

Battle of Albuera

May 16th, 1811

Introduction: Early in 1811 Soult took the great fortress of Badajoz, though he was forced to return to Andalusia after the defeat of Marshal Victor at the Battle of Barrosa. Wellington then dispatched a powerful corps under Beresford to take back the city. Soult marshaled his forces and planned to defeat Beresford's siege. Due to faulty intelligence however Soult was unaware that Blake's Spanish army had joined Beresford's corp. While launching a diversionary attack on the front of Beresford's corps, Soult swung his V Corps and cavalry around the Allied right and into the positions of Blake's Spaniards. However the Spanish held off the French attack as more British and Portuguese units entered the fight. The French were finally driven back after both sides had committed their final reserves. Exhaustion and heavy rain brought the fighting to an end by mid afternoon. Over 4,000 Allies and 6,000 French losses were suffered this day.

Scale: Each stand represents 360 infantry, 180 cavalry or eight cannons. Ground scale is one inch equals 100 yards. Each turn is 30 minutes real time.

Players: Anywhere between 2-5 players.

Terrain and Weather: The gaming table is 7 feet by 5 feet. Weather is clear. Woods and Urban Areas are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -/+1 DRM advantage to defenders for Fire and Melee. Slopes provide a +1 DRM advantage to the defender for Melee only. The Albufra River can be forded normally, except by artillery which can only cross and bridges

Playing Time: The game starts with the 9:30am turn, and ends on the 15:30 pm turn, for 13 turns total.

Deployment: Units set up per the accompanying map, Allies deploy first. The French can be deployed in any formation within their set up location. All Spanish and English can deploy in any formation with their set up location, except the English 4th Division which is in March Column. The Spanish Reserve Artillery can be attached to any formation, no more than one battery per brigade. Leaders can be with 12" of any unit they command.

Initiative and Leaders: The French player automatically has the initiative Turn One. After turn one, an Initiative roll-off between army commanders at the beginning of each turn will determine which side moves first. For this roll Soult receives a + 1 DRM if uncommitted, while Beresford similarly receives a -1 DRM. There are no charismatic leaders.

The Armies: The French and Spanish armies are three rank Columnar infantry with skirmishers so noted. The English and Portuguese are two rank Impulse infantry all are skirmish capable.

