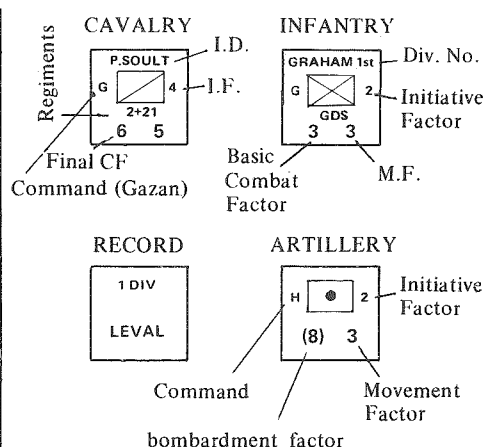
IF	1D6	2	3	4	IF
1	1	1	1	1	1
2	N	1	2	2	2
3	N	2	2	N	3
4	N+1	2	N	N	4
5	N+1	N	N	N	5
6	N+1	N	N	N	6

COUNTERS

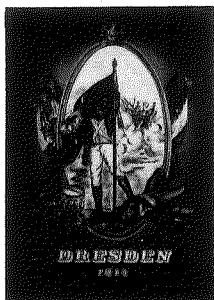
LEADER



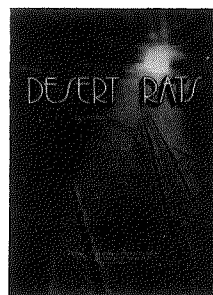
	Effect on Movement	Effect on Combat	Effect on Line of Sight
Clear	Costs 1MF	No Effect	No Effect
Rough	Costs 2MF	Affects cavalry charge (see rules)	No Effect
Town/Village	Costs 1MF	Subtract 1 from defender loss for bombardment; subtract 1 from other combats unless attacker is also in town hex, then add 1 to A and D results. No cavalry charges into	LOS into but not through
Stream	+ 1MF to cross	1 off D losses if all attackers are across	No Effect
River	Costs all MF's to cross and units must have more than 1 on initiative chart	Attacks across are voluntary, but add 1 to A losses and subtract 1 from D losses	No Effect
Peak	Costs 3 MF's. No cavalry	No cavalry attack into	Blocks LOS
Road	+ 1 free MF along road	No Effect	No Effect
Crest	costs 1 extra MF moving uphill	1 off D loss: if attacked solely uphill + 1 on A loss	Blocks LOS except from adjacent hex (use CRT A)



SIMULATION GAMES



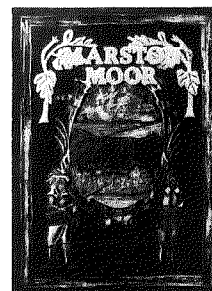
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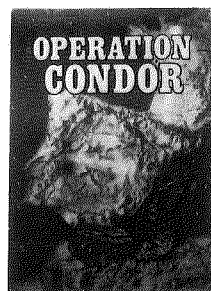
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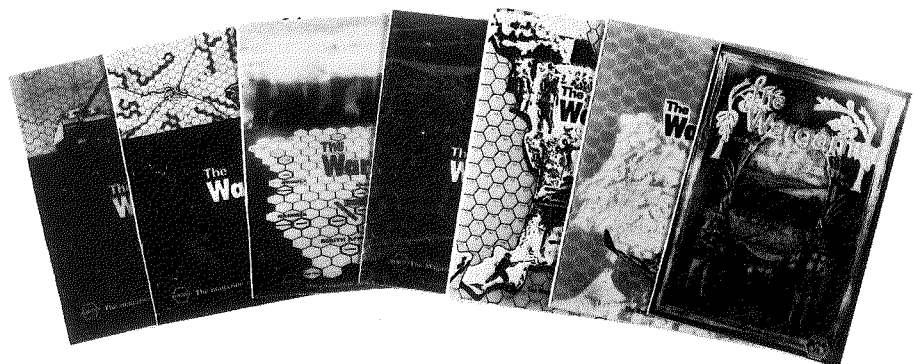
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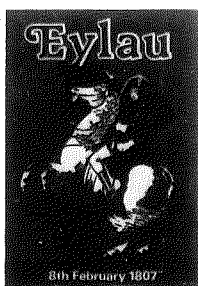
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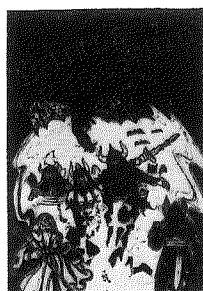
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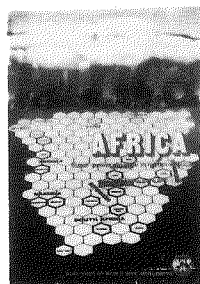


