Bailén 1808 Rules

Series, The Shadow of the Eagle

0. Introduction

The Shadow of the Eagle series is a generic system of rules to simulate the Napoleonic period at a grand tactical level. Through a variety of scenarios it depicts a series of battles of the war against the Napoleonic Empire in the Iberian Peninsula from 1808 to 1814.

1. Playing equipment

It consists of one or more maps, tables, and counters as well as these rules. A six-sided die (1d6 from now on) is also required.

1.1 Maps

They represent the terrain where the action took place at a scale of 250 metres per hexagon. A hexagonal grid has been superimposed on the map in order to regulate movement and determine the position of the counters.

Note.- The triangle-shaped markings on hills have no effect on the game. Hexes with isolated trees that do not occupy the entire hex do not count as forest for terrain purposes.

1.2 Tables and aids

The rules are accompanied by tables that will be needed to play the game. The tables are: Formation Change, Movement Factors, Terrain Effects, Fire, Melee Combat, Cavalry Control, Morale Test and Division Morale Table. The use of these tables is explained in the relevant section of the rules.

1.3 Counters and markers

The counters represent the military units and commanders who took part in the battles or in these scenarios. Each of these counters is generally equivalent to an actual force of 1 infantry battalion, 1 cavalry regiment or 1 artillery battery.

Markers serve to illustrate states and situations in which they find themselves throughout the game.

1.3.1 Definition Counter values

Each counter has a series of figures printed on it and symbols whose explanation is as follows:

- Historical identification: Name of the unit, no. of the battalion or regiment in this case (e.g.: 2nd Leg. Reserve 1st: is 2nd Reserve Legion, first battalion).
- Type: A schematic drawing that simulates the unit uniform.
- Parent unit: Division or brigade to which that belongs. Also the Commander to whom it reports and depends.
- Strength Points: The combat capability of the counter. Generally speaking, each point equals 100 infantry, 100 cavalry or 1 artillery piece.
- Combat readiness: Factors a series of elements that determine the efficiency of the of the counter (training, equipment, degree of veterancy, resistance to the rigours of combat or cohesion).

UNIDADES / UNITS

Comandante en Jefe *Commander in Chief* — Comandante *Commander*

Infantería *Infantry* — Caballería *Cavalry* — Artillería *Artillery*

Unidades desorganizadas / *Disorganized units*

Unidad superior / *Superior unit*
Unidades bajo su mando *Units under its command*
Unidades de la Brigada Coronel Juncar *Units under Colonel Juncar command*

Ligera / *Light*
Media / *Medium*
Pesada / *Heavy*
Españoles *Spanish*
Franceses *French*
Artillería *Artillery*
Infantería ligera *Light infantry*

Figure 1

A. Historical identification
B. Type (commander in chief)
C. Melee factor
D. Nationality
E. Moral factor
F. Units under his command

A. Historical identification
B. Unit type (infantry)
C. Unit class
D. Combat Willingness
E. Nationality
F. Melee factor
G. Superior Unit

A. Historical identification
B. Unit type (cavalry)
C. Unit class
D. Combat Willingness
E. Nationality
F. Melee factor
G. Superior Unit

A. Historical identification
B. Unit type (artillery)
C. Unit class
D. Combat Willingness
E. Nationality
F. Melee factor
G. Superior Unit

Figure 1

- Command factor: Only in the counters of Commander and Commander in Chief. Ability to influence the units under their command, which are those who carry the same parent unit ID. Commanders-in-Chief can exert influence over any Commander on his side.
- Unit class: White circles located on the right side of the sheet for artillery and cavalry (one is: light, two: medium, three: heavy). white diamond (lozenge shape) with the fiery grenade symbol of artillery and a bugle for light infantry. *See figures 1 and 2.*

Note: Exceptionally and for the scenarios 1, 3 and 4, the Spanish units of Colonel Juncar's Brigade, are identified in the template with a white square located on the left side of the card, just below their historical identification.

2. Sequence of play
The game is structured in turns and each turn shall consist of the following phases as detailed below:

A) *Orders*
Each player will place order markers on Commanders who are within command distance of the Commander in Chief. These orders remain in place until changed.

From the second turn onwards, each player may attempt to change the orders his subordinate Commanders have.

From the second turn onwards, *Defended Sector* (DS) markers can be repositioned.

If a Commander or counter is outside command distance, you place a N*o Orders* (SO) marker on them.

B) *Reorganisation*
Both players try to recover their disordered counters.

Both players try to recover the artillery batteries with *No Fire* (NF) markers.

Both players remove the *Artillery Fired* (AD) markers from their artillery counters.

Both players perform the divisional morale tests to the divisions with *Recovery Order* (RC).

C) *Initiative*
The players will each roll 1d6 to which they will add:

The Command Rating of the Commander-in-Chief of his army.

+1 to the result for each attack order given to the divisions under his command.

D) *First player phase*
1) Movement.
The player in phase moves his counters in this order:

- They move the counters that do not attack or charge.
- Move the charging cavalry counters, evasion movements are resolved and counter charges and counter charge combats.
- They move the counters that attack.
- Move the Commanders and Commanders in Chief.

2) Defensive fire. The player not in phase resolves the effects of defensive fire.

3) Offensive fire. The player in phase resolves the effects of offensive fire.

4) Melee Resolution. The player in phase resolves, in this order, the charge combats and melee, carrying out the post-combat movements and possible additional combats.

E) *Second player phase*
1) Player movement in phase.
2) Defensive fire of player not in phase.
3) Offensive fire of the player in phase.
4) Melee Resolution of player in phase.

F) *Demoralization Check*
Both players check if the number of eliminated or defeated counters during the turn have placed some divisions at their B*reaking Point* and so must do a moral test on those divisions.

The Divisional moral test results are applied immediately to each.

G) *Cavalry Fatigue*
Both sides reduce the *Fatigue Markers* (CF) of their cavalry that have not moved or fought during the turn.

H) *End of Turn*
Advance by one the turn counter on the turn track.

These 8 phases are repeated each turn until the end of the game. The player who is in a phase is called the attacker and the opposing player is called the defender.

3. Command
There are 2 types of commanders: Commander in Chief and Commander.
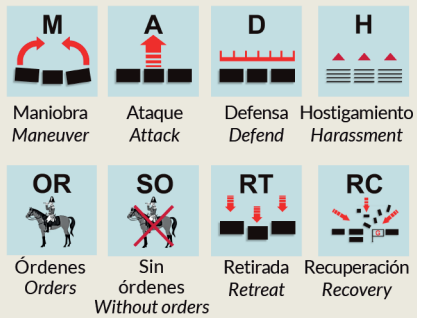
The Commander in Chief is the counter that commands all the combat forces of a side. The Commanders have under their command only the counters belonging to their divisions.

A counter is considered in command (within its commander's command radius) when before starting its movement it is separated from its commander by a number of hexes equal to or less than the command radius of its corresponding commander.

A commander is considered to be in command when, prior to initiating his movement, he is separated from his Commander-in-Chief by a number of hexes equal to or less than the corresponding Commander-in-Chief's command radius.

MARCADORES / *MARKERS*

Tipos de órdenes / *Orders types*

M	A	D	H
Maniobra *Maneuver*	Ataque *Attack*	Defensa *Defend*	Hostigamiento *Harassment*

OR	SO	RT	RC
Órdenes *Orders*	Sin órdenes *Without orders*	Retirada *Retreat*	Recuperación *Recovery*

Estado de las unidades / *Unit status*

NF	AD	AE	CU
Artillería No fuego *Artillery does not fire*	Artillería disparada *Fired artillery*	Artillería enganchada *Limbered artillery*	Cuadro *Square*

OC	CF 2	AS	GR
Unidad objetivo de la carga *Target unit by cavalry charge*	Nivel de fatiga de la caballería *Cavalry fatigue level*	Asalto *Assault*	Guerrilla *Skirmish*

Genéricos / *Generic*

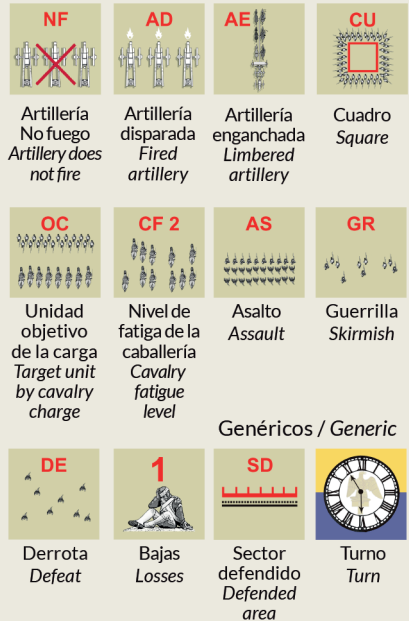| DE	1	SD	
Derrota *Defeat*	Bajas *Losses*	Sector defendido *Defended area*	Turno *Turn*

Figure 2

This calculation does not take into account hexes occupied by the commander or by the counter.

Commanders-in-Chief only place Commanders in command.

Commanders only place in command combat counters.

The command radius of Commanders is specified in the *Particular Rules* for each scenario.

3.1 Restrictions on the route the command line takes.
It may never be drawn between or through:

1) Enemy-occupied hexagon.
2) Enemy-controlled hexagon that is not occupied by friendly combat counters (*see graphic example 1*).

3.2 Effects of command on ZOCs..
Only counters in command can enter or leave ZOCs. Remember that the Commander and Commander-in-Chief counters are the last to move.

3.3 Effects of Command on Divisions.
A division that is not in command cannot
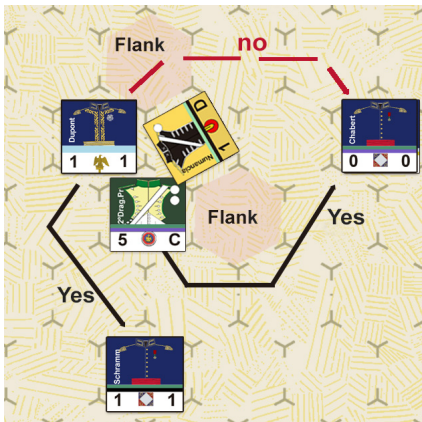
Example 1. Changing orders.

The French Commander-in-Chief wishes to change the orders of 2 subordinate commanders. The presence of the Spanish cavalry unit forces tracing the line of command to the leader Chabert through the hex occupied by the French cavalry unit. The command distance to this commander is 4. The line of command to the leader Schramm is not hindered by the enemy ZOC and the command distance to this commander is 2.

Calculate to see if he can carry out the change of orders according to the proposed parameters in scenario 3: Dupont divides by 2 his command factor of 4. The quotient 0.5 is rounded to 1. A 1d6 is rolled and obtains a 2. A 2 is higher than 1 and therefore Dupont can give a new order to Schramm.

receive orders. It will apply the order *No Orders* (SO).

4. Orders

All players must assign orders for each division that will affect all counters in that division, both for movement and combat.

Orders given will not be known to the enemy. Each order marker has on its front side the abbreviation OR and the specific order on the back.

To give orders, a division commander will have an order marker placed with the order you want him to execute. The abbreviation (OR) is positioned on top in such a way that it is not it is not possible to know which specific order it is, *(See figure 1)*

4.1 Change of orders

New orders are always generated from the Commander-in-Chief.
Procedure:
The player wishing to change orders to his divisions will calculate the distance in number of hexes between his Commander-in-Chief and the subordinate Commander to be given new orders. This calculation does not include the hex occupied by him or the subordinate commander. Divide the number by a factor specified in the *Specific Rules* for each scenario. The quotient obtained is rounded to the next higher whole number. Thus 0,33 is rounded up to 1. Then, roll 1d6 and if the result obtained is higher than the result of the quotient, the Commander-in-Chief may

effect a change of orders on his subordinate commander. Otherwise, the units will continue with the orders they already have. *(See example 1 change of orders)*

The number of change orders available to each Commander in Chief is limited in accordance with the *Specific Rules* of each scenario.

> **Example:** If a Commander in Chief has 3 changes of orders per turn. That means he will be able to roll 1d6 three times to change 3 orders but cannot throw 3 times to try to change 1 order when not getting the roll necessary.

If any attempt is made to change orders, the Commander in Chief cannot move in that turn. If an attempt fails to change orders it cannot be attempted again to give the same order to the same division until next turn.

4.2 Types of orders

No Orders (SO): Affected counters only can move to be closer of their commander and cannot finish their movement less than 3 hexagons of enemy counters. They cannot initiate combat. They can fight in melee combat and do defensive fire normally if they are attacked. The fleeing counters continue with their own rules of movement.