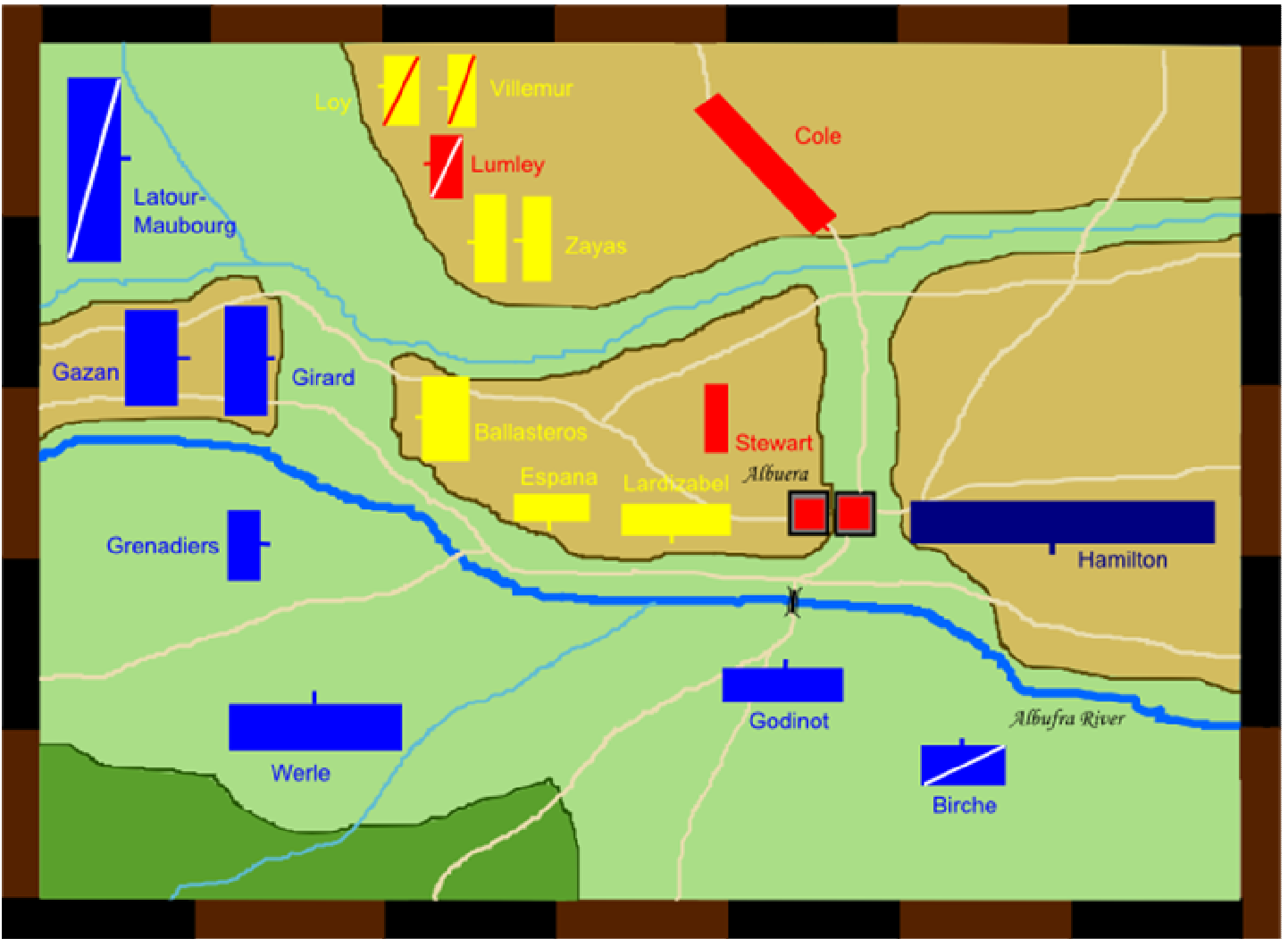
Reinforcements: None

Special Rules: The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

Special Rules Allied Command: Beresford is the Overall Commander for the allies (hence the -1 initiative modifier due to Blake and share command), Beresford may not add his benefit for Tactical or Reserve Movement to any Spanish units. Blake cannot give his benefit to any English units.

Special Rules Spanish Quality: Let's face it, at Albuera they stepped up and surprised everybody. For this rare instance when the Spanish weren't completely useless on the battle field they have been raised to Regular effectiveness, and the quality ratings have been increased one step as well. (Now before anyone gets all "PC" with me, think about it. Outside of the guerilla warfare, how many times did the Spanish armies fight well...do the math...I came up with of five Bailen, Vilmaseda, Espinosa, the cavalry action at Miajadas, and here at Albuera, five!! And I had to look two of those up.)

Victory Conditions: Use the Casualty Point Chart in the rulebook for VPs. control of Albuera at the end of the game is worth 5 VPs for the Allies and 10 VPs for the French.



Battle of Albuera

French Army

<u>Army of the South</u> Soul +1
XXXX

<u>Soult</u> Godinot R 10/8/5 Sk	<u>Soult</u> Grenadiers E 4/3/2 Sk	<u>Soult</u> Birche R 5/4/3 LC	<u>Soult</u> R Foot Art	<u>Soult</u> R Foot Art	<u>Soult</u> R Horse Art

Godinot – 16th, Legere, 51st Ligne

Grenadiers – Converged Grenadier Companies

Birche – 2nd, 10th Hussars, 21st Chasseurs

<u>Soult</u> Werle ----	<u>Werle</u> 12 th Legere E 6/4/2 Sk	<u>Werle</u> 55 th Ligne R 5/4/3 Sk	<u>Werle</u> 88 th Ligne R 5/4/3 Sk
XX			

Bron – 4th, 20th, 26th Dragoons

Eclats – 14th, 17th, 27th Dragoons

<u>Soult</u> Latour Drg. Div	<u>Latour</u> Bron E 6/4/2 HC	<u>Latour</u> Eclats E 5/3/2 HC	<u>Latour</u> 3 rd Bde E 6/4/2 Ln	<u>Latour</u> R Horse Art
XX				