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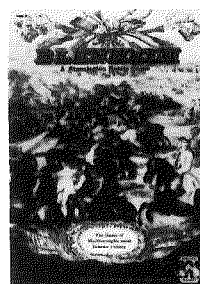
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ERRATA AND CLARIFICATIONS

Vittoria

- Q. Which command are Picton's units in?
A. *Dalhousie's. (Put a "D" on them).*
- Q. Which hexes do Hill's units enter on?
A. *Hexes 3419 - 3819 (as per 1st turn restrictions)*
- Q. How should one translate the letter/figure map references used in certain sections of the rules into the all-figure references used on the map itself?
A. *Simply translate "A" as "01", "B" as "02" and so on.*
- Q. Where do the baggage units start?
A. *One each in the Vittoria town hexes, and one on hex 5011.*
- Q. What exactly are the effects of disruption?
A. *Disrupted units defend normally, do not move, do not add their attack factor to units they are stacked with, and if alone attack at 1 - 4 using CRT A.*
N.B. Artillery or leaders on their own also attack at 1 - 4 using CRT A; they too add their defence factor to units they are stacked with, but do not add their attack factor.

Turn 1 Entry (Clarification)

The Morillo unit enters from hex 3419 or 3519, at a cost of 1 MF, and completes its movement in accordance with the initiative rules. 2nd division then moves onto hex 3419 or 3519: this completes their first turn movement. Hill's division etc move in accordance with the initiative rules (also see above). D'Amaranthe and Hill's Hussars are kept off the southern edge of the map, in accordance with the 'turn 1' rules.

All units of the same command division are set up in the same hex unless otherwise specified.

- Q. Can artillery enter peak hexes?
A. *No. Neither artillery, nor cavalry units can do so.*
- Q. When regrouping, do all the units within a command have to be within command range, or merely those which wish to regroup?

- A. *Only those which wish to regroup.*
- Q. Can Wellington and Joseph use their 3 hex command range for regrouping purposes for commands other than their own?
A. *Yes.*
- Q. Can victorious units advance after combat?
A. *Yes.*

ALBUERA

- Q. Where does Soult set up?
A. *Soult and the remaining Gazan infantry unit set up on hex 0418.*
- Q. Is the horse artillery symbol on the Portuguese unit incorrect?
A. *Yes. It should be an infantry symbol. This is then in line with the set-up rules.*
- Q. If an artillery or cavalry unit is attacked whilst in rough terrain (i.e. when its combat factor is doubled), is it eliminated when a morale loss is recorded equal to or greater than its printed CF or its doubled CF?
A. *Its, printed CF.*
- Q. If 2 artillery units in turn bombard a single hex, can they combine the morale losses so inflicted in order to eliminate a target unit?
A. *No.*
- Q. Is there a movement bonus for roads?
A. *No. Except in so far as roads negate the effect of other terrain.*
- Q. Is the set-up for Blake correct?
A. *Yes. But as soon as possible he must abide by rule L.*
- Q. What is the procedure where MORF's are 0 or below?
A. *The same as usual, i.e., add the MORF to the CF in the normal way. Example: CF8 + MORF -1 = Total of 7. In the case of cavalry v infantry the MORF is always rated as at least 1, i.e. a cavalry CF of 2 v infantry MORF of 0, -1, or -2, is counted as 2 - 1.*
- Q. Can artillery eliminate cavalry and artillery units by bombardment?
A. *Yes.*
- Q. If a hex is vacated as a result of combat, can the victorious units advance into the empty hex?
A. *Yes.*

ALBUERA

ALLIED COMMAND COUNTERS START IN BOX A1.

SPANISH COMMAND COUNTER STARTS IN BOX S1.

