

Battle of Bussaco

September 27th, 1810

Introduction: In 1810, Emperor Napoleon I ordered Masséna to drive the British from Portugal. Accordingly, the French marshal began the Siege of Ciudad Rodrigo in April. The Spanish garrison held out until 9 July when the fortress fell. The Battle of the Côa was fought soon after. The Siege of Almeida ended with the fall of the Portuguese fortress in August. With all obstacles cleared from their path, the French marched on Lisbon in strength. At the end of September, they found Wellington's army drawn up on the ridge of Bussaco. The long ridge, its rugged terrain negated the French strength in cavalry and hid the Allied troops from artillery fire. The French attack began with II Corp assaulting the center of Wellington's line. Merle's division was thrown back, but Foy's brigade managed to achieve the crest line. Before he could consolidate his position though, Leith and Picton managed to counter-attack and throw Foy back down the ridge. Hearing the gunfire, Ney's VI Corp began his attack, Loison's lead brigades were devastated by point blank fire from Crauford's troops. Subsequent attacks had no effect on the allied line. The French suffered 4,500 losses compared to the paltry 1,200 of the allied.

Scale: Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

Players: Anywhere between 2-8 players.

Terrain and Weather: The gaming table is 12 feet by 6 feet. Weather is clear. Woods and Urban Area are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. The contours of Bussaco Ridge granted a +2 DRM advantage to defenders for Melee. The streams can be forded normally.

Bussaco Ridge is a difficult ground for infantry and cost 1/2 movement, unless moving in column along a road. Cavalry moves at 1/3 speed along the ridge and is automatically disordered while on it, unless moving in column along a road. Artillery can only move along the roads and within Bussaco Covenant.

Due to the steep incline and rugged ground, artillery can only fire at targets one contour level higher than it. Artillery on the ridge can fire down as many contours as desired.

For strictly visual effect, the entire Bussaco ridge should be covered with individual trees, scrubs, and rocks.

Playing Time: The game begins at the 8:00 am and ends with the 5:00 pm turn, a total of 19 turns.

Deployment: Units set up per the accompanying map, the French deploy first. Brigades are deployed in Lines, Supported Lines or Brigade Masse while artillery sets up limbered or unlimbered, no more than 6 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command. The independent Portuguese artillery batteries can be attached to two batteries maximum per brigade.

Initiative & Leaders: Roll for initiative at the beginning of each turn. Massena, if unattached has a +1 DRM. Wellington, if unattached has a +2 DRM. Picton, Crauford, Ney, and Montbrun are Charismatic Leaders.

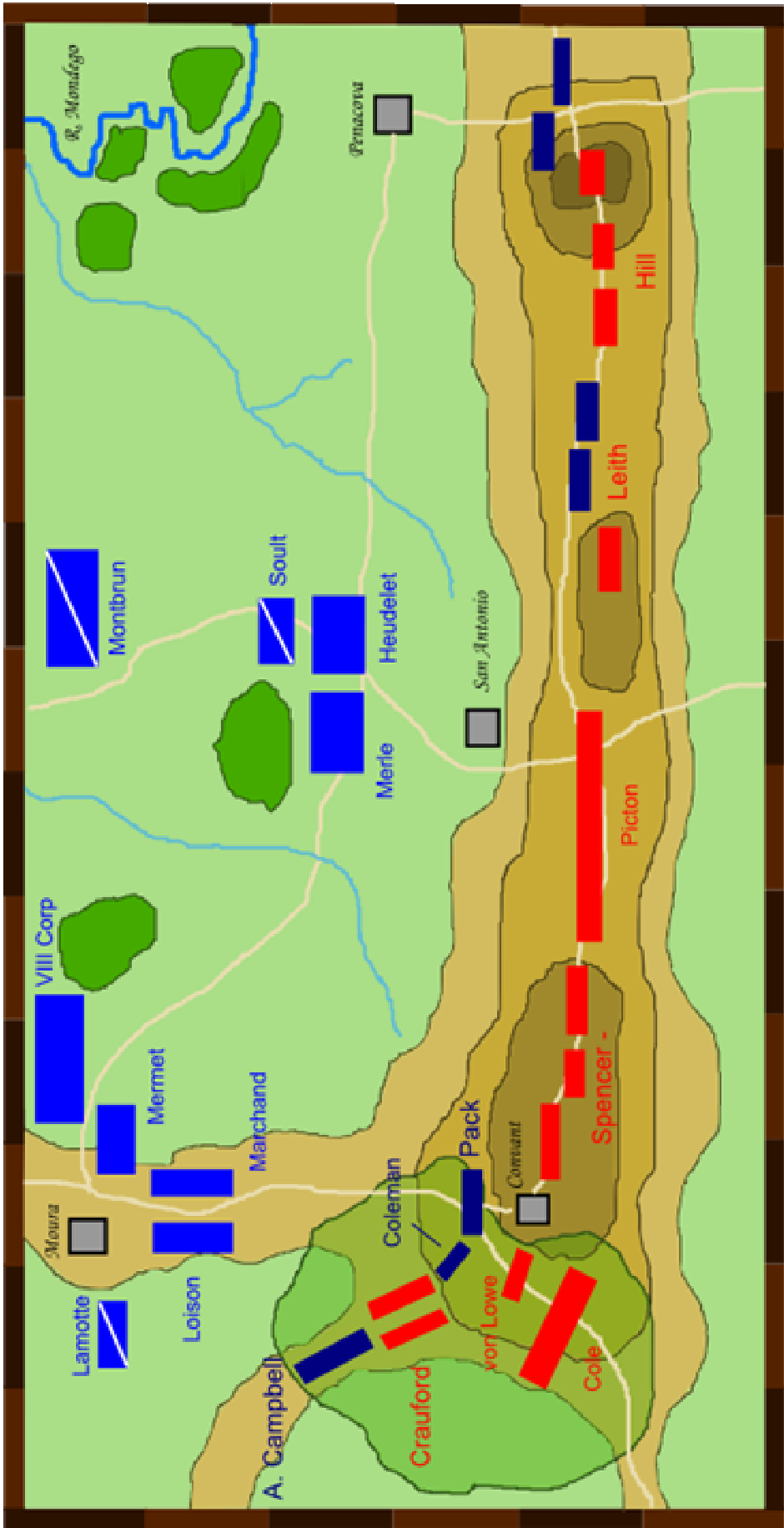
Troop Quality. The French are three rank Columnar infantry, and the Anglo-Portuguese are two rank Impulse infantry. All infantry are Skirmish capable.

