

Battle of Salamanca

July 22nd, 1812

Introduction: The battle followed a frustrating period of six weeks for Wellington. His foray into central Spain in the spring of 1812 had been blocked by Marmont's army. As Wellington advanced, Marmont's strength grew as he received reinforcements. Wellington withdrew as the odds turned against him, with the armies often marching close together and Marmont repeatedly threatening Wellington's supply line. By this day, Wellington had finally decided to withdraw his army all the way back to Portugal. Suddenly, he observed that Marmont had made the tactical error of separating his left flank from his main body. He immediately ordered the major part of his army to attack the over-extended French left wing. Leading the attack, Packenham's division and d'Urbans cavalry were initially repulsed by Thomieres' columns, but a 2nd attack at the bayonet put Thomieres to flight. Maucune's division seeing Cotton's cavalry approaching quickly formed square, unfortunately Leith's infantry was right behind Cotton and which destroyed the French squares, and Cotton pursued the survivors. During this crisis Marmont was wounded, for nearly an hour the Army of Portugal was leaderless. Clausel tried to salvage the situation, launching a counterattack with three divisions; he forced back Cole and Clinton's troops. Wellington quickly recovered from this attack, and using Hope and Campbell's divisions pushed back the French once again. A final all out attack from the entire army finished the French off, with Foy covering their retreat. The allies lost just over 5,000 men with the French suffering 7,000 men and another 7,000 captured and two eagles.

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 2-8 players.

Terrain and Weather: The gaming table is 6 feet by 4 feet. Weather is clear. Urban Areas are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Slopes provide a +1 DRM advantage to Melee only.

Playing Time: The game starts with the 1:00am turn, and ends on the 7:00 pm turn, for 13 turns total.

Deployment: Units set up per the accompanying map, French deploy first. The French are all in road/march column except Foy's, Ferey's and Thomieres' divisions which can be deployed in any formation in their set up area.. All Spanish and English can deploy in any formation with their set up area. Leaders can be with 12" of any unit they command.

Initiative and Leaders: The Allied player automatically has the initiative Turn One. There is *NO* French turn one, Starting turn two, an Initiative roll-off between army commanders at the beginning of each turn will determine which side moves first. For this roll Wellington receives a +2 DRM if uncommitted, while Marmont similarly receives a 0 DRM. Foy and Cotton are charismatic leaders.

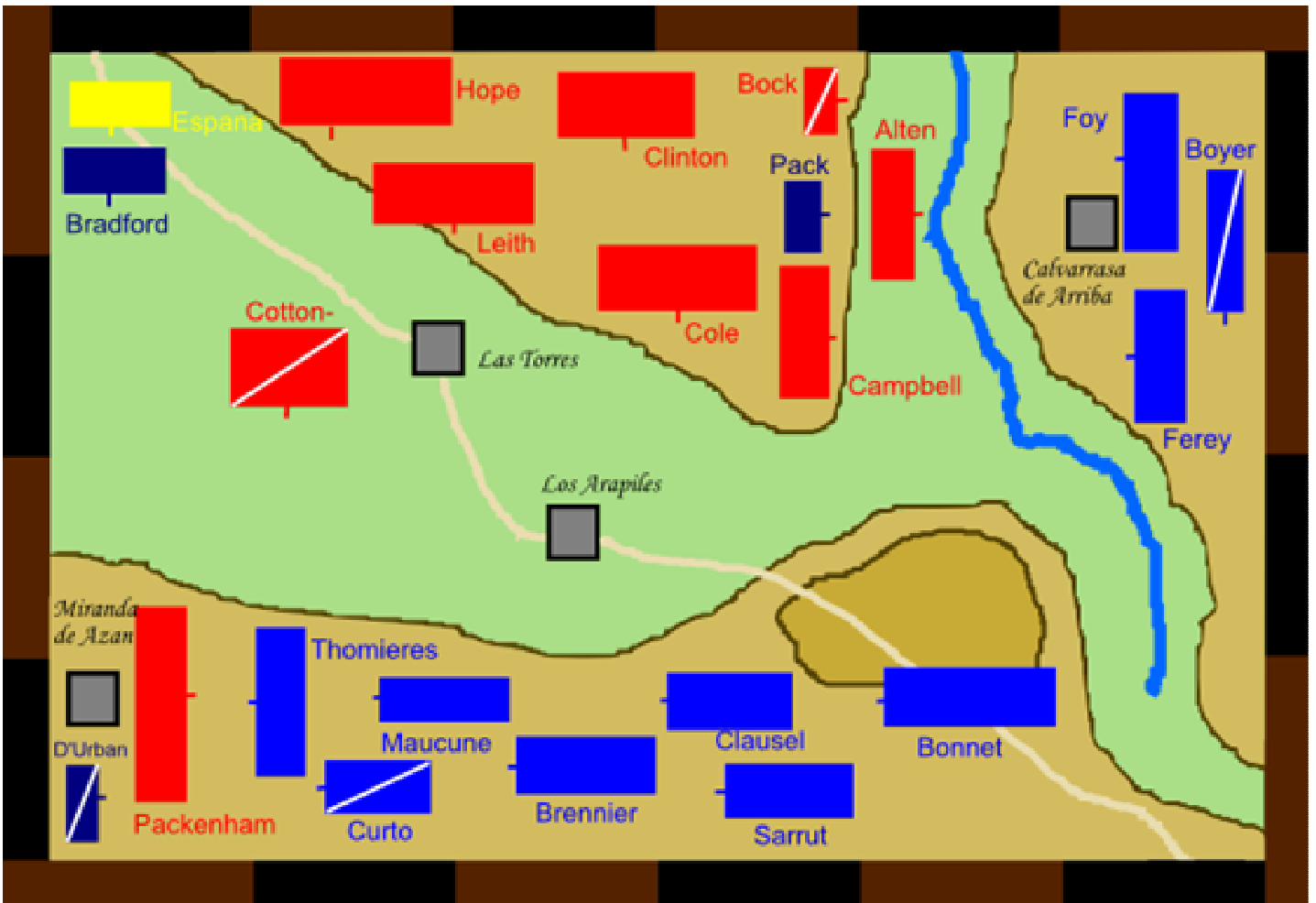
The Armies: The French and Spanish armies are three rank Columnar infantry with skirmishers so noted. The English and Portuguese are two rank Impulse infantry all are skirmish capable.