TURN RECORD CHART

Turn 1	Turn 2	Turn 3	Turn 4 French Reserve Active 1pm	Turn 5 Cole Active 2pm	Turn 6	Turn 7	Turn 8	Turn 9	Turn 10 End Basic Game 7pm			Turn 13	Turn 14
10am	11am	Noon			3pm	4pm	5pm	6pm				8am	9am

Second Dev Scenario Only

PHASE RECORD CHART

French Bombard Phase	French Initiative Phase	French Movement Phase	French Melee Phase	French Regroup Phase	Allied and Spanish Bombard Phase A1	Spanish Initiative Phase A2	Spanish Movement Phase A3	Allied Initiative Phase A4	Allied Movement Phase A5	Allied and Spanish Melee Phase A6	Allied and Spanish Regroup Phase A7
F1	F2	F3	F4	F5							

MORALE

3 S1	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	
2	1	1	1	1	1	1	1	0	0	0	0	0	0	0	-1 D	-2 D	-3 D	Rout	Elim
6 AI KGL 5	4 KGL 4	4 KGL 4	4 KGL 3	4 KGL 2	4 KGL 1	4 KGL 1	4 KGL 0	4 KGL D-1	4 KGL Rout	4 KGL Elim	3	3	3	3	3	3	3	3	
2	2	2	2	2	1	1	1	1	1	1	0	0	-1 D	-1 D	-2 D	-3 D	Rout	Rout	Elim

6 F1 Res 5	4 Res 4	4 Res 4	4 Res 3	4 Res 3	4 Res 2	4 Res 2	4 Res 1	4 Res 0	4 Res D-1	3 Res Rout	3 Res Elim.	3	3	3	3	3	2	2	2
1	1	1	0	0	0	0	-1 D	-1 D	-2 D	-2 D	-2 D	-3 D	Rout	Rout	Rout	Elim			

D (DEMORALISED) = MAY NOT ENTER ENEMY ZOC

ROUT = MUST ATTEMPT TO LEVE MAP BY SHORTEST ROUTE.
ROUTED UNITS CAUGHT IN AN ENEMY ZOC ARE ELIMINATED.

ELIM = REMOVE FROM MAP ALL COMBAT UNITS BELONGING TO THE COMMAND AFFECTED IMMEDIATELY.

VITTORIA

ALL OTHER FRENCH START HERE		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6	6	4	4	4	4	3	3	2	2	1	1	1	0	DM O	DM O	DM O	DM O	DM O	DM O

GAME TURN TRACK

1	2	3	4	5	6	7
8	9	10	11	12	13	14

MARANSIN D'ARMAGNAC AND SPANISH START HERE

4	4	4	4	3	3	3	2	1	DM O	DM O	DM O
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




















MORILLO, LONGA, PACK + BRADFORD START HERE

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












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









ALBUERA UNITS




K.G.L.	 2 6 10	 3 3 13	 3 2 15	COLE	 3 4 10	 3 5 10	 3 5 10	 3 7 10	 4 BERESFORD (1) 15	PORT'GSE	 2 8 10	 2 8 10
STEWART	 4 8 10	 4 4 10	 4 4 10	 4 4 10	 4 4 10	 4 4 10	 4 (4) 10 8	 4 (4) 8 8	 4 (2) 8 8	 4 (2) 8 13	 2 4 10	 2 4 10
















SPANISH UNITS

ZAYAS	 2 6 10	ZAYAS	 2 7 10	ZAYAS	 2 7 10	BALLAST'S	 1 6 10	BALLAST'S	 1 6 10	BALLAST'S	 1 5 10	SPANISH	GAME TURN
ESTRAM'A	 1 5 10	ESTRAM'A	 1 4 10	VANG'D	 1 6 10	VANG'D	 1 6 10	SPANISH	 3 2 13	SPANISH	 4 (4) 10 8	 2 BLAKE (1) 15	PHASE RECORD

FRENCH UNITS





















WERLE	 3 8 10	WERLE	 3 8 10	WERLE	 3 8 10	WERLE	 3 5 10	WERLE	 3 8 10
GAZAN	 3 8 10	GAZAN	 3 8 10	GAZAN	 3 5 10	GAZAN	 3 5 10	GAZAN	 3 8 10















