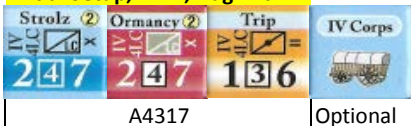


THE LIBRARY OF NAPOLEONIC BATTLES
 NAPOLEON'S QUAGMIRE
 ALMONCID SCENARIO
 FRENCH-SPANISH SETUP SHEET, DoB, v1.03

Notes: A). Leaders may also setup at start with any subordinate unit.
 B). Vedettes may setup anywhere within three hexes of their parent unit.
 C). Spanish player may adjust any one friendly unit by one hex prior to first player turn.

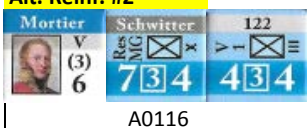
Initial Setup, 7AM, Aug 11th



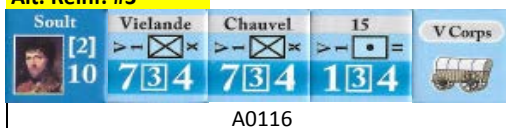
Alt. Reinf. #1



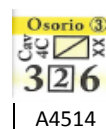
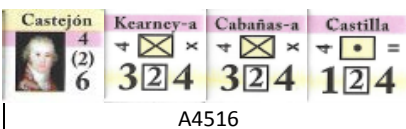
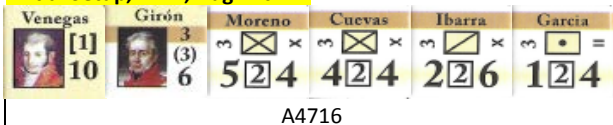
Alt. Reinf. #2



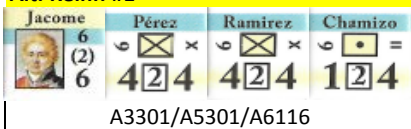
Alt. Reinf. #3



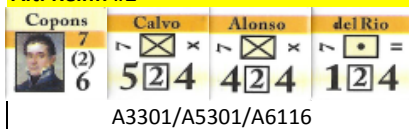
Initial Setup, 7AM, Aug 11th



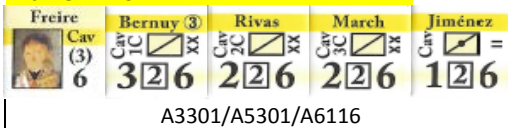
Alt. Reinf. #1



Alt. Reinf. #2



Alt. Reinf. #3



Note: The Polish Division(*) less the 4th Rgt. comprise the garrison of Toledo. These units must remain in Toledo until Spanish units move within 7 hexes of any Toledo hex.

Note: Setup for most Pontoon/Baggage trains are marked as Optional. See Rules 25.24, 25.25, and 25.26 for setup and arrival restrictions. There are no pontoon bridges in this scenario.

Note: For Guerrillas, see Rule 25.8 for use and placement.
 For Roadblocks, see Optional Rule 25.73 for use and placement.