



Cacabelos Scenario

view of the interest aroused by the previous article and the numerous questions received from players, before explaining the scenario we would like to clear up certain points about the CAPITÁN rules, for a better understanding of the philosophy of the game.

These are:

1.- In CAPITÁN there are units of two types, command and troops.

Remember that the scale of the CAPITÁN troop units is a figure equal to 3-4 men, and that the maximum number of figures per unit is 12, around 40 men. This means that an infantry unit is equivalent to half a company or section, depending on the internal organization of the country, and that a cavalry unit is equivalent to a company or half a squadron. Military statements show that there were about 120 men per company and an average of 100 men per cavalry squadron, but the fact is that on campaign, these figures were considerably lower. From this it is deduced that one CAPITÁN unit is equivalent to an NCO commanding around 40 men, with the capability of taking action and making decisions individually and independently, and he does not require his command unit to be able to act independently in the game. Two to three troop units form a company or a squadron. As to the figures to be used in each unit, we can include flagbearers or officers to make our unit more colourful even though it is really a troop unit. Some players use this system to distinguish the different units.

In the command units, the command, bandsmen and standard bearer is one man and the troops accompan-

ying him, they have the same scale as the troop units, i.e., one command unit is usually 5 to 6 men. Here we recommend the use of the appropriate figures to represent the officers, bandsmen and ADCs, etc. The command units are:

- Company higher command, lieutenants or captains, with the capability of coordinating several units.
- They may on occasion be NCOs with special skills of command.
- Higher commanders, staff officers or artillery and special corps officers.

2.- Although many different units are included, it is practically impossible to make counters for all the units in all the actions that took place during the Napoleonic wars; thus when creating a scenario, some units, although they do not correspond to those that took part in that scenario, are used to represent the units that really took part, either for their similar characteristics or to balance the simulation.

3.- The greatest temptation and in my opinion the greatest defect of many historical simulation games is to wish to simulate what really happened in the action in question down to the smallest detail. If this were so, it would be unnecessary to play, it would suffice to move the figures in sequence in the way the action in question took place. We should always keep history, the consistency of the events and the participant units in mind, but undeniably, to be able to play, a dose of what I call historical creativity, or the "what if" of the British, is essential. In other words, we must be faithful to history, the general principles



of the manner of fighting and the discipline and organization of the times, but it is sometimes necessary to use the Italian saying “si non é vero, é ben trovato” (in free translation, “it may not be true but it’s adequate”).

- 4.- Play to scale or scale the game. Historical simulation gamers are often obsessed with the scale at which we are playing: how many men to a figure, how many cm. to a metre, etc... This can over-complicate the game for us and it is therefore important to “scale” the game, in other words, to play in such a way that the proportions of the number of units and the terrain of the game are adequate to simulate the historical action. In other words, we can vary proportions and quantities so as to “scale” the game and achieve a reliable simulation, but it should provide us with a flexible game, balanced for both sides. In short, the game should be amusing and brisk and it should also keep faith with history.

On these bases, we will now describe the CACABELOS scenario for CAPITÁN.

The surface of the game

The scenario centres on the west bank of Cacabelos. The river Cúa crosses the game table from north to south (as always we will use a table of standard dimensions, 1.20 x 1.80m). To the north of the river there are shallows about 30 cm. long, considered a fordable stream. If

it is forded, this will deduct -5 cm. from the infantry and -10 cm. from the cavalry, and charges cannot be made through the shallows, where marching and trotting are impossible. On the west bank, after crossing the river, just to the north there is a mill and beyond it the church of las Angustias. The road to Villafranca crosses from east to west, the west bank gradually becomes a hill covered on both sides of the road by vineyards and low walls. This land is considered as if it was really a scattered wood. Near the shallows stands a grove of oaks,





also considered a scattered wood, like the trees along the banks of the river.

The scenario, layout and special conditions

The scenario begins just after the British 15th hussars have crossed and the rifles have retreated, a few minutes before Colbert decides to charge.