Maneuver (M): All component counters of the division with this order can move freely as long as they are not placed within 5-hexes of the line of sight or less of any enemy combat counter. They have a bonus of +2 MP to their movement factors. This bonus rises to +3 MP if they move following the layout of a road or path. If counters belonging to a unit with this type of order are attacked its combat factors are divided in half. The fleeing counters continue with their own rules of movement.

Harassment (H): All component counters of the division with this order must move until they are within 3 or less hexagons of enemy counters. A maximum of 30% of the counters that make up the unit can attack enemy counters in any type of combat. If they are attacked, they defend themselves normally. The fleeing counters follow their own rules of movement.

Attack (A): All component counters of the division with this order must move until is placed 3 or fewer hexagons away from enemy tokens. At least 50% of the counters that make up the division must attack enemy counters in any type of combat. If they are attacked, they defend themselves normally. The fleeing counters continue with their particular rules of movement.

Defense (D): All component counters of the division with this order must defend an area that is defined by the player who directs his side at the moment of giving the order. This defensive area will measure 9 hexagons of front by 5 hexagons of

depth determined from the hexagon where the player places the *Defended Sector* (SD) marker. An SD Marker must be placed in a hexagon from which no counter is out of their defensive area. The division counters with this order cannot leave their defensive area with the exception of the counters in flight. Inside the defensive area the counters defend and attack normally. The fleeing counters follow their own rules of movement.

Retreat (RT): All component counters of a Division with this order that are adjacent to enemy counters must compulsorily move all or part of their movement factor to abandon the enemy ZOC. The counters that are not in enemy ZOC can move freely but without coming within 5 hexes of enemy counters. The fleeing counters continue their particular rules of movement.

Recovery (RC): All component counters of the division with this order move according to the movement mode retreat or flight until at least 5 hexes from any enemy combat hexagon. The counters in flight may be forced to move further away from enemy counters. The only action allowed to the counters in recovery is to perform moral tests to disordered or fleeing counters. If divisional counters in recovery are attacked by the enemy apply the effects of retreat or flight in combat.

5. Formations

Infantry and artillery counters can adopt different formations that affect movement and combat during the course of the game.

It is allowed to change formation more than once per turn, if there are enough movement points. (This allows you to move to some hexes, or move and fire horse artillery, limbering and unlimbering). The cost expressed in movement points of the changes is shown in the *Cost of Formation Changes Table*.

5.1 Infantry

Regular formatio: Does not use any special marker and the counters move and fight normally.

Square: Counters with any will to fight can adopt this type of formation. This situation is determined by placing a *Square Marker* (CU) on top of the counter. Squares can be formed in two ways: as a formation change during movement or as a reaction to an enemy cavalry attack.

- Squares as a change of formation:
A square can only be formed in clear terrain. Forming a square costs 2 MP.

A counter or stack formed in square with Combat Will A, B, C, and D may move while in square. Counters with Combat Will E and F may not move while in square.

A counter in square with the ability to move while in that formation can only do so through clear terrain hexes. A counter in square cannot move across town, forest, bridge, village, stream, river, scrub, moderate slope, steep slope, impassable slope, or ravine hexes. Roads and paths do not override other types of terrain in the hex for the purposes of moving of counters in square. A counter or square stack can only move at a cost of 2 MP per hex.

The counter in square has a facing in all directions and can move all directions.

- *Squares as a reaction to a cavalry attack:* The attempt to form when an enemy cavalry counter or enemy cavalry stack has been placed within 2 hexes of an infantry counter. All infantry counters in a hexagon perform a morale test based on the combat will of the counter at the top of the stack to determine whether it is able to form up in square.

A result of D or R will be treated as a disorder and will mean that the square could not be formed and that the counter has become disordered in the attempt.

A " **-** " result will indicate that the counter can form a square if desired and a CU marker will be placed on the counter or infantry stack. This change of formation consumes all the counter's movement points.

The combat between attacking cavalry and defending infantry is resolved in the melee phase.

Guerrilla (GR): The light infantry counters are able to deploy as guerrillas. To identify this situation they receive a *Guerrilla Marker* (GR).

Light infantry in guerrilla warfare can do 2 things.

- *Shielding the line:*
Counters that deploy in guerrilla while stacked with other counters must be placed on top of the stack. The rest of the counters in the stack can be in other types of formation.

If the stack with the guerrilla infantry receives 1 casualty from fire the casualty is applied to the guerrilla infantry.

If it receives 2 or more casualties, the first casualty is applied to the guerrilla infantry, but the remaining casualties are applied to the next counter in the stack.

- *Cover front:*
A light infantry counter with a guerrilla marker that is alone in a hex, projects a ZOC of 2 hexes and all hexes are considered facing the front.

5.2 Artillery
Desployed: It is represented by the counter of the unit either on foot or on horseback. It cannot move but can fire.

Limbered: Place the *Artillery Limbered* (AE) *Marker* on top of the counter. It can move freely but not fire.

5.3 Cavalry
Regular Formation: Does not use any special markers, the counters move and fight normally.

Guerrilla: The light cavalry counters are able to deploy in guerrilla. To identify this situation they receive a *Guerrilla Marker* (GR). A counter in guerrilla projects a ZOC of 2 hexagons and all hexes are considered as facing. *(See graphic Example 2)*

6. Stacking
Several counters, even from different divisions and brigades, can occupy the same hexagon as long as they belong to the same side. Stacking is limited. In addition, the more counters in a hex the more effective the enemy artillery fire can be.

Stacking limits:
- Infantry in regular formation: Up to 24 strength points per hex.
- Artillery with counters of other weapons: 1 counter per hex.
- Artillery in regular formation: Up to 3 artillery counters per hex if there is only artillery in the hex.
- Cavalry in regular formation (deployed): Up to 16 force points per hex.
- Infantry in square: Maximum limit is 18 combat points or 3 counters with the possibility of adding another 2 artillery counters. This limit only counts at the end of the movement.
- Units with maneuver orders in movement by road: Maximum limit 1 infantry, cavalry, or artillery counter per hex. They cannot finish their move stacked with counters with other types of orders.
- In forests and buildings: Maximum limit 18 points.
- Allied units: Spanish and British cannot be stacked in the same hexagon.

Except for calculating combat ratios, enemy counter stacks cannot be examined under any circumstances.

7. Movement
Each counter type has a movement factor detailed on the *Movement Factors Table* expressed in Movement Points (MP). The movement of each of the counters may be used in whole or in part in each turn and cannot be accumulated for successive turns or transferred to other counters. The movement is carried out by moving them from one hexagon to another, tracing a continuous line, without jumps and consuming the number of points marked on the *Terrain Effects Table*.

Can be affected by: ZOC, the stack and the type of orders (see the relevant sections).

Zone of Control cavalry in guerrilla
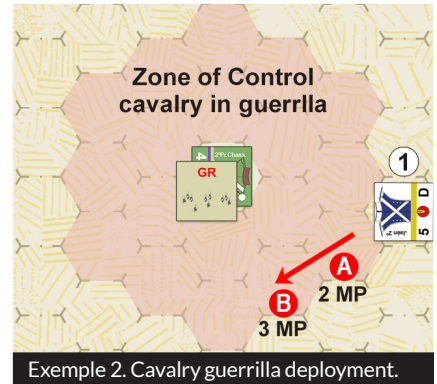
Exemple 2. Cavalry guerrilla deployment.

If infantry unit 1 moves into hex A it must pay 2 MP. 1 per normal movement cost to enter a hex and an additional additional MP to enter a guerrilla cavalry ZOC hex. If it would like to continue its movement and move into hex. B, he would pay 1 MP to exit hex. A and pass a morale test. If he passes the test he pays: 1 + 1 MP to enter hex. B.

Note.- *Cavalry deployed using guerrilla warfare tactics is an effective measure to delay enemy movement, covering retreats and gaps in the line of battle. It blocks infantry and limits enemy cavalry.*

You can spend up to the total of the movement factor of each counter if you wish, but never exceed it. The terrain points cost is accumulative.

Movement is always voluntary, and the player in phase may move all, some or none of his counters in the same direction or combination of directions. Normally the counters may only move through hexes whose facing is defined as "front". Exceptions are disordered counters, in defeat, in square, Commanders and Commanders-in-Chief, who have no facing.

It is not possible to move from a "rearguard" hexagon to a counter's "front" hex o viceversa (passing through the hexagon where the counter is located) if there are already 8 or more points in the hex to be crossed. But it is allowed to make this movement through the "flanks," *(see example 3)*.

The order in which the counters move is irrelevant except in the case of Commanders and Commanders-in-Chief, who move after the units assigned to their command.

7.1 Ground movement costs
The different terrain features depicted on the maps have different costs that are summarized in the *Terrain Effects Table*.

7.2 Facing
At the end of their move, all the counters must be facing an angle of the hexagon they are in, *(see example 4 which defines the concepts of front, flank and rear)*.

The counters of Commanders and Commanders-in-Chief, the disorganized in defeat and those formed in square have no facing.
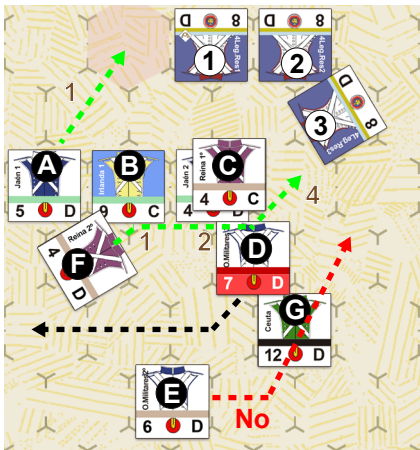
Example 3. Movement

Unit A moves 2 hexes but pays 3 MPs because the 2nd hex of its movement is in the ZOC of enemy unit 1.

Unit E cannot perform the intended movement through a rear hex and into a front hex of unit G because it has more than 8 combat points. The movement path of unit F cannot pass through the hexes of B and C because they have 8 or more combat points. Instead it passes through their rear hexes. When it enters unit 3's front hex, it must stop its movement. Up until that point, it has spent 4 movement points. The unit D, can move as it does, because being disorganized it has neither front nor flank. But it must move towards its front.

The facing of the counter is fixed at the end of the movement. During the movement, each change of facing has no MP cost.

When a counter moves forward or backward due to a combat, it adjusts its facing at no cost at the end of the of the movement. Counters in the same stack must have the same facing.

7.3 *Zones of Control (ZOC) and Movement*
A counter only exercises control over the front and flank hexes, although the effects are not the same *(see example 3)*.

Hexagons containing buildings and forests are never controllable from hexes located outside. However, a counter located in a building or forest does exert a ZoC to the outside and in all the adjacent hexes, except other forest or building hexes.

The entry of a counter or stack into an enemy ZOC can only be performed by a counter or stack in command and has an additional cost of 1 MP.

To exit from a ZOC there is an additional cost of 1 MP and to exit an enemy counter's hex in front of an enemy counter you need to take a morale test at the risk of being disorganized. The direct passage from a hex in an enemy ZOC to another hex in an enemy ZOC is allowed if the ne-

cessary MPs can be paid and the morale test to leave the first ZOC is passed.

During a retreat after combat no additional MPs are paid and no morale test needs to be passed. The counters move the required hexes and apply the required combat results. However, the counters cannot move from one enemy ZOC to another enemy ZOC.

7.4 *Movement in marching order on the road*
The pieces that move along the route of a road or path during the their entire movement must maintain their order of march and cannot enter enemy ZOCs. The counters move consecutively and remain adjacent to each other without being able to overtake each other, even if it means not being able to use all their movement points. The pieces must keep this order of march until they abandon the road movement.

8. Line of sight and line of fire
Hexes with buildings, forests or friendly and enemy pieces all obstruct the line of sight. If the line of sight passes exactly between two hexagons, one obstructing and the other not, the line of sight is considered clear.

The line of sight will be obstructed in the case of an uphill slope followed by a downhill slope. There would be an elevation of

the terrain between the counters that prevents them from seeing each other.

If a level of slope (or several) is involved, in the same direction), the line of sight is not obstructed.

The line of sight will only be obstructed if the counter that is on lower ground is farther from the level of the nearest slope than the other counter. *(see example 5)*

An obstacle is disregarded if it is located between a downhill slope and an uphill slope.

9. Fire Fights
There are two phases: Defensive (performed by the defender) and Offensive (performed by the attacker). The procedure is the same in both cases.

9.1 *Infantry*
Can fire at counters adjacent to the enemy with the following limitations:

1) Maximum of 6 points per hex in regular formation.
2) Maximum of 4 points per hex in guerrilla formation.
3) Maximum of 3 points per hex from *Assault Marker* (AS) stacks.
4) Can only fire at the front hexes.
5) In a stack, the counter that fires is the one located at the top of the stack.