Reinforcements: None

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

Optional Rules Maybe...go...around..hhhmm? So attacking head long into such terrain turned out to be a bad idea (how that wasn't obvious to the French commanders baffles me, but hindsight is 20/20). As an optional rule, have VIII Corp and Montbrun's Cavalry enter the Map deployed within 12" at point A on noon turn. Choosing this option gives the Anglo-Portuguese 15 VPs. Both sides must agree to allow this option before the game starts.

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AoE. The French player gets 2 VPs for each non-spent brigade that is on or past the Bussaco Ridge road (the main road the runs the length of the ridge) and control of the convent.



Battle of Bussaco

French Army

<u>Massena</u> Massena +1	<u>Massena</u> Reynier II Corp	<u>Reynier</u> Soul R 7/5/4LC	<u>Reynier</u> R Hv Foot	<u>Reynier</u> R Foot Art	<u>Reynier</u> R Foot Art	<u>Reynier</u> R Foot Art
XXXX	XXX					

Soul – 1st Hussars, 22nd Chasseurs, 8th Dragons, Hanoverian Chasseurs

<u>Reynier</u> Merle 1 st Div	<u>Merle</u> Sarrut R 12/9/6 Sk	<u>Merle</u> Graindorge E 6/4/2 Sk	<u>Reynier</u> Heudelet 2 nd Div	<u>Heudelet</u> Foy R 11/8/6 Sk	<u>Heudelet</u> Arnaud R 12/9/6 Sk
XX			XX		

Sarrut – 2nd Legere, 36th Ligne Graindorge – 4th Legere Foy – 17th Legere, 70th Ligne Arnaud – 31st Legere, 47th Ligne

<u>Massena</u> Ney (C) VI Corp	<u>Ney</u> Lamotte R 10/8/5 LC	<u>Ney</u> R Hv Foot	<u>Ney</u> R Foot Art	<u>Ney</u> R Foot Art	<u>Ney</u> R Foot Art	<u>Ney</u> R Horse Art
XXX						

Lamotte – 3rd Hussars, 15th Chasseurs

<u>Ney</u> Marchand 1 st Div	<u>Marchand</u> Maucune R 9/7/5 Sk	<u>Marchand</u> Marcognet R 10/8/5 Sk	<u>Ney</u> Mermet 2 nd Div	<u>Mermet</u> Bardet R 10/8/6 Sk	<u>Mermet</u> Labassee R 11/8/6 Sk
XX			XX		

Maucune – 6th Legere, 69th Ligne Marcognet – 39th, 76th Ligne Bardet – 25th Legere, 27th Ligne Labassee – 50th, 59th Ligne

<u>Ney</u> Loison 3 rd Div	<u>Loison</u> Simon R 9/7/5 Sk	<u>Loison</u> Ferey R 9/7/5 Sk
XX		

Simon – 1/Legion du Midi, Hanoverian Legion, 26th Ligne Ferey – 2/36th Legere, 66th, 82nd Ligne

<u>Massena</u> Junot VIII Corp	<u>Junot</u> St. Croix E 10/7/4 HC	<u>Junot</u> R Foot Art	<u>Junot</u> R Foot Art	<u>Junot</u> R Horse Art
XXX				