The British 28th have already moved towards the ford, the rifles have reformed in two groups among the vineyards and the 52nd is covering the rearguard. Lord Paget directs the action from the highest area of the battlefield, and the artillery and Moore, not shown in the scenario, are further back.

The British units are initially deployed over the terrain of the game.

Once the English have been deployed, Colbert's units are laid out up to the bridge. The bridge can be passed in 4s, 4 figures wide.

The French reinforcements arrive at the beginning of the third turn.

UNITS OF THE SCENARIO

BRITISH UNITS

The Rifles are represented with the following units:

- 1 8-figure unit of the 95th rifles, unit counter no. 21204, without the special skill of concealed movement. (543 points)
- 1 8-figure unit of the 95th rifles, unit counter no. 21205, with all its special skills. (543 points)

- 1 Command unit of the 95th rifles, Lieutenant Sharpe, unit counter no. 21207, without the special skill of concealed movement. (259 points)

The 28th infantry is represented with:

- 1 10-figure units of the 1st Foot Guards unit counter no. 21101, with all their special skills. (615 points)

The 52nd infantry is represented with:

- 1 8-figure unit of the 52nd Oxfordshire Regiment, unit counter no. 21202, with all its special skills. (425 points)

Lord Paget is represented with:

- 1 Command unit Quartermaster-General George Murria unit counter no. 24101, without the special skill of concealed movement. (331 points)

TOTAL 2,716 points

FRENCH UNITS

COLBERT'S TROOPS

General Colbert is represented with:

- 1 Command unit Adjutant-Commandant Saint-Cyr Nuges, unit counter no. 54101, with all its special skills. (340 points)

The 15eme of Chasseurs a Cheval is represented with:

- 1 10-figure unit of the 15eme Chasseurs a Cheval, unit counter no. 52208, without the special skill of lancers. (525 points)

The 3^eeme of Hussars is represented with:

- 1 10-figure troop unit of the 3eme Rég. de Hussars, Compagnie d'elite, unit counter no. 52215, with all its special skills. (680 points)



REINFORCEMENT TROOPS

The 19eme of Dragons is represented with:

- 1 8-figure troop unit of the 22eme Rég de Dragons, unit token no. 52106, with all its special skills. (469 points)

The 4eme Légère is represented with:

- 1 Command unit Capitaine Allemand of the 3eme Rég Légère, unit counter no. 51209, with all its special skills. (228 points)
- 1 10-figure troop unit of the 3eme Rég. Légère, carabniers, unit counter no. 51208, with all its special skills. (545 points)

TOTAL 2,787 points

TACTICAL CONDITIONS AND VICTORY

The aim of the British is to bear the French attack until night falls and they are able to retreat towards Villafrance. The French want to break the British rearguard lines.

The scenario is played to a maximum of 8 turns. If within these 8 turns any French troop unit has reached the far west of the Villafranca road, in other words if the unit (or what remains of it if there are losses) has managed to leave the gameboard by the road, the French have won the scenario. Otherwise, the British have won.

If the French cavalry crosses the bridge, Colbert must remain at the front of his units for at least two turns. If Colbert is eliminated, all the French units, even if they have not been activated, automatically lose the activation of the turn in which he is eliminated.

One of the Rifles units, no. 21205, has the special sharpshooter skill. In other words they can shoot directly at Colbert if he comes within shooting distance.

Figures, the author's collection.

Rifles, Hussars, Chasseurs, Dragoons, French Light, Murray's Escort, Saint-Cyr, ADC, Saint-Cyr's Escort, and Murray, figures from Front Rank

English guardsmen, figures from Perry Miniatures (plastic)

Murray and cornet boy, figures from Wargames Foundry

52nd Regiment figures from Old Glory

(In the photos, the 3eme of hussars is represented by figures wearing the uniform of the 5eme of hussars)

You can download the Capitán rules free from www.capitangames.com

Author: Miguel Costa (designer of the Capitangames rules)

Figures from Perry Miniatures (40 and 28mm)

painted and photographed by El Mercenario

Land and Trees from EnCobertura

Buildings from Escenografía Épsilon

Roman bridge from Adolfo Ramos