GODINOT  4 (4) 10 8	GIRARD  4 (4) 10 8	GAZAN  4 (4) 10 8	WERLE  4 (4) 10 8	RESERVE  4 7 10	GODINOT  3 8 10	GODINOT  3 8 10	GODINOT  3 8 10	GIRARD  3 5 10	GIRARD  3 8 10		
HVV  4 3 13	LT  4 2 15	LT  4 2 15	LT  4 2 15	 4 SOULT (1) 15	VITTORIA UNITS	1 DIV LEVAL	3 DIV VILLATTE	4 DIV CONROUX	5 DIV MARANSIN	6 DIV DARRICAU	PIQUET

LEVAL	LEVAL	VILLATTE	VILLATTE	CONROUX	CONROUX	MARANSIN	DARRICAU	DARRICAU	GAZAN			PIQUET
G  2	G  2	G  2	G  2	G  2	G  2	G  2	G  2	G  2	 3	G  2	G  2	 4
9+24 5 3	88+86 5 3	27+63 6 3	94+95 7 3	32+55 6 3	43+58 6 3	12+45 5 3	21+100 5 3	28+103 5 3	SOUTH 1 5	(8) 3	(8) 3	3 3
2 DIV	1 DIV											
SARRUT	LAMARTINIERE	D  2	D'ERLON  4	CASSAGNE	CASSAGNE	TREILLARD	AVY	D'ARMAGNAC	2 DIV	1 DIV	TILLY	P.SOULT
		(9) 3	CENTRE 1 5	8+10 5 3	51+54 5 3	10 4	8 5	28+75 6 3	CASSAGNE	D'ARMAENAC	2+4 8 4	2+21 6 5

SPANISH ↑ ARMY OF THE NORTH	LAMARTIN R 118+119 6 3	LAMARTIN R 120+122 6 3	SARRUT R 2+36 6 3	SARRUT R 3+4+65 6 3	SPANISH + R 6 3	SPANISH + R 6 3	CURTO R 8 5	MERMET R 10 4	DIGEON R 10 4	REILLE 5 1 5	R ● 2 (8) 3	J ● 2 (8) 3
OSWALD 5th G HAY 2 2	GRAHAM 1st G KGL 2 2	GRAHAM 1st G GDS 2 2	LONGA	BRADFORD	PACK	OSWALD	1 DIV GRAHAM	GAME TURN	BAGGAGE 1 0 0	BAGGAGE 1 0 0	BAGGAGE 1 0 0	JOSEPH/JOURD 2 0 5

BRITISH UNITS

OSWALD 5th	OSWALD 5th	PACK	BRADFORD	LONGA		GRAHAM	7 DIV	3 DIV	DALH'SIE 7th	DALH'SIE 7th	DALH'SIE 7th	PICTON 3rd
G  2 ROB'S'N 3 3	G  2 SPRY 3 3	G  2 4 3	G  2 5 3	G  3 6 3	G  2 (8) 3	 4 1 3	DALHOUSIE	PICTON	D  2 BARNE 4 3	D  2 GRANT 4 3	D  2 LECOR 4 3	4 BRISBANE 3 2
WELLINGTON		ALTEN LT	ALTEN LT	COLE 4th	COLE 4th	COLE 4th	LT DIV	4 DIV	DALH'SIE		PICTON 3rd	PICTON 3rd
 4 2 5	W  2 (8) 3	W  4 VANDELEUR 6 3	W  4 KEMPT 5 3	W  2 STUBBS 5 3	W  2 SKERRET 4 3	W  2 ANSON 5 3	VON ALTEN	COLE	 2 1 5	D  2 (8) 3	 2 POWER 3 3	4 COLVILLE 3 2

HILL	2 DIV	PORT' D'AMARANIE	MORILLO	HILL H  2 CADOGAN 4 3	HILL H  2 BYNG 4 3	2 DIV H  2 O'CALLGHAN 4 3	2 DIV H  2 ASHWORTH 4 3	PORT' H  2 CAMPBELL 5 3	PORT' H  2 DA COSTA 5 3	MORILLO H  2 6 3	 2 (8) 3	HILL H  4 2 5
HUSS + PONS W  4 12 4	HOUSEHOLD W  4 8 4	D'URBAN W  4 8 4	ANSON G  4 6 4	HUSSARS H  4 6 4								