3rd Bde – Vistula Lancers, 27th Chasseurs, 4th Spanish Chasseurs

<u>Soult</u> Girard 1 st Div	<u>Girard</u> 1 st Bde R 5/4/3 Sk	<u>Girard</u> 2 nd Bde R 7/5/4 Sk	<u>Girard</u> R Foot Art
XX			

1st Bde – 34th, 40th Ligne

2nd Bde – 64th, 88th Ligne

<u>Soult</u> Gazan 2 nd Div	<u>Gazan</u> 1 st Bde R 4/3/2 Sk	<u>Gazan</u> 2 nd Bde E 7/5/3 Sk	<u>Gazan</u> R Foot Art
XX			

Gazan 1st Bde – 21st, Legere, 100th Ligne

Gazan 2nd Bde – 28th Legere, 103rd Ligne

French

Infantry:	53
Cavalry:	22
Artillery:	6
Strength:	23,640

Allied Army

<u>English Army</u> Beresford -1
XXXX

<u>Beresford</u> Alten E 3-/2 Sk	<u>Beresford</u> Lumley E 6/4/2 HC	<u>Beresford</u> E Foot Art	<u>Beresford</u> Collin R 4/3/2 Sk

Alten – 1st, 2nd KGL Light Bn

Lumley – 3rd, 4th Dragoon Guards, 13th Light Dragoons

Collin – 5th Portuguese Line, 2nd Cacadores

<u>Beresford</u> Stewart 2 nd Div	<u>Stewart</u> Colbourne R 6/5/3 Sk	<u>Stewart</u> Hoghton R 4/3/2 Sk	<u>Stewart</u> Abercrombie R 5/4/3 Sk	<u>Stewart</u> E Foot Art
XX				

Colbourne – 1/3rd, 2/31st, 2/48th, 2/66th Foot
Myers – 7th, 1/23rd Fusiliers

Hoghton – 29th, 1/48th, 1/57th Foot
Harvey – 11th, 23rd Portuguese Line, Lusitanian Legion

<u>Beresford</u> Cole 4 th Div	<u>Cole</u> Myers E 6/4/2 Sk	<u>Cole</u> E Foot Art	<u>Cole</u> Harvey R 8/6/4 Sk
XX			

Abercrombie – 2/28th, 2/34th, 2/39th Foot

<u>Beresford</u> Hamilton Port Div	<u>Hamilton</u> Campbell R 7/5/4 Sk	<u>Hamilton</u> Fonseca R 6/5/3 Sk	<u>Hamilton</u> Otway R 5/4/3 LC	<u>Hamilton</u> R Foot Art
XX				

Campbell – 4th, 10th Portuguese Line
Fonseca – 2nd, 14th Portuguese Line
Otway – 1st, 7th Portuguese Cavalry

<u>Spanish Corp</u> Blake (-1)
XXX

<u>Blake</u> España R 5/4/3	<u>Blake</u> Loy C 5/4/3 LC	<u>Blake</u> Villemur C 4/-/3 LC	<u>Blake</u> R Foot Art	<u>Blake</u> R Foot Art

España – (unknown)

Loy – Provisional & Guerilla Cavalry

Villemur – Reyna, Bourbon Cavalry, Lustinia Dragoons, Hussars de Estremadura

<u>Blake</u> Lardizabel Vanguard	<u>Lardizabel</u> Cansinos R 7/5/4
XX	

Cansinos – (unknown)

<u>Blake</u> Ballasteros 3 rd Div	<u>Ballasteros</u> Asensio R 4/3/2	<u>Ballasteros</u> Carvajal R 5/4/3
XX		

Asensio/Carvajal – (unknown)

<u>Blake</u> Zayas 4 th Div	<u>Zayas</u> Mourgeon E 7/5/3	<u>Zayas</u> Polo R 7/5/4
XX		

Mourgeon – 2nd, 4th Walloon Guards, 2nd, 3rd Irlanda

Polo – (unknown)

Allies

Infantry: 84 (24 British, 25 Portuguese, 35 Spanish)

Cavalry: 20 (6 British, 5 Portuguese, 9 Spanish)

Artillery: 6

Strength: 34,440