9.2 *Counter fire in square*
Infantry and artillery counters with a *Square Marker* (CU) fire with a 25% fire factor. It is possible to fire over various hexes.

9.3 *Cavalry*
They can fire at adjacent enemy pieces with the following limitations:
1) Maximum of 1/3 of the strength factors in any formation of the counter at the top of the stack.
2) You can only shoot at the front hexagons.

**9.4** *Effect of infantry and cavalry fire*
The fire is made on a target hex and its effects are suffered in principle only by the infantry or cavalry counter that is on top of the others in the case there is a stack in the hex. If there is an artillery counter at the top of a stack, this counter is ignored when applying fire effects and these instead affect the first infantry or cavalry counter. If the counter to which the fire is applied is eliminated without having completed the losses determined by the *Fire Table*, the remaining ones are lost.

Fire can be combined from several hexagons onto a single hexagon, or distribute it from one hexagon on to several.

If you shoot at a hex where artillery counters only are stacked, the effects of the fire are applied to the top counter.

9.5 *Artillery*
Artillery pieces that fire must be placed on top if they are stacked with other counters.
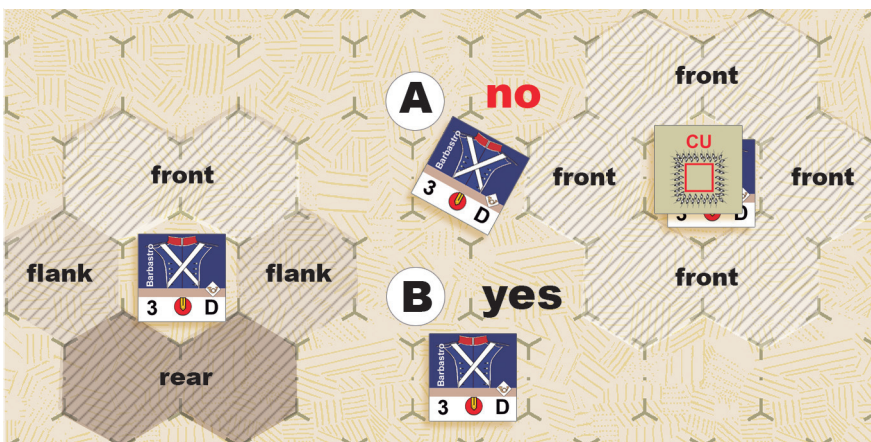
Example 4. Facing and ZOC.

Counter A is incorrectly facing one hex side. Counter B is facing correctly because it is facing the hex angle.

If there are only artillery pieces in the hex, (3 at the most, see 6. *Stacking*) all of them can fire.

The artillery pieces can fire in three phases:

1) During enemy movement they can shoot at any moving enemy counter or stack that is moving 2 or more hexes and that is within range.
2) During the Defensive Fire Phase you can only fire on the adjacent square.
3) During the Offensive Fire Phase you can fire on enemy counters or stacks 2 or more hexes away that are within range.

Calibre of Artillery	Range of Fire
Heavy artillery:	Range 5 hexes.
Medium artillery:	Range 4 hexes.
Ligth artillery:	Range 3 hexes.

The fire factor applied to each shot depends on the distance:

1 hex away (adjacent):
Strength points printed on the counter.

A 1 hexagon in square:
25% of the strength factor printed on the counter.

At 2 and 3 hexagons:
50% more than the strength factor printed on the token.

At 4 or more hexagons:
50% less than the strength factor printed on the counter.

The firing range of an artillery counter is calculated by counting the attacked hex, but not that of the attacking counter.

It is possible to combine the fire of several artillery pieces on a target, but the factor of each counter is unitary and cannot be divided over various targets.

When combining fire from several artillery counters with different modifiers the most unfavorable for the attacker will be applied.

In order for a counter to be able to fire offensively on an enemy counter or stack, it must have an unobstructed clear line of sight to the geometric center of the hex reached.

If the artillery fire is made on an adjacent hexagon, its effects are suffered only by the counter on top if there is a stack in that hexagon. If there is an artillery counter at the top of the stack, this counter is ignored when fire effects are applied, and these affect the first infantry or cavalry counter. If the counter that receives the effect of the artillery fire is eliminated without having completed the losses determined by the *fire table*, the remaining losses will be applied to the next counter in the stack.

If the artillery fires at a distance of more than 2 hexagons on a stack, an attack will be resolved against each of the counters of the stack following an order from top to bottom and applying the appropriate modifiers.

Once an artillery counter fires, an Artillery *Fired Marker* (AD) is placed on it.

A counter with an AD marker cannot fire again in that turn. This marker is removed in the Reorganization Phase.

9.6 Infantry and artillery firing from the same hex
In offensive fire it is not possible to combine artillery fire with infantry fire. The artillery counter at the top of the stack and the infantry counter immediately below them in the stack can fire individually each firing a separate shot.

In defensive fire, artillery fire can be added to infantry fire in a single attack. The artillery counter located at the top of the stack and the infantry counter immediately below it in the stack can fire together making a shot that accumulates their fire factors.

9.7 Resolution of Firefights.
Procedure:
1) Add up all the fire points involved in a single attack.
2) Determine the appropriate die modifiers.
3) Choose the appropriate column on the *Fire Table*.
4) Roll 1d6 and apply the relevant modifiers.
5) The result is applied immediately.

10. Melee Combat
Occurs when counters of two sides are placed facing each other on adjacent hexes. Melee combat is not mandatory. *See the chart at the end of rules.*

To be able to do a melee attack, the player who decides to attack must have placed an *Assault Marker* (AS) during the movement on the hex with the enemy counter or stack he wants to attack.

The attacking tokens must have been placed adjacent to the attacked counter or stack and have it in one of their front hexes. The attacking counters must spend at least 1 MP and pay +1 MP to enter the enemy ZOC, (*see example 7*).

A counter or stack cannot be attacked in melee more than once per turn. If a melee occurs in a hex in which there are counters deployed in regular formation and guerrilla formation the guerrilla counters are placed underneath the stack and do not participate in the combat.

Counters that have fired in a phase prior to the melee phase cannot attack in melee.


Example 5. Line of sight and firing.

Red lines indicate blocked firing lines.
Green line indicates possible firing line.
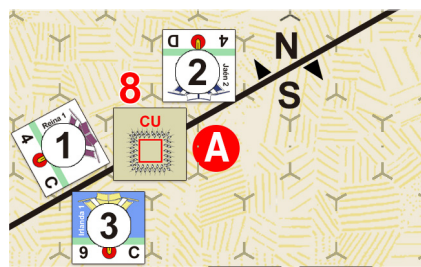
Example 6. Shooting from squares.

Unit in square formation A has 8 fire points and has 3 adjacent enemy units. It can only fire with 2 fire points, so decides to fire with the 2 fire points against enemy unit 3. He could also have fired at enemy units 3 and 2 with 1 fire point at each one.
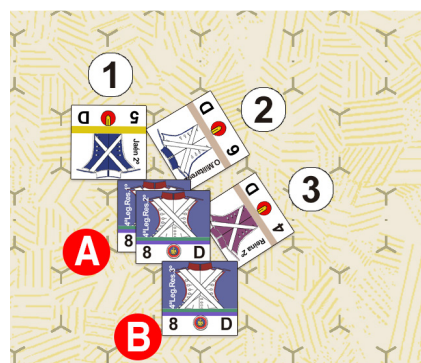
Example 7. Melee.

Stack A has 16 combat points. It can use all of them in the melee.
It chooses to attack with 8 points counter 1 and with the other 8 the enemy counter 2. Both enemy pieces are in hexes in front of the attacking stack. Stack B decides to attack enemy counter 3 with 8 points.

Pieces that lose their *Assault Marker* (AS) cannot attack in Melee.

You can only melee attack counters that are in the front hexes. of the attacking counter.

It is only permitted to melee attack or defend with a maximum of 24 points from a single hex.

Pieces stacked in the same hexagon can perform melee attacks on more than one target hex.

It is not allowed to split the melee factors of the counters.

Artillery pieces cannot attack in melee, they can only defend themselves from a melee attack. In defense they have 1 strength point.

Counters formed in square cannot melee attack.

Counters deployed in guerrilla formation may not start a melee in that formation.

10.1 Avoiding melee
When a melee attack is declared by the attacker, the defender may decide that the defending pieces need to evade the combat. The defender can only avoid the combat in the following cases:

1) Guerrilla deployed infantry can evade non-guerrilla formed infantry.
2) All types of cavalry can evade infantry.
3) Light cavalry can evade heavy cavalry.
4) Limbered artillery can evade infantry.

If the counter or stack that evades the combat is infantry, it retreats 1 hex without incurring any kind of penalty.

If the evading counter or stack is cavalry or limbered artillery or, it can be up to the totality of its movement points.

The evasion movement must lead the counter away from the enemy and this movement is made towards the commander of its division but without being able to pass through any enemy ZOC.

The evading counters may have fired in the previous fire phase. The attacking counters cannot participate in any other combat than the one they initially declared.

10.2 Resolution of melee combat. Procedure
1) Add up the melee points of all the pieces participating in a single attack and compare it with the sum of the melee points of all the defedning counters involved and apply the terrain effect modifiers until a ratio is established.

2) Locate on the *Melee Table* the ratio in which the combat will take place. Roun-

ding is always done in favor of the defender, *(e.g. 11 vs. 4, rounded to 2:1)*. Force ratios higher than 5:1 will be resolved as 5:1 and the force ratios lower than 1:4 are not allowed in attack.

3) Roll 1d6 taking into account the modifiers.

4) The effects of the *Melee Table* are immediate, becoming effective before resolving any other combat.
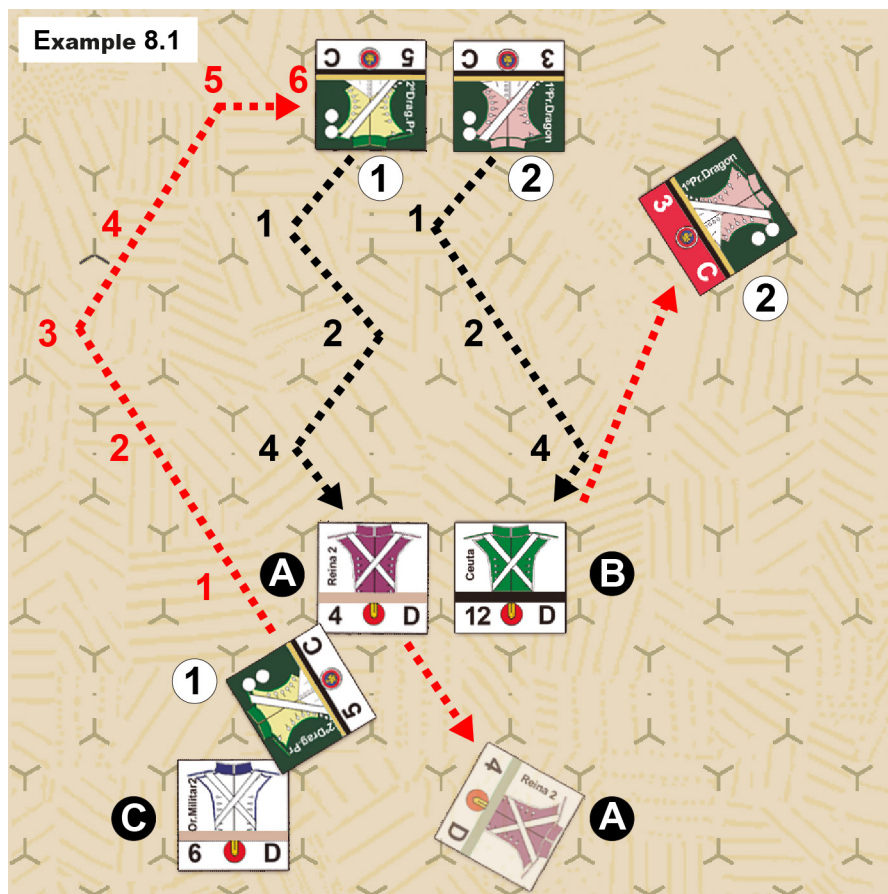
11. Cavalry charge
If only cavalry counters are involved as attackers in a clash, the player may *"declare"* a charge and double the combat factor of the attacking cavalry counters.

2 MPs are spent to declare the cavalry charge.
The target counter of the charge must be 1 or more hexes away from the attacking cavalry.

The cavalry counters designate an enemy counter as the target of the charge, before initiating its movement, by placing a *Charge Objective Marker* (OC) on top of it.

Example 8.1. Charge and uncontrolled cavalry.