St. Croix – 1st, 2nd, 9th, 14th, 26th Dragons

<u>Junot</u> Clausel 1 st Div	<u>Clausel</u> Fabry R 7/5/4 Sk	<u>Clausel</u> Taupin R 5/4/3 Sk	<u>Clausel</u> Godard R 7/5/4 Sk	<u>Junot</u> Solignac 2 nd Div	<u>Solignac</u> Gratien R 7/5/4 Sk	<u>Solignac</u> Thomieres R 14/11/7 Sk
XX				XX		

Fabry – 1 Batt from each 19th, 25th, 28th, 34th Ligne Taupin - 1 Batt from each 15th Legere, 46th, 75th Ligne Godard – 22nd Ligne
Gratien – 15th, 86th Ligne Thomieres – 65th Ligne, Irish Regiment, Prussian Regiment

<u>Massena</u> Montbrun (C) Res Cavalry	<u>Montbrun</u> Lorcet E 6/4/2 HC	<u>Montbrun</u> Cavrois E 4/3/2 HC	<u>Montbrun</u> Ornano E 8/5/3 HC	<u>Montbrun</u> R Horse Art	<u>Montbrun</u> R Horse Art
XX					

Lorcet – 3rd, 6th Dragoons
 Cavrois – 11th Dragoons
 Ornano – 15th, 25th Dragoons

Anglo-Portuguese Forces

<u>English Army</u> Wellington +2	<u>Wellington</u> Spencer 1 st Div	<u>Spencer</u> Stopford E 5/3/2 Sk	<u>Spencer</u> Von Lowe E 6/4/2 Sk	<u>Spencer</u> Blantyre E 4/3/2 Sk	<u>Spencer</u> Packenham E 5/3/2 Sk	<u>Spencer</u> R Foot Art
XXXX	XX					

Stopford – 1/Coldstream Guards, 1/3rd Guards Von Lowe – 1st, 2nd, 5th, 7th KGL Bns Blantyre – 2/24th, 2/42nd, 1/61st Foot Packenham – 1/7th Fusiliers, 1/79th Foot

<u>Wellington</u> Hill (C) 2 nd Div	<u>Hill</u> Stewart R 6/5/3 Sk	<u>Hill</u> Inglis R 5/4/3 Sk	<u>Hill</u> Catlin R 5/4/3 Sk	<u>Hill</u> R Foot Art	<u>Hill</u> R Horse Art	<u>Hill</u> Archibald R 6/5/3 Sk	<u>Hill</u> Fonseca R 7/5/4 Sk
XX							

Stewart – 1/3rd, 2/31st, 2/48th, 2/66th Foot

<u>Wellington</u> Picton (C) 3 rd Div	<u>Picton</u> Mackinnon E 5/3/2 Sk	<u>Picton</u> Lightburne E 3/-/2 Sk	<u>Picton</u> R Foot Art	<u>Picton</u> Harvey R 5/4/3 Sk
XX				

Mackinnon – 3/27th, 1/40th Foot
 Campbell – 2/7th Fusiliers, 1/11th, 2/53rd Foot

Lightburne – 1/7th Fusiliers, 1/23rd Fusiliers 1/48th Foot
 Kemmis – 3/27th, 1/40th, 97th Foot

<u>Wellington</u> Cole 4 th Div	<u>Cole</u> Campbell R 6/5/3 Sk	<u>Cole</u> Kemmis E 7/5/3 Sk	<u>Cole</u> R Foot Art	<u>Cole</u> Collins R 8/6/4 Sk
XX				

Havey – 9th, 21st Portuguese Line
 Harvey – 11th, 23rd Portuguese Line

<u>Wellington</u> Leith 5 th Div	<u>Leith</u> Barnes R 5/4/3 Sk	<u>Leith</u> Spry R 8/6/4 Sk	<u>Leith</u> Ebert R 7/5/4 Sk
XX			

Barnes – 3/1st, 1/9th, 2/38th Foot
 Beckworth – 1/43rd Light, 1/95th Rifles, 3rd Cacadores

Spry – 3rd, 15th Portuguese Line
 Barclay – 1/52nd Light, 1/95th Rifles, 1st Cacadores

<u>Wellington</u> Crauford (C) Light Div	<u>Crauford</u> Beckworth E 5/3/2 Sk	<u>Crauford</u> Barclay E 6/4/2 Sk	<u>Crauford</u> R Horse Art
XX			

Ebert – 8th Portuguese Line, Lusitania Legion

<u>Wellington</u> Pack R 8/6/4 Sk	<u>Wellington</u> A. Campbell R 9/7/5 Sk	<u>Wellington</u> Coleman R 6/5/3 Sk	<u>Wellington</u> R Foot Art	<u>Wellington</u> R Foot Art	<u>Wellington</u> R Foot Art	<u>Wellington</u> R Foot Art

Pack – 1st, 16th Portuguese Line, 4th Cacadores

A. Campbell – 6th, 18th Portuguese Line, 6th Cacadores

Coleman – 7th, 19th Portuguese Line, 2nd Cacadores

French		Anglo-Portuguese	
Infantry	139	Infantry	137
Cavalry	45	Cavalry	---
Artillery	14	Artillery	10
Total	59,540	Total	50,320