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 *Spanish Quality*: I'm not sure were the Spanish were in their training at this point in 1812. I've listed them as Columnar, Regular moral but still Conscript effectiveness. I'm sure any change to this is reasonable.

Victory Conditions: Use the Casualty Point Chart in the rulebook for VPs.



Battle of Salamanca

French Army

Army of Portugal
Marmont
0
XXXX

<u>Marmont</u> Foy (C) 1 st Div	<u>Foy</u> Chemineau R 7/5/4 Sk	<u>Foy</u> Desgraviers R 7/5/4 Sk	<u>Foy</u> R Foot Art
XX			

Chemineau – 6th Legere, 69th Ligne

Desgraviers – 39th, 76th Ligne

<u>Marmont</u> Clausel 2 nd Div	<u>Clausel</u> Berlier R 9/7/5 Sk	<u>Clausel</u> Barbot R 9/7/5 Sk	<u>Clausel</u> R Foot Art
XX			

Berlier – 25th Legere, 27th Ligne

Barbot – 50th, 59th Ligne

<u>Marmont</u> Ferry 3 rd Div	<u>Ferry</u> Menne E 8/5/3 Sk	<u>Ferry</u> 2 nd Bde R 8/6/4 Sk	<u>Ferry</u> R Foot Art
XX			

Menne – 21st Legerem 26th Ligne

2nd Bde – 47th, 70th Ligne

<u>Marmont</u> Clausel 4 th Div	<u>Sarrut</u> Fririon E 9/6/4 Sk	<u>Sarrut</u> 2 nd Bde E 4/3/2 Sk	<u>Sarrut</u> R Foot Art
XX			

Fririon – 2nd Legere, 36th Ligne

2nd Bde – 4th Legere

<u>Marmont</u> Maucune 5 th Div	<u>Maucune</u> Arnaud R 8/6/4 Sk	<u>Maucune</u> Monfort R 7/5/4 Sk	<u>Maucune</u> R Foot Art
XX			

Arnaud – 15th, 66th Ligne

Monfort – 82nd, 86th Ligne

<u>Marmont</u> Brennier 6 th Div	<u>Brennier</u> Taupin R 8/6/4 Sk	<u>Brennier</u> 2 nd Bde R 4/3/2 Sk	<u>Brennier</u> R Foot Art
XX			

Taupin – 17th Legere, 65th Ligne

2nd Bde – 22nd Ligne

<u>Marmont</u> Thomieres 7 th Div	<u>Thomieres</u> Bonte R 9/7/5 Sk	<u>Thomieres</u> 2 nd Bde R 4/3/2 Sk	<u>Thomieres</u> R Foot Art
XX			

Bonte – 1st, 62nd Ligne

2nd Bde – 101st Ligne

<u>Marmont</u> Bonnet 8 th Div	<u>Bonnet</u> Gauthier R 10/8/5 Sk	<u>Bonnet</u> 2 nd Bde R 9/7/5 Sk	<u>Bonnet</u> R Foot Art
XX			

Gauthier – 118th, 119th Ligne

2nd Bde – 120, 122nd Ligne

<u>Marmont</u> Curto Lt Cav Div	<u>Curto</u> 1 st Bde R 5/4/3 LC	<u>Curto</u> 2 nd Bde R 5/4/3 LC	<u>Curto</u> R Horse Art
XX			

Curto 1st Bde – 3rd Hussars, 22nd, 26th Chasseurs
Boyer 1st Bde – 6th, 11th Dragoons