Cavalry units 1 and 2 decide to charge infantry units A and B. Once they are adjacent to the infantry, they take a morale test. Unit 1 passes it, but unit 2 fails (it gets a D result), so it must retreat 2 hexes back towards its base becoming disorganized. Unit 1 wins the combat (it obtains a D2 result) which forces unit A to retreat 2 hexes towards its base and it becomes disorganized.
Unit 1 occupies the hex vacated by the defender and performs a control test which it fails. Being disorganized and having to attack unit C, since it is the only enemy unit located within 3 hexes or less to its front. This new attack obtains a BM result. Failing to dislodge the enemy, the cavalry must retreat back to its base, spending 6 MP and being enough to return to its initial placement.
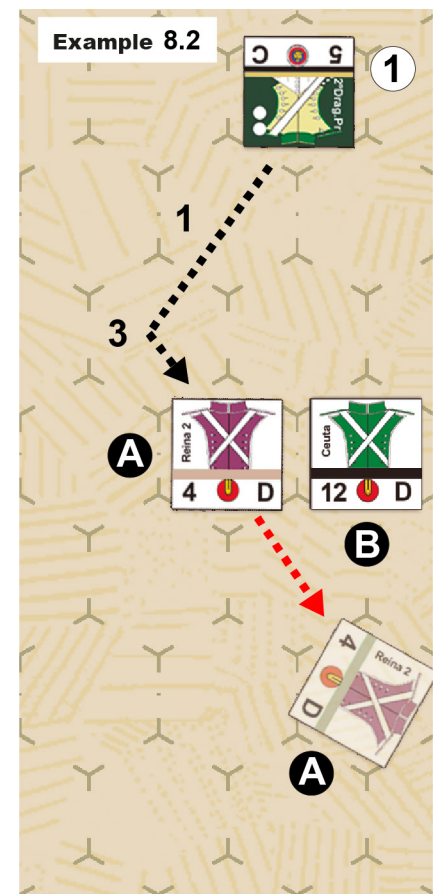
Example 8.2. Charge and controlled cavalry.

Unit 1 charges unit A. Successfully passes the morale test and achieves a D2 result. Unit 1 advances and performs a change of facing. As it passes the control test, it can now choose to stay in that hex or move to its original position. He remains in the hex, because his intention is to collaborate in a future attack against that Spanish infantry unit to his right.

When counters making a cavalry charge move more than 2 hexes, the last 2 hexes of the cavalry movement must be in a straight line towards its target.

11.1 Cavalry charge and evasion
When a charge is declared by the attacker, the defender may choose to have the defenders avoid combat. The defender can only evade a charge if it is a cavalry counter and has a higher movement factor than the attacking cavalry.

If the evading counter is cavalry it can retreat up to the totality of its movement points according to the rules in *10.1*. The attacking cavalry counters must move and occupy the hex that was occupied by the target counter of the charge.

11.2 Cavalry charges and terrain
Charges can only be made against targets in clear terrain hexes. Charges may not be made across hex sides of a river, stream, town, village, forest, moderate slope or impassable slope.

11.3 Cavalry charge and disorder
Disordered cavalry counters may not participate in a charge.

11.4 Cavalry Charge and Combat
If a cavalry charge moves 1 hex to be placed adjacent to its target, the charging cavalry counters increase their combat factor +50% *(see examples 8.1 and 8.2)*.

If a cavalry charge moves 2 or more hexes until it is adjacent to its target, the charging cavalry counters multiply their combat factor by 2.

11.5 Cavalry Charge and Fatigue
Cavalry counters participating in a charge receive a *Fatigue Marker* (FA) 1 after resolving the combat. Each time they participate in an additional charge, they increase their fatigue by one additional level.

Each level of fatigue subtracts 2 MP and applies a -1 modifier to the die in any combat. The effects of fatigue are cumulative. Thus, a cavalry counter with fatigue 2 subtracts 4 MP and applies -2 to the die in its attacks.

Fatigue levels are reduced by one level in the Reorganization Phase if the affected counter has remained uninvolved and has not participated in any kind of combat or movement during the turn.

11.6 Cavalry Charge and Morale Test
When during the charge movement the charging pieces are adjacent to their target, both sides must take a morale test.

The morale test must be passed by the counters at the top of the stack of the attacking and defending sides and the result is applied to all the pieces in their stack.

Procedure:
1) Infantry and artillery counters take a morale test to determine their perceived superiority to the cavalry. A result of D or R for the infantry counters will be treated as disordered and will mean that it has not been possible to form square and that the counters have lost some of their cohesion in the attempt and must be turned over to mark disorder. A result of D or R result for the artillery counters means that the cannons have been abandoned and are eliminated.

A result of " - " for infantry and artillery will indicate that the infantry and ar-

tillery counters can successfully form square, if so desired by the owning player, and a square marker will be placed on the stack. A player whose counters have passed the morale test may decide that he prefers not to form a square.

2) The cavalry counters perform a morale test and an R or D result means that the cavalry counter cannot complete the charge and immediately retreats 2 hexes back to its base and must be flipped over to indicate disorder.

A " - " result will indicate that the cavalry counters have passed the test and must charge.

3) The combat between attacking cavalry and defending infantry is then resolved normally *(see example 8.1)*.

**11.7 Unsuccessful Cavalry Charge**
Once the combat is resolved, if the phasing cavalry fails to drive back or destroy the counters in the attacked hex, it must conduct a cavalry retreat. *(see 11.10)*

11.8 Cavalry counter charge
The player's cavalry counter(s) not in phase may attempt a counter charge against enemy cavalry counters that make a charge attack.

Disordered cavalry may not a counter charge.

Any time the phasing cavalry counter(s) is within 2 hexes of and in line of sight of a non-phasing cavalry counter(s) the non-phasing cavalry counter(s) may declare a counter charge, *(see examples 9.1 and 9.2)*
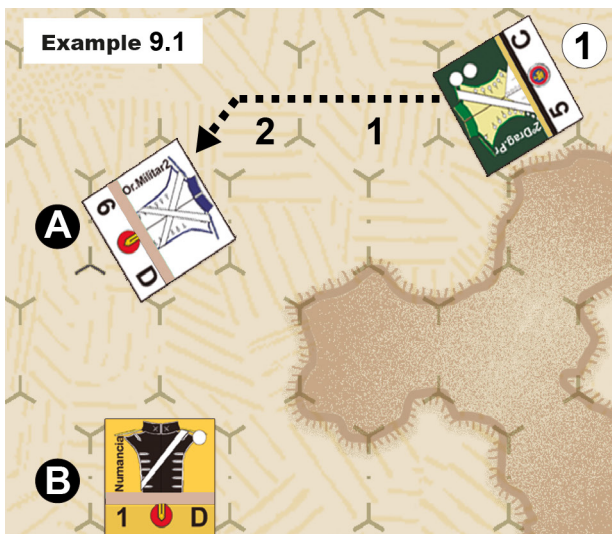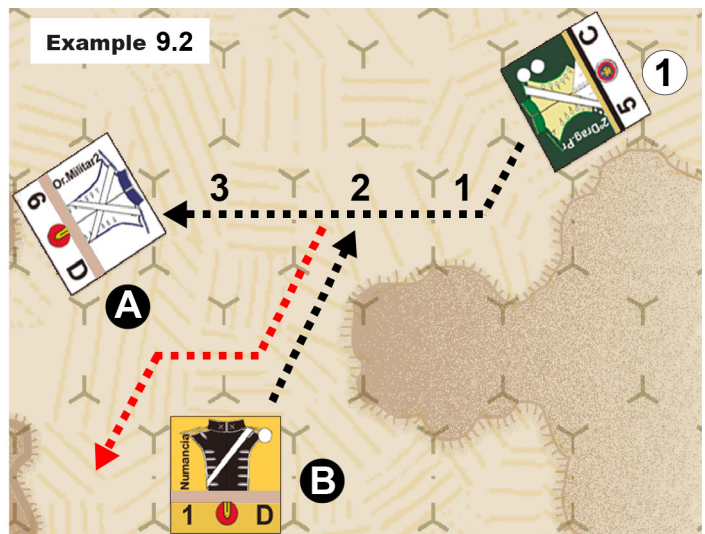

Example 9.1 Counter charge by cavalry.

Cavalry unit 1 initiates a charge against infantry unit A.

Cavalry unit B cannot attempt the counter-charge because unit 1 during its entire movement is more than 2 hexes away.

Example 9.2 Countercharge by cavalry.

Cavalry unit 1 initiates a charge against unit A. When it reaches hex. 2 it is in sight of unit B and 2 hexes away. Unit B decides to make a counter charge. Unit 1 stops its movement in that hex and unit B moves until it is adjacent to unit 1. Unit B passes the morale test and attacks unit 1 in melee combat. The result of the combat is adverse to unit B, which must retreat (red dashed line). Unit 1 now moves to hex. 3 and resolves the charge normally.

The phased cavalry counter momentarily suspends its movement. The cavalry counter not in phase moves until it is placed adjacent to the enemy cavalry counter, without being able to pass through terrain forbidden for cavalry.

When the counter-charging counter is placed adjacent to the enemy cavalry it must pass a morale test. If it is a stack which must make the morale test, the morale of the counter on top of the stack is used.

A result of R or D (their effects do not apply), prevents a collision and the non-phasing cavalry counter immediately retreats 1 hex back to its base.

The cavalry counter not in phase that passes the morale test must attack the phasing cavalry.

If the non-phased cavalry fails the morale test, the phased cavalry resumes its movement and carries out its planned attack in which it multiplies by 2 its combat factor and the defender uses its combat factor without multiplying.

If combat takes place, it is considered as a normal melee combat, in which the non-phasing cavalry is the attacker and the phasing cavalry is the defender. Both cavalry counters double their combat factor.

Once the combat is resolved, if the non-phasing cavalry mages to make the counter which is the object of the counter charge of the attacked hex retreat it must perform a cavalry control test and apply its effects.

On the other hand, if the non-phasing cavalry fails to push back the counter which is the object of the counter charge, it must make a Cavalry retreat. *(see 11.10).*

If the unphased cavalry is eliminated, the phased cavalry performs a control test and applies its effects.

11.9 Controlling cavalry in combat
Each time a cavalry attack destroys the target counter or succeeds in dislodging the hex where the target counter was located, (including the case of evasion of the char-

Spanish cavalry. Dragoons of Pavía.
Front Rank Miniatures 28mm.

ge), the attacking charge), the attacking cavalry counters perform a control test and roll 1d6 on the *Cavalry Control Table.*

An **NC** result means that the cavalry counter could not be controlled.

A **C** result means that the cavalry has been controlled.

Uncontrolled cavalry: Place the cavalry counter in disorder by turning it upside down and it must move to perform a melee attack against the nearest enemy counter located at a maximum of 3 hexes to its front and in line of sight.

If there are no enemy counters that meet these requirements, you must move to your front without making facing changes, until you spend all your movement factor. The cavalry counter will have a *Fatigue Marker* (FA) of at least level 1 so it will see its movement reduced according to the level of fatigue.

If the direction of movement that the cavalry counter should have to take means it passes through a hex or hex side of impassable terrain for cavalry or by buildings, it will end its movement in the hexagon before the forbidden terrain. If the movement leads to the player leaving the board, these counters are removed from the game *(see example 8.1).*

Controlled cavalry: The cavalry counter can stay where it is or move to its original position.

The interaction of cavalry attacks and control rolls allows the cavalry to attack an unlimited number of times enemy counters, but it can also cause the cavalry to disappear from the battlefield, *(see example 8.2).*

11.10 Cavalry Retreat
Whenever a cavalry attack fails to dislodge the enemy from the hex it attacked in Melee or in a charge, all participating cavalry counters must retreat. The counter is placed in disorder by turning it upside down and they must perform a retreat movement in the direction of their base. In this movement of retreat, it can use all or part of its normal MPs.

12. Retreat after combat
Retreat movements due to results of A1, A2, D1, D2 in a fire or melee combat must happen immediately. In the retreat after combat, the units retreat giving up their hexes facing the enemy.

Counters stacked in the same hex can retreat to different hexes. A stack of counters can retreat through enemy ZOC, but it must remove 1 point from each counter in the stack and all the counters in the stack are automatically disorganized.

With a D2 or A2 result, the final hex of the retreat cannot be adjacent to the initial one.

The withdrawal through friendly counters is allowed, but all the counters through which it is traversed must pass a morale test.

Retreat to a hex with friendly troops is allowed.

Retreat off the board is forbidden.

Retreat moves after a melee will be executed by the owner of the affected counter.

If a counter or stack cannot be withdrawn in accordance with the above rules, it will be eliminated.

13. Advance after combat
It is possible that after each melee combat the attacked hex is left empty. The winning counters (attackers or defenders) can immediately occupy this free hex. The advance after the melee is limited to the first vacated hex, regardless of the result obtained in the *Melee Table*, voluntarily or not.

The forward movements after the combat will be carried out by the the owner of the attacking piece.

The counter or stack that advances can perform another melee attack against any counter or stack located in its front hexes.

14. Morale tests
At various times during the game, a counter must take a morale test.

1) Charge and counter-charge actions require morale tests.
2) Infantry resisting cavalry charges must take a morale test.
3) D1, D2, A1 and A2 melee combat results, require a morale test.
4) Many fire combat results require morale tests.
5) When a counter accumulates a number of lost strength points equal to or greater than half of its initial strength points, it must make a morale test.

The results of this may lead to the counter being disordered (this is indicated by putting the counter face down), or in defeat (placing the counter face down and placing the *Defeat Marker* (DE) on top of the counter).

Each time a counter has to make a morale test, roll a 1d6 and the *Morale Table* is consulted. The results apply immediately.

14.1 Disorder and its effects
Movement: No effects on movement. Movement is allowed through friendly counters, but all counters through which it passes must pass a morale test.

Stacking: You cannot stack with any counter that is not in disorder. If you end your movement in a hex with counters that are not in disorder, it moves one more hex towards its base.

In the ZOCs: It cannot enter an enemy ZOC. It can leave enemy ZOCs without risk of suffering a new disorganization.

Combat: You will have your combat factor reduced by half for fire and melee.

14.2 *Defeat and its effects*
Movement: Move back immediately 2 hexagons. In each subsequent movement phase, it is forced to move its entire movement factor in the direction of its base (see *Special Rules* for each scenario).

In the ZOCs: It cannot enter an enemy ZOC. It can leave enemy ZOCs without the risk of suffering a new disorganization.

Combat: If it is attacked in melee, it is considered a rearguard attack and the attacker multiplies its strength points by 2 if it is infantry and by 3 if it is cavalry the attacker will not suffer any adverse result.

Combate: Si es atacada en choque se considera un ataque desde la retaguardia y el atacante multiplica por 2 sus puntos de fuerza si es infantería y por 3 sus puntos de fuerza si es caballería no sufriendo ningún resultado adverso el atacante.

15. Reorganization
In the Reorganization Phase of each game turn you can try to recover the disordered or defeated counters, and artillery batteries with a *No Fire Marker* (NF).

The procedure is a morale test. Roll 1d6 and consult the *Morale Table.*

The morale factor will be reduced by 1 level if the counter which is the object of the reorganization is in an enemy ZOC.

16. Commanders and Commanders-in-Chief
The counters of Commanders and Commanders-in-Chief are not considered as combatants, do not affect the stack, and do not have ZOC, nor are they affected by them.

Movement: They move at a rate of 1 MP per hex, without considering the effects of terrain. terrain effects. Commanders without orders cannot move. Commanders in Chief may always move.

Protective move: If enemy counters move adjacent to a Commander or Commander-in-Chief, he moves to the nearest stack of its own counters. If Commander or Commander-in-Chief cannot perform this move because he is surrounded by enemy pieces, he is eliminated.

Morale and Melee: Commanders and Commanders-in-Chief have two command factors at their disposal. One dedicated to influencing the morale of their troops and the other dedicated to influencing the combat capabilities of their troops.

The morale command factor of a Commander or Commander-in-Chief (and only one), can be added to the die roll for all morale tests for all the counters he is stacked with. Excepting the Commanders-in-Chief, a Commander can only influence forces under his command.

The morale command factor can be 0 or even a negative figure. These values simulate leaders with such limited leadership that they did not impress their troops or were even so poor that they inspired nothing but mistrust in their men.

The combat factor of a Commander or Commander-in-Chief modifies the die roll of the of counters that will fight in combat and with those with which he is stacked.

If the counters with which he is stacked are the attackers, his command combat factor is added to his die roll.

If the counters he is stacked with are the defending counters, their combat command factor is subtracted from the attacker's die roll.

16.1 *Elimination of Commanders' and Commanders-in-Chief's counters*
If the stack in which a Commander or Commander-in-Chief is in has used its combat factor and got a result of AB, DM or DB in melee, the Commander may have been hit by a shot.

The player owning the Commander or Commander-in-Chief will roll 1d6 and a result of 6 will indicate that the Commander in question has been hit and must be replaced in the next turn by another of one rank lower, which is represented by turning the counter over.

To reflect this fact, the game includes the counters of the Commanders and Commanders-in-Chief printed on two sides, the first with their original value and the second without a name, but with their command factor reduced and representing the new commander in charge of the unit. The replacement is placed on any stack of the commanding division in the Reorganization Phase of the following turn.

17. Division Demoralization
A division can be demoralized when:

1) The number of infantry battalions or cavalry regiments affected by elimination or defeat is equal to or exceeds the Break Point set in the *Division Morale Table* (right side of the game map) and detailed in the *Special Rules* of each of each scenario.
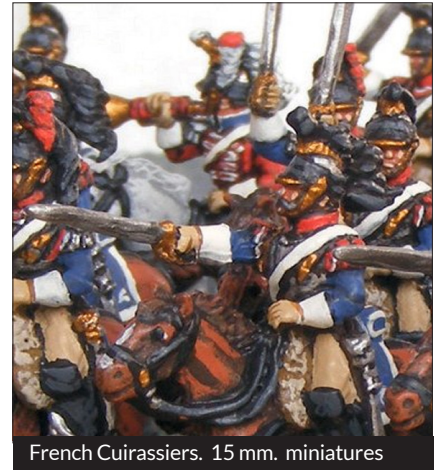
French Cuirassiers. 15 mm. miniatures

2) If the commander in command is eliminated.

In the Phase F Demoralization Check, the divisions that are in one of these two situations must perform a morale test.

17.1 *Morale test by divisions*
When a division reaches its Break Point or suffers the elimination of its Commander, it must perform a Divisional Morale Test.

Procedure: Roll 1d6 and apply the specific modifiers for divisions.
There are 3 possible results:
No Effect, Retreat, and Flight.

- No Effect
The division manages to maintain its will to fight. No effect.

- Retreat and its effects
On movement: All the counters of the affected division must retreat. 2 hexagons towards their base. The counters that have already moved in defeat do not move again.

In the ZOC's: You may not enter an enemy ZOC. You can leave enemy ZOCs without risk of suffering a new disorganization.

In the Combat: You will have your morale factor reduced one level for any fire or melee combat.

- Flight and its effects
All the Division's counters receive a *Defeat Marker* (DE).

On movement: All the counters of the affected Division must retreat their entire movement factor back to their their base. They must do the movement that keeps them the farthest away from enemy counters.

In the ZOC's: You may not enter an enemy ZOC. You can leave enemy ZOCs without risk of suffering a new disorganization.

In combat: You will have your morale factor reduced by one level for any fire or melee combat.

If it is attacked in melee it is considered an attack from the rear and the attacker

will multiply by 2 its strength points if it is infantry and by 3 if it is cavalry. the attacker suffers no adverse result.

17.2 Desmoralization and orders
A demoralized division automatically receives the *Recovery Order* (RC) and maintains that order until it recovers from demoralization.

17.3 Demoralization and recovery:
A division returns to its normal morale state when it recovers units in a defeated state and the number of infantry battalions or cavalry regiments affected by elimination or defeat is less than the Break Point.

A Division can be demoralized and recover several times during the course of the game, depending on the number of counters in a fleeing state that are recovered during the Reorganization Phase.

18. Victory conditions
The Victory Points that each side gets are established in each scenario.

Victory conditions are established in relation to the number of demoralized brigades or divisions, the achievement of geographical objectives and the fulfillment of possible special scenario rules.

Each demoralized brigade or Division is worth 1 VP.

If both players accumulate the same number of VPs, the result is a draw.

A player achieves a marginal victory if the number of his VPs exceeds his opponent's by 1.

A player achieves a tactical victory if the number of his VPs exceeds his opponent's by 2.

A player achieves a decisive victory if the number of his VPs exceeds his opponent's by 3.

The scale of points that awards a draw or victory is determined in each scenario.

19. Deployment
It is established in the *Particular Rules* of each scenario. The system contemplates, (if the historical scenario allows it), the inclusion of variants to the historical developments, in order to provide a wider range of possibilities for the game.

SCENARIOS

Scenario 1: "*Vedel est arrivé!*"
0. Historical introduction
At 5:00 p.m. on July 19, when Dupont was negotiating with the Spanish commanders for an honorable cessation of hostilities and the battle of Bailén could be considered as effectively finished, the Vedel Division appeared in the rear of the Spanish army. Blocking their line of advance along the along the road from La Carolina to Bailén. Vedel encountered two groups of Spanish troops who had been stationed on the outskirts of Bailén in anticipation of his coming to the battlefield. A Spanish member of parliament approached the French formations to inform them that the that the battle was over.

Vedel did not believe the news but agreed with the Spaniards to allow him to send one of his officers to request orders from Dupont. Watching the minutes pass impatiently and in view of the delay in the return of his messenger, Vedel decided to wait no longer and launched an attack against the Spanish rearguard. This combat was an unnecessary epilogue to the battle of Bailén as it came too late to be decisive. Nevertheless it is a good introductory situation to test the rules of the game in a simple scenario and which allows both players to carry out a tactical exercise of defense and attack, whose lessons can be very useful, if Vedel can be more opportune in his arrival to the battlefield during the main scenario.

1. Duration
The scenario has a duration of 3 turns. It starts in the French phase at 17:00 and ends at 18:00.

2. Orders
Initial orders:
Spanish: Brigade C.Juncar: Defense (D).
French: Poinsot and Boussart Brigades: Defense (D). Cassagne Brigade: No Orders (SO).

Change of orders:
According to general rules.

Spanish: Colonel Juncar (C.Juncar) must divide by 3 to try to change orders. He may make 1 attempt to change orders per turn.

French: Vedel must divide by 2. He can make 2 attempts to change orders per turn.

3. Reorganization
Spanish: the base is any hex in Bailén.
French: the base is hex 3501 road to La Carolina.

4. Commanders
Spanish: the command radius is 3 hexes.
French: the command radius is 3 hexes.

5. Desmoralization
The breaking point and morale test of rule 17 is done by brigades instead of by divisions.

Spanish:
Colonel Juncar: 2 battalions.

French:
Cassagne: 1 battalion.
Poinsot: 2 battalions.
Boussart: exempt from desmoralization.

6. Victory conditions
According to the general rules.
Boussart Brigade does not count for VPs.

7. Deployment
French:
Generals Poinsot, Cassagne and Boussart will deploy in any hex occupied by one of their subordinate units. Vedel will deploy within 2 hexes of the hex of hex. 3106.

Units of the Poinsot Brigade:
5th Leg.Res.1st and 3rd Suisse 1st: in 3107.
5th Leg.Res. 2nd and 3rd : in 3106.
Units of the Cassagne Brigade:
1st Leg.Res. 1st, 2nd and 3rd: in 3206.
Units of the Boussart Brigade:
6th Pr.Dragon and 1st Pr.Chass (value1): in3208.
Vedel division artillery: Light Horse Art. factor 6: in 3106.

Spanish
Colonel Juncar will deploy stacked in a hex with one of the units under his command. Featured units of the Reding and Grimarest Divisions under the command of Col. Juncar:
Ireland 3rd: in 3011.
MP. Jaen: in 3010.
V. Granada 3rd: in 2411.
MP. Granada: in 2509.
V.Granada 6th: in 2811.
Corona 1st: in 2510.
Montesa (cab.): in 3210.
Dr. Reina (cavalry): in 2908.
Light artillery of factor 2, C. Juncar brigade in any hex occupied by Spanish infantry.

Scenario 2: *Surprise in Bailén*
0. Historical introduction
The Spanish battle plan designed by Castaños worked admirably well, due to the mistakes accumulated by Vedel and Dupont between July 16 and 18.

Dupont decided to retreat towards Bailén too late and Vedel devoted himself to chase ghosts in the direction of Despeñaperros. The result was that at 9:00 a.m. on the 18th of July, the divisions Reding's and Coupigny's divisions entered a deserted Bailén without firing a single shot. The occupation of this locality cut the line of retreat of Dupont and imprisoned him in a pincer. The Spanish forces in Andújar or those in Bailén could act indistinctly as anvil or hammer in the trap in which Dupont had been ensnared.

However, the adventurous and ambitious Spanish plan could have failed or been totally disrupted if Vedel had remained in Bailén. This hypothetical scenario posits a battle of Bailén on July 18th.

The Spanish forces advancing from Mengíbar against Bailén did not find the town empty but defended by the Vedel Division and must fight for it. The outcome of this

battle would have totally altered subsequent events.