Curto 2nd Bde – 13th, 14th, 28th Chasseurs
Boyer 2nd Bde – 15th, 25th Dragoons

<u>Marmont</u> Boyer 6 th Div	<u>Boyer</u> 1 st Bde E 5/3/2 HC	<u>Boyer</u> 2 nd Bde E 4/3/2 HC	<u>Boyer</u> R Horse Art
XX			

Infantry 120
Cavalry 19
Artillery 10
Total 48,620

Allied Army

<u>Allies</u> Wellington +2
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<u>Wellington</u> Pack R 7/5/4 Sk	<u>Wellington</u> Bradford R 5/4/3 Sk	<u>Wellington</u> R Foot Art	<u>Wellington</u> España R 9/8/5

Pack – 1st, 16th Portuguese, 4th Cacadores Beresford – 13th, 14th Portuguese, 5th Cacadores Espana – 2/Princesa, 2/Jean, 3/1st Seville, Tiradores & Cacadores de Castilla

<u>Wellington</u> Cotton (C) Cavalry	<u>Cotton</u> LeMarchant E 6/4/2 HC	<u>Cotton</u> G. Anson E 5/3/2 HC	<u>Cotton</u> Alten E 4/3/2 HC	<u>Cotton</u> Bock E 5/3/2 HC	<u>Cotton</u> E Horse Art	<u>Cotton</u> E Horse Art	<u>Cotton</u> D'Urban R 3/-/2 LC
XX							

Le Marchant – 3rd, 4th Dragoons, 5th Dragoon Guards G. Anson – 11th, 12th, 16th Light Dragoons Alten – 14th Light Dragoons, 1st KGL Hussars
Bock – 1st, 2nd KGL Dragoons D'Urban – 1st, 11th Portuguese Dragoons

<u>Wellington</u> Campbell 1 st Div	<u>Campbell</u> Fermor E 5/3/2 Sk	<u>Campbell</u> VonLowe E 5/3/2 Sk	<u>Campbell</u> Wheatley E 8/5/3 Sk	<u>Campbell</u> E Foot Art
XX				

Fermor - 1/Coldstream & 1/3 Guards von Lowe - 1st, 2nd, & 5th KGL Bns
Campbell - 1/5th, 2/5th, 2/83rd & 94th Foot Wallace - 1/45th, 1/74th, & 1/88th Foot

<u>Wellington</u> Pakenham 3 rd Div	<u>Pakenham</u> Campbell E 5/3/2 Sk	<u>Pakenham</u> Wallace E 5/3/2 Sk	<u>Pakenham</u> E Foot Art	<u>Pakenham</u> Power R 6/5/3 Sk
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Wheatley - 2/24th, 1/42nd, 2/58th, & 1/79th Foot
Power - 9th & 21st Portuguese Line, 12th Cacadores

<u>Wellington</u> Cole 4 th Div	<u>Cole</u> Anson E 4/3/2 Sk	<u>Cole</u> Ellis E 4/3/2 Sk	<u>Cole</u> E Foot Art	<u>Cole</u> Stubbs R 7/5/4 Sk
XX				

Anson – 3/27th Fusiliers, 1/40th Foot
Ellis – 1/7th, 1/23rd Fusiliers, 1/48th Foot
Stubbs – 11th, 23rd Portuguese, 7th Cacadores

<u>Wellington</u> Leith 5 th Div	<u>Leith</u> Greville R 7/5/4 Sk	<u>Leith</u> Pringle R 5/4/3 Sk	<u>Leith</u> E Foot Art	<u>Leith</u> Spry R 7/5/4 Sk
XX				

Greville – 3/1st, 1/9th, 1/38th, 2/38th Foot
Pringle – 1/4th, 2/4th, 2/30th, 2/44th Foot
Spry – 3rd, 15th Portuguese, 8th Cacadores

<u>Wellington</u> Clinton 6 th Div	<u>Clinton</u> Hinde R 4/3/2 Sk	<u>Clinton</u> Hulse R 4/3/2 Sk	<u>Clinton</u> Power R 7/5/4 Sk
XX			

Hinde – 1/11th, 2/53rd, 1/61st Foot Husle – 2nd, 1/32nd, 1/36th Foot
DeBernewitz – 51st, 68th Foot Chasseurs Britanniques Halkett – 1st, 2nd KGL Lights

<u>Wellington</u> Hope 7 th Div	<u>Hope</u> DeBernewitz R 4/3/2 Sk	<u>Hope</u> Halkett E 4/3/2 Sk	<u>Hope</u> Collin R 6/5/3 Sk
XX			

Rezende – 8th, 12th Portuguese, 9th Cacadores
Collin – 7th, 19th Portuguese, 2nd Cacadores

<u>Wellington</u> Alten Light Div	<u>Alten</u> Bernard E 5/3/2 Sk	<u>Alten</u> Vandeluer E 6/4/2 Sk
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Infantry 129
Cavalry 23
Artillery 7
Total 159

Bernard - 1/43rd Light, 2/95th, 3/95th Rifles, & 1st Cacadores

Vandeluer - 1/52nd Light, 1/95th Rifles, & 3rd Cacadores