1. Duration
The scenario has a variable duration and indeterminate. Starts in the Spanish phase of the 7:00 turn and ends in one of the following ways:

1) If at the end of a turn the Spanish occupy all the hexagons of Bailén, the Spanish player can declare unilaterally that this ends the scenario and the Victory is Spanish.

2) If at the end of a turn the Spanish have 3 demoralized brigades, the French player can declare unilaterally that this ends the scenario and the victory is French.

2. Orders
Initial Orders:
Spanish: Maneuver (M) all.
French: Defense (D) all.

Spanish chain of command:
Reding is the Commander in Chief and the brigades under his command are: Coupigny, Grimarest, Venegas and Reding.

French chain of command:
Vedel is the Commander in Chief and the brigades under his command are: Cassagne, Poinsot, Boussart, Dufour and Lefranc.

Vedel es el Comandante en Jefe y las brigadas a su mando son: Cassagne, Poinsot, Boussart, Dufour y Lefranc.

Change of orders:
Spanish: Reding must divide by 3 to try to change orders and can make 3 attempts to change orders per turn. You can change orders of Brigades: Coupigny, Grimarest, Venegas and Reding.

French: Vedel must divide by 2 to try to change orders and can make 2 attempts to change orders per turn. You can change orders of brigades Cassagne, Poinsot, Boussart, Dufour and Lefranc.

3. Commanders
Spaniards: the command radius is 3 hexes.
French: the command radius is 3 hexes.

4. Reorganization
Spanish: the base is the hex. 2122, (Road to Mengíbar).
French: the base is any hexagon in Bailén. If Bailén is fully occupied by the Spanish, the French player chooses the hex as his new base hex 3501 (road to La Carolina) or 1113 (road to Andújar).

5. Desmoralization
The breaking point and the moral test of rule 17 is done by brigades instead of by divisions.

Spanish:
Coupigny: 3 battalions.
Grimarest: 2 battalions.

Reding: 2 battalions.
Venegas: 2 battalions.
French:
Cassagne: 1 battalion.
Poinsot: 2 batalions.
Lefranc: 2 batalions.
Dufour: 1 battalion.
Boussart: exempt from demoralization.

6. Victory conditions
According to the general rules.
If the Spanish in Bailen hexes, 2313, 2414, 2513 and 2613 gain 1 additional VP to those obtained by demoralized French brigades.

7. Deployment
French:
Commanders Lefranc, Poinsot, Cassagne and Boussart will deploy at any hex occupied by one of its units' subordinates. Vedel will deploy within 2 hexes. from Bailén.
Lefranc and Cassagne Brigades: within 4 hexes from Bailén.
Lefranc: 6ºInf.Prov. 1st, 2nd, 3rd and 4th.
Cassagne: 1st Leg.Res. 1st, 2nd and 3rd.
Poinsot and Boussart Brigades: within 4 hexes. from Bailén.
Poinsot Brigade: 5th Leg.Res. 1st, 2nd and 3rd, 3rd Swiss.1st.
Boussart Brigade: 6th Pr. Dragon, 1st Pr. Chass. (value 1).
Vedel Division: Art. light horse factor 6: within 4 hexes. from Bailén.

French reinforcements:
Dufour Brigade: Commander Dufour, 7th Inf. Prov.1st, 2nd, 3rd and 4th battalions and light horse Art. factor 6: variable entrance by hexagon 3501 according to the **special rule 8.1.**

Spanish reinforcements:
The commanders: Reding, Venegas, Coupigny and Grimarest will enter the board stacked with some of their brigade or division counters.

The Reding and Venegas brigades enter through the hexagon 2022 (Mengíbar road) in the 7:00 turn.

Reding Brigade: Ireland 2nd and 3rd, F. Ceuta 1st, V. Granada 2nd, MP. Jaén, Corona 1st, V. Granada 6th, Dr.Reina (Cav.), Montesa (Cav.), Farnesio (Cav.), L. Utrera (Cav.), a heavy foot Art. of value 4.

Venegas Brigade: Reina 1st and 2nd, V. Granada 1st, RRGGVV 3rd, 2nd Barbastro, Ter.Tejas, Vol. Catal. 2nd, Gerona, O. Militares 1st and 2nd, Dr. Numancia (Cav), light horse Art value 4.

The Coupigny and Grimarest brigades enter through the hex. 2022 (road to Mengíbar), in the 8:00 turn.

Coupigny Brigade: 3rd Military O., 3rd Reding 1st and 2nd, MP.Trujillo, MP.Bujalance, MP.Cuenca, Borbón (Cav.), Light horse Art value 6.

Spanish infantry, 1808. Provincial Militias. Original illustration by Iván Cáceres.

Grimarest Brigade: Jaén 1st and 2nd, MP. Grenade, MP. C. Real, V. Granada 3rd, Spain (Cav.), L. Jerez (Cav.).

8. Special rules
8.1 Marching towards the thunder of the cannons
In the Reorganization Phase of the 1st. Turn in which fighting occurs between French and Spanish, French Commander Dufour makes a die roll with 1d6. If you get a result of 3 or more, nothing happens, and you can try again in the next turn. If you get a 3 or less, he sets off towards Bailén.

Dufour and the counters under his command will enter the board during the French phase through the hex. 3501 (road to La Carolina) with *Maneuver Orders* (O) 3 turns after having started.

8.2 Sun, thirst and fatigue
The high temperatures of the Andalusian summer converted water, necessary to alleviate the relentless thirst, into a precious commodity and caused extremely high fatigue among the French troops.

Starting with the 10:00 Turn, (inclusive) all French counters or stacks that get into combat of any kind (by fire or melee), must carry out a morale test as soon as it is finished.

If the counter does not pass the morale test, it applies whatever the result determines.

If no Spanish unit occupies the hex 2013 with the symbol of a **Ferris Wheel** (a water well) on the outskirts of Bailén, the French can drink water from the well and nullify the effects of **rule 8.2.**

8.3 French artillery
The range of the French artillery during the battle of Bailén was significantly in-

ferior to that of the Spanish artillery. For this reason, the ranges for the various types of French artillery are modified with respect to those listed in the regulations according to the following table:

| Light Artillery: | 3 hexes |
| Medium Artillery: | 3 hexes |

8.4 French division artillery
Vedel's Division's artillery battery must always be within command range of Vedel's command and if not, it will be considered out of command and without orders.

Scenario 3: *The battle of Bailén*
0. Historical introduction
This scenario reproduces the battle of Bailén as it developed historically.

1. Duration
The scenario has a maximum duration of 14 Turns. It starts in the French phase of the 6:30 turn and ends at the 1:00 pm turn if victory conditions are not met before. See **special rule 8.5** (surrender and end of the game).

2. Orders
Initial Orders:
Spaniards: all, Without Orders (SO).
French: everyone enters with Maneuver orders (M).

Spanish command chain:
Reding is the Commander in Chief and the brigades under his command are Coupigny, Grimarest, Venegas, C. Juncar and Reding.

French command chain:
Dupont is the Commander in Chief and the Brigades under his command are Chabert, Dupré, Privé, Schramm, Pannetier and the Marins Gd. (Marines of the Guard).

Vedel is an autonomous command and Dupont can't change his orders. He has under his command the Brigades of Cassagne, Poinsot, Boussart, Dufour and Lefranc.

Change of orders: according to the general rules.

Spaniards: Reding must divide by 3 to try to change orders and can make 3 attempts to change orders per turn. The units you can change orders on are brigades Coupigny, Grimarest, Venegas and Reding.

French: Dupont must divide by 4 to try to change orders and can make 4 attempts to change orders per turn. The units you can change orders on are brigades Chabert, Dupré, Privé, Schramm, Pannetier and the Marins Gd. (Marines of the Guard).

The Barbou Division is made up of the brigades of Chabert, Pannatier and Schramm. The Fresia Division is made up of the Dupré and Privé brigades.

Generals Barbou and Fresia: When Dupont calculates the hexagons that separate him from a brigadier general who wants to change orders he must count the distance to the Division general (Barbou or Freesia), to which the brigade pertains and then count from the general of Division to brigadier general.

Vedel enters the board with *Maneuver Orders* (M). Vedel must divide between 3 to try to change orders and can make 2 attempts to change orders per turn. The units for which you can change orders are brigades Cassagne, Poinsot, Boussart, Dufour and Lefranc.

3. Commanders
Spaniards: the command radius is 3 hexes.
French: the command radius is 3 hexes.

4. Reorganization
Spanish: units under command of Reding, have their base in hex. 2022, (road to Mengíbar).
French: units under Dupont's command with the base in the hex. 1113, (highway of Andújar). If this hex is occupied by Spanish forces, the base becomes the hex occupied by Dupont. Units under Vedel's command, have their base in the hex. 3301, (road to La Carolina).

5. Desmoralization
The break point and the moral test in rule 17 is done by brigades instead of by divisions.

Spanish:
Coupigny: 3 battalions.
Grimarest: 2 battalions.
Reding: 2 battalions.
Venegas: 2 battalions.
Col. Juncar: 1 battalion.

French:
Cassagne: 1 battalion.
Poinsot: 2 battalions.
Lefranc: 1 battalion.
Dufour: 1 battalion.
Boussart: exempt from demoralization.
Pannetier: 1 battalion.
Schramm: 1 battalion.
Privé: 1 regiment.
Dupré: 1 regiment.

6. Victory conditions
According to the general rules.
For each complete brigade that the French get out along the La Carolina road (hexagon 3501), they will gain 1 additional VP to those obtained by demoralized Spanish brigades.

7. Deployment
French:
Commanders Chabert, Dupré, Privé, Pannetier, Schramm are placed on the board stacked with one or more of the counters from their brigades. Dupont will be stacked with any counters under his command. Barbou and Fresia will be stacked with any unit under their command.

Chabert Brigade:
4th Leg.Res. 3rd, Div.Barbou Medium foot Art. factor 4: in 1814.
4th Leg.Res. 1st and 2nd, 4th Suisse 2nd: in 1813.
Commander Chabert stacked with a counter of his brigade enters with *Maneuver Orders* (M).

Dupré Brigade:
1st Pr. Chass. (factor 4): in 1810.
2nd Pr. Chass. and Div. Fresia Horse Art factor 6: in 1811.
Commander Dupré stacked with a counter of his brigade enters with *Maneuver Orders* (M).

Privé Brigade:
1st and 2nd Pr. Dragoons: in 1615.
2nd Pr. Cuirassiers in 1515.
Commander Privé, stacked with a counter of his brigade enters with Maneuver orders (M).

French reinforcements:
Schramm Brigade enters the turn 8:00 a.m. by 1014.
2nd Reding 1st and 2nd (Swiss Spanish Regt.in the service of France).
Preux 1st and 2nd (Swiss Spanish Regiment to service of France).
Commander Schramm stacked with a counter of his brigade enters with *Maneuver Orders* (M).

Pannetier Brigade: enters on turn of 8:30 a.m. at 1014.
1st Gd. Paris 2nd and 2nd Gd.Paris 2nd.
3rd Leg. Res. 1st and 2nd.
Commander Pannetier stacked with a counter of his brigade enters with *Maneuver Orders* (M).

Marins Gd.: enters the 9:30 a.m. turn on 1014 with *Maneuver Orders* (M).

Spanish:
The Spanish Commanders deploy in any hex with counters under their command.

Counters under the command of Venegas.
Cz. Olivenza (Cav.): in 2008.
O. Military 1st and 2nd: in 2209.
RRGGVV 3rd and 2nd Barbastro: in 2109.
Vol.Catal.2nd, Venegas Brigade Medium Horse Art. factor 6: in 2018.
Gerona: in 2110.
Queen 1st: in 2111.
Queen 2nd: in 2112.
Ter. Tejas, V. Granada 1st, Dr. Numancia (Cav.): in 2210.

Counters under Reding's command.
Ceuta 1st and 2nd, Heavy Divisional Art. factor 4 in 2109.
Ireland 2nd and 3rd: in 2110.
V. Granada 2nd: in 2214.
Farnesio (Cav.), L. Utrera (Cav.): in 2311.

Counters under Coupigny's command.
MP. Bujalance, MP. Trujillo, MP. Cuenca: in 2216.

3rd Reding 1st and 2nd, Div. Coupigny Light Horse Art. factor 6: in 2114.
O. Military 3rd: in 2115.
Bourbon (Cav.): in 2215.

Counters under Grimarest command:
Jaén 1st and 2nd: in 1916.
MP. C. Real: in 2018.
Spain (Cav.), L Jerez (Cav.): in 2019.

Counters under the command of Colonel Juncar.
Col. Juncar will deploy stacked in a hex. with any of the units under his command
Ireland 3rd: in 3011.
MP. Jaén: in 3010.
V. Granada 3º: in 2411.
MP. Granada: in 2509.
V. Granada 6th: in 2712.
Crown 1: in 2510.
Montesa (Cav.): in 3210.
Dr. Reina (Cav.): in 2908.
Col. Juncar, Light Horse Art factor 2 in any hex. occupied by Spanish infantry.

8. Special rules
8.1 Swiss Regiments
The Swiss regiments were prohibited, according to their recruitment and service ordinances, from fighting against regiments of the same nationality. During the battle of Bailén the Swiss regiments in the service of Spain and France who met face to face on the battlefield, fought with less intensity than against other units.

Swiss units participating in a fire or melee combat against other Swiss units either as defenders or attackers apply a modifier to the combat resolution die of -2.

8.2 Encounter Battle
All French units entering the board must maintain *Maneuver Orders* (M) until their movement places them 5 hexes away of a Spanish counter.

8.3 French artillery
The range of the French artillery during The battle of Bailén was significantly inferior to that of the Spanish artillery. For this reason, the range for the various types of French artillery are modified with respect to those listed in the regulations according to the following table:

| Light Artillery: | 3 hexes. |
| Medium Artillery: | 3 hexes. |

8.4 French divisional artillery
The artillery batteries of the Division Barbou, Fresia and Vedel must always be within command range of the commander of the division and if not, it will be considered out of command and without orders.

8.5 Sun, thirst, and fatigue
The high temperatures of the Andalusian summer converted water, necessary to alleviate the relentless thirst, into a precious commodity and caused extremely high fatigue among the French troops.

Starting with the 10:00 Turn, (inclusive) all French counters or stacks that get into combat of any kind (by fire or melee), must carry out a morale test as soon as it is finished. If the counter does not pass the morale test, it applies whatever the result determines.

If no Spanish unit occupies the hex 2013 with the symbol of a **Ferris Wheel** (a water well) on the outskirts of Bailén, the French can drink water from the well and nullify the effects of *rule 8.2*.

8.6 Surrender and end of the battle
The Spanish player can force the French player to surrender. If the Spanish player gets the French player to surrender, the battle ends with a decisive Spanish victory.

To achieve the French surrender, they must fulfill BOTH of the following conditions:
1) That there are Spanish troops in the hexes.1014, 1113, 1214, 1314, 1415.
2) That all French brigades under the Dupont command are demoralized.

8.7 Vedel marches towards the thunder of the cannons
In the Reorganization Phase of the turn 11:00, General Vedel makes a dice roll with a 1d6.

If you get a result of 3 or more, nothing happens, and you can try again to the next turn. If you get a 3 or less, the Division of Vedel enters the board during the French phase of that turn in the hexagon with all its brigades (Cassagne, Poinsot, Lefranc and Dufour) with *Maneuver Orders* (M).

8.8 Marins Gd. (Marines of the Guard)
The Marines of the Guard are the reserve of Dupont's Army Corps. This counter must be within command radius of Dupont to be able to change orders and only Dupont can change them. If this counter is not with command range of Dupont it will be considered Without Orders (SO).

Scenario 4: Death to the Gabacho!
0. Introduction
The La Peña Division arrives nearby to the Bailén battlefield around 1:00 p.m. on July 19, finding the battle suspended. A French emissary informs him that the have requested to negotiate a honorable capitulation. Spanish officials confirm the news and La Peña stops his men, without crossing the Herrumblar River. La Peña immediately sends a messenger to Andujar to inform Castaños of the new course of events and request instructions. Castaños agrees although without too much enthusiasm to accept the truce but only on the basis of a unconditional French surrender.

La Peña receives orders from his superior during the night of July 19. These orders confirm that his operations can be inde-

French light infantry. 1/72 scale miniatures

pendent of those of Reding and they authorize him to pressure Dupont to make a decision as soon as possible. La Peña reports this to Dupont and also adds, the threat that he will not hesitate to execute the French with knives. So far this is what really happened historically.

This is a hypothetical scenario that recreates a final situation for the battle of Bailén in which the Spanish spirit is weighed down heavily in an obsessive way by the recent memory of May 2, from the Alcolea bridge or by the sacking of Córdoba. This results in a feeling of revenge, without mercy typical of the relentless nature of the War of Independence.

La Peña does not accept the truce granted by Reding to the French and decides to comply with the orders he received in Andújar in the early hours of the 19th and begins chasing and attacking the French. La Peña y Cruz Mourgeon attack the French rear shortly after 2:00 p.m. and the battle resumes. Reding will follow the example of his aggressive colleagues. While he prepares for his attack, La Peña sends a messenger to the headquarters of Castaños to inform him of the situation and his decision to fight.

This messenger will arrive in Andújar shortly after 6:00 p.m., when Castaños has begun to parley with the delegates of Dupont that Reding's officers have escorted to his command post. It is now impossible to stop the battle. The shadows of the night will do it before the emissaries sent with new orders get to Bailén.

1. Duration
The scenario has a maximum duration of 8 turns.
It begins in the Spanish phase of the 4:00 p.m. turn and ends at 7:30 p.m.

2. Orders
Initial
Spanish:
Brigades Reding, Venegas, Coupigny, Grimarest and Juncar: *Defender* (D).
The brigades of La Peña and Menacho enter with *Maneuver Orders* (M).

French:
All brigades of the Barbou Divisions and Fresia as well as the Dabadie Brigade have *Defend orders* (D).

The Vedel Division enters with *Maneuver Orders* (M).

French infantry. Marins de la Garde.
1/72 scale miniatures. Franz napminiatures

The Spanish chain of command:
Reding is the Commander in Chief and the brigades under his command are Coupigny, Grimarest, Venegas, Juncar and Reding. La Peña is an independent command and Reding cannot change his orders. He is Commander of his brigade, La Peña, and of the Menacho brigade.

French command chain:
Dupont is the Commander in Chief and has under his command the brigades of Chabert, Dupré, Priveé, Schramm, Pannetier and Marins Gd., (Marines of the Guard)

Vedel is an independent command and Dupont cannot change his orders and he has the brigades Cassagne, Poinsot, Boussart, Dufour and Lefranc under his command.

Order changes::
Spanish: Reding must divide by 3 to try to change orders and can make 3 attempts to change orders per turn. The units he can change orders for are the brigades of Coupigny, Grimarest, Venegas and Reding.

La Peña must divide by 2 to try change orders and can have 2 attempts to change orders per turn. The units he can change orders for are the La Peña and Menacho brigades. La Peña enters the board with *Maneuver Orders* (M).

French:
Dupont must divide by 4 to try to change orders and can make 4 attempts to change orders per turn. The units he can change orders for are the brigades Chabert, Dupré, Privé, Schramm, Pannetier and Marins Gd., (Marines of the Guard).

Generals Barbou and Fresia: When Dupont calculates the hexagons that separate him from a brigadier general who wants to change orders he must count the distance to the Division general (Barbou or Freesia), to which the brigade pertains and then count from the general of Division to brigadier general.

Barbou and Fresia cannot make attempts to change of orders. But as commanders they can participate in reorganizations, support combats...etc.

Vedel enters the board with Maneuver Orders (M). Vedel must divide between 3 to try to change orders and can make 2 attempts to change orders per turn. The units he can change orders for are the Cassagne, Poinsot, Boussart, Doufour and Lefranc brigades.

3. Commanders
Spaniards: the command radius is 3 hexes.
French: the command radius is 3 hexes.

4. Reorganization
Spanish: units under Reding's command have the base in the hex. 2022, (road to Mengíbar). Units under the command of La Peña, the base is in hex. 1113, (highway to Andújar).

French: units under the command of Dupont, the hex. where Dupont is. For the forces under the command of Vedel, the hex is 3501 (road to La Carolina).

5. Desmoralization
The break point and the moral test of rule 17 is done by brigades instead of by divisions.

Spanish:
La Peña: 4 battalions.
Coupigny, Venegas: 3 battalions.
Reding, Grimarest: 2 battalions.
Menacho, Col. Juncar: 1 battalion.

French:
Chabert: 3 battalions.
Poinsot: 2 battalions.
Cassagne, Lefranc, Dufour, Pannetier, Schramm, Dabadie: 1 battalion.
Privé, Dupré: 1 regiment.
Boussart: exempt from desmoralization.

6. Victory conditions
According to the general rules.

7. Deployment
French:
Commanders Chabert, Dupré, Privé, Pannetier, Schramm, Diridié (rearguard) and Dupont are placed on the board stacked with some of the chips under his command.

1st Gd. Paris 2nd and 2nd Gd. Paris 2nd (1 casualty each battalion): in 1809.
3rd Leg.Res. 1st and 2nd (2 casualties each battalion): in 1916.
Marins Gd. (2 casualties), 1st Pr. Chass. (1 casualty) and 2nd Pr. Chass. (2 casualties): in 1815.
1st Pr. Dragon (1 casualty): in 1810.
2nd Pr. Dragon (2 casualties): in 1811.
4th Leg. Res.1st and 2nd, (3 casualties each battalion), Div. Barbou Medium foot Art. Factor 4: in 1813.
4th Leg. 3rd Res. (2 casualties), 2nd Pr. Cuirass., Div. Fresia light horse Art factor 6: in 1814.
3º Suisse 1st and 4th Suisse 2nd: in 1812.
6th Preux 1st (Swiss Hispanic) (1 casualty) and 3rd Reding 1st (Swiss Hispanic): in 1711.
Dabadie: in 1415.

French reinforcements:
Vedel Division: the Vedel Commanders, Poinsot, Cassagne and Boussart will en-

ter stacked with any counter under their command.
Poinsot and Cassagne Brigades (entire).
Poinsot: 5th Leg. Res. 1st, 2nd and 3rd battalions, 3rd Swiss.1st.
Cassagne: 1st Leg.Res.1st, 2nd and 3rd battalions.
Div. Vedel Light Art factor 6.
Boussart Brigade: 6th Pr. Dragon., 1st Pr. Chass. (value 1).
Everyone comes on at the 16:00 p.m. turn at 3501 (road to La Carolina) with *Maneuver Orders* (M).

Spanish:
Counters under Reding's command:
F. Ceuta 1st, Div. Reding Heavy Art factor 4: in the hex. 2109.
Ireland 2nd (2 Casualties) and Ireland 3rd: in the hex 2110.
V. Granada 2nd: in hex 2214.
Farnesio (Cav.) (1 Casualty) and L. Jerez (Cav.): in the hex 2311.
Counters under the command of Venegas:
Cz. Olivenza (Cav.): In the 2008 hex.
O. Military 1st and 2nd: in hex 2209.
RRGGVV 3rd, 2nd Barbastro: in hex 2109.
Vol. Cat. 2nd (1 Casualty), Div. Venegas Light horse Art factor 4: In the hex. 2018.
Gerona: in hex 2110.
Queen 1st: in hex 2111.
Queen 2nd: in hex 2112.
Ter. Tejas, V. Granada 1st, Dr. Numancia (Cav): in 2210.
Counters under Coupigny's command:
MP. Bujalance (1 casualty), MP. Trujillo and MP. Basin: in hex 2216.
3rd Reding 1st and 2nd (2 casualties each), D. Coupigny Light Horse Art factor 6: in hex 2114.
O. Military 3rd (3 casualties), Borbón (Cav.): in hex 2115.
Counters under Grimarest command:
Jaén 1st and 2nd (1 casualty each): in the hex 2215.
MP. C. Real: in hex 2018.
L. Utrera (Cav.), Spain (Cav.) (1 casualty): in hex 2019.
Counters under the command of Col.Juncar:
Col. Juncar will deploy stacked in a hex with any of the units under his command.
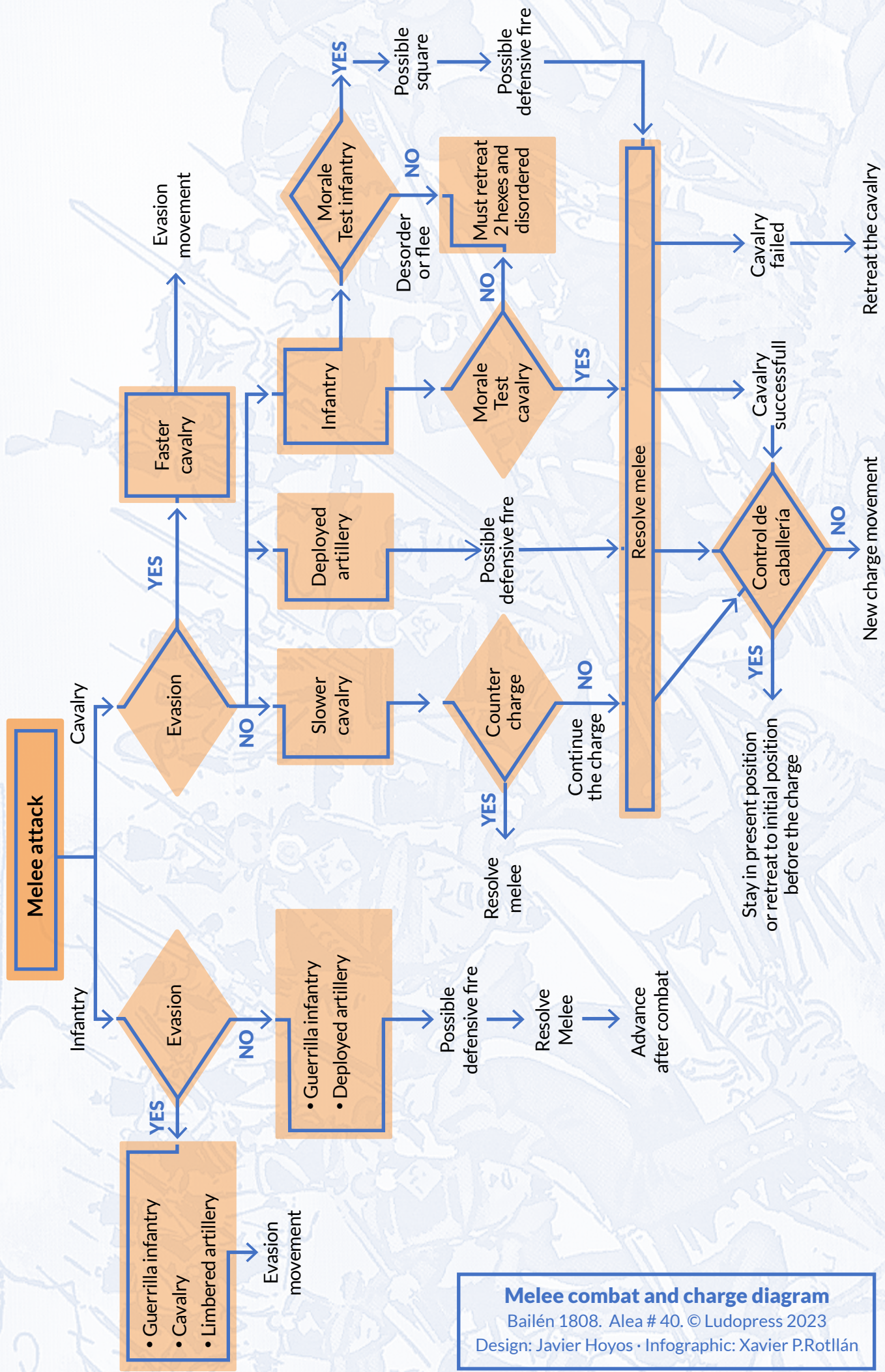Ireland 3rd: in 3011.
MP. Jaén: in 3010.
V. Granada 3rd: in 2411.
MP. Granada: in 2509.
V.Granada 6th: in 2712.
Crown 1: in 2510.
Montesa (Cav.): in 3210.
Dr. Reina (Cav.): in 2908.
Col. Juncar Light Horse Art factor 2 in any hex occupied by Spanish infantry.

Spanish reinforcements:
La Peña Division: enter through the hexagon 1014 with Maneuver Orders (M).
Menacho Brigade: enter through the hexagon 1014 with *Maneuver Orders* (M).

8. Special rules
Special rules *8.1* are in force, *8.3, 8.4, 8.5 and 8.8* of scenario 3.

Melee attack

Cavalry

Evasion
- NO → Slower cavalry
- YES → Faster cavalry

Faster cavalry → Evasion movement

Slower cavalry → **Counter charge**
- YES → Resolve melee
- NO → Continue the charge → Resolve melee

Deployed artillery → Possible defensive fire → Resolve melee

Infantry → **Morale Test cavalry**
- YES → Resolve melee
- NO → Must retreat 2 hexes and disordered

Morale Test infantry
- YES → Possible square → Possible defensive fire → Resolve melee
- NO → Desorder or flee → Must retreat 2 hexes and disordered

Resolve melee
- Cavalry failed → Retreat the cavalry
- Cavalry successfull → **Control de caballería**
  - NO → New charge movement
  - YES → Stay in present position or retreat to initial position before the charge

Infantry

Evasion
- YES → • Guerrilla infantry • Cavalry • Limbered artillery → Evasion movement
- NO → • Guerrilla infantry • Deployed artillery → Possible defensive fire → Resolve Melee → Advance after combat

---

Melee combat and charge diagram
Bailén 1808. Alea # 40. © Ludopress 2023
Design: Javier Hoyos · Infographic: Xavier P.Rotllán

Notes from the designer
Bailén 1808, The Shadow of the Eagle

With the number of existing Napoleonic systems it may seem strange that it was decided to propose a new one to Napoleonic fans. Strictly speaking it is not new, it is a relaunch of a system developed for *ALEA* 30 years ago: *The Shadow of the Eagle (LSA)*.

It was a system designed to be simple and fit into a magazine format. Its objective was to be able to manage the small and medium-sized battles characteristic of the war in the Iberian Peninsula against the French Empire between 1808 and 1814. *LSA* was originally incomplete because it handled the cavalry very poorly and did not incorporate command and control well, but It had some interesting simplicity and combat action model.

We have evolved the system from that simplest germ to creating a more complete system, trying to maintain a low level of complexity. The objective is to represent on a large tactical scale what a Napoleonic battle was like, showing the processes that occurred on the battlefield, trying not to get bogged down in them or be excessively granular.

A crucial aspect of Napoleonic battles was the plan the night before. The Commanders in Chief gathered their generals, explained the battle plan and prepared the relevant orders. The generals would receive them in writing and that would be the role they should play. Players will have to do that by assigning order markers to their divisions or brigades. These orders will be executed throughout the current turn.

Getting the plan right and the outcome of the battle being favorable to the plan did not always happen. A very important capability was being able to vary the plan and change orders. In this regulation, commanders in chief are limited in the number of orders that they can change per turn based on their competence, the speed of execution by their subordinate generals will depend on the distance that the couriers that transmit those orders have to travel and of his own command ability.

The flow of Napoleonic battles was a choreography of harassment, maneuver, attack, defense or apathy. Each division of one side received orders for a period of time and both sides developed their plan simultaneously, modifying it according to circumstances. In a world without radio, reactions were tactical. For this reason it was decided that if orders had already been assigned, an "I go-you go" system was adequate and alternating or random activations by groups of selected forces were not necessary. It is something that may surprise Napoleonic board players, especially those more dedicated to innovation, but not Napoleonic figure players.

Napoleonic battles at a tactical level are marked by the use of maneuvers established in the tactical regulations of each nation. The system abstractly represents formations and evolutions from line to attack column or marching columns. Notoriously the formations of line, attack column or march. The decision on these formations corresponded to the regiment or brigade leaders and that level of command is not the one assumed by the player. Formation management is fascinating and consumes a lot of time and requires a volume of rules that we do not want to assume in this regulation. For this reason, all these formations have disappeared in terms of their mechanics and have been replaced by their effects. Line pieces fire with more firepower and stack fewer factors than column pieces. There are only 2 formations that have been maintained, the guerrilla for light infantry

and cavalry and the infantry squares because they were very specific deployments and, even so, everything has been simplified to a marker and some effects.

Light infantry, especially the French and British, were used in formations deployed in open order that either screened their battle line or attack formations, or guarded lightly garrisoned sectors of the battlefield. On the battlefield its effect in defense was to slow down the enemy advance and harass their advance with fire that could cause disorder. On the offensive, its usefulness was to protect the attack formation so that it could threaten a clash and, in the French case, to give it a limited capacity for harassing fire since the French columns were not designed to fire and lined up few. muskets on his forehead. In many cases, they were used as regular infantry. The rules allow you to use its special characteristics, focusing once again on the effect: creating a protective screen for your main units or their deployment, perhaps disorganizing the enemy and retreating in case of an assault.

The cavalry usually carried out screen missions for the army or its flanks in very open deployments and in 2 echelons to delay the enemy, cover more front and be able to raise the alarm in case of enemy approach. A 2-hexagon ZdC simply simulates this effect. It forces you to pay 1 additional MP for each hex entered, effectively stopping any infantry advance. Additionally, guerrilla cavalry could evade infantry. Therefore, crossing an area defended by a cavalry screen will require the use of cavalry forces to separate it. In LSA the cavalry can shoot because historically they did, although mostly with very limited effectiveness. The same thing will happen to them in the game. They shoot poorly and little and using cavalry as a line of fire will only deprive us of using it in more useful functions.

Infantry fire was relatively ineffective at generating casualties but was a dangerous phenomenon if units were continually exposed to it, especially at close range where muskets were reasonably effective. An infantry token in LSA can aim to generate 0 to 1 casualties per round of fire. That damage is easily bearable by most units. Let's keep in mind that each turn represents 30 minutes of time. During that period there would be many volleys of muskets and that was how long an attack usually lasted. Mortality can occur if constant attacks are maintained or if fire exchanges occur between enemy units at close range. This is the most exposed and exhausting situation that in the game would be represented by adjacent enemy units firing twice each turn and increasing the possibilities of casualties or disorder or retreat. The accumulation of dead and wounded at the foot of the opposing lines in Albuera comes to mind.

The decisive action was the assault. Although literal hand-to-hand combat was rarely achieved, the infantry advancing determinedly on a sector of the enemy line and without being stopped, would achieve its tactical or geographical objective. In LSA the assaulting forces can stack up to 24 force points in a hexagon to represent the most closed and compact assault formations and their greatest shock momentum. The key is to stop the enemy assault and have their battalions pass a combat will test and fail it, then losing the decision to carry the assault to the end and remaining stopped adjacent to the enemy, threatened with a volley of rifle fire or an enemy counterattack. Does it sound like the discharge to the whites of the eyes followed by the bayonet advance of the British in Busaco? If it comes to as-

sault combat it will be a matter between line segments of about 200 meters (1 hexagon), where anything can happen but where the damage given or received will be greater.

Artillery is the queen of battle and the weapon that normally caused the most casualties. The cannons in *LSA* are the most dangerous in firefights. They can fire at ranges greater than 1. And for ranges between 2 and 4 hexagons, their fire factor increases due to the rebound shot and the ability of solid artillery projectiles to penetrate different targets. At close range, the Napoleonic cannons were basically a giant musket that launched shrapnel projectiles, equivalent to a battalion of infantry in a line, but they could also add their fire to that of an infantry counter.

The will to fight, understood as the sum of training and experience in battle, is the central factor of Napoleonic infantry battalions and cavalry regiments. In LSA, this will to fight (or morale as it is more commonly called) determines endurance in the face of casualties, acceptance of risky orders such as charging or assault, or stressful formation changes such as forming a square against enemy cavalry. The objective will be for the circumstances of the combat to overwhelm the unit so that the enemy formations withdraw, openly retreat or become inoperative for combat. Destroying a battalion by killing every last man will not be easy or quick either by fire or assault, but destroying its spirit can happen quickly.

Napoleonic battles could be real carnage like Borodino, but the feeling that the day was lost or that it was not worth continuing to fight was what really defeated the armies. In *LSA*, victory is achieved by breaking the opposing army's will to fight. Each brigade or division has a breakdown level represented by the number of inoperative batt ons it can support. If that breaking point is reached, the formation will not want to fight but rather be reorganized and receive spirited harangues. If that does not happen they will have an alarming tendency to flee the battlefield. And possibly create a domino effect. Players will not decide when an action has failed, their units will tell them by refusing to hold position or continue fighting. And the battle will last until that point.

Bailén is not the most attractive case of battle on the Peninsula. It is a more attractive action as a campaign than as a day of combat. However, it is the first and one of the few victories of a Spanish army over a French imperial army and it has very particular characteristics that make it attractive. It poses a desperate situation for the Frenchman, trapped on a road whose only escape is closed by an unexpected Spanish deployment that is more fragile than it seems. In a campaign development, the Spanish plan could have failed. The attraction of wargames is to recreate and transgress history, so we wanted to include a hypothetical scenario that reflects what could have happened if the French had not evacuated Bailén the day before the battle and Reding's troops had found Bailén defended. We also wanted to include "the chrome" that we like so much. The Swiss, exhaustion, thirst and water in the infernal summer of Jaen, the less efficient French Reserve Legions, the fearsome handful of French cuirassiers, the poor Spanish Provincial Militia, the colorful but limited garrochistas, the Spanish artillery and the nucleus of regular troops of the Andalusian Army that are the key to the Spanish defense.

The wargamer wants to understand the story and force it if possible onto a board. We hope to have provided the necessary elements.

If everything does not go as it should, The Shadow of the Eagle should be projected on more battlefields on the Peninsula.