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MARAVEDIS, AÑO DE MIL
DE FIECIENTOS NOVENTA Y
TRES.

Scenarios for Capitán Peninsular War



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Blow the Bridge

HISTORICAL SITUATION

In January 1809, as Moore's retreated to Coruña, he halted for three days at Lugo before deciding on the 8th of January to continue his retreat, the Royal Engineers are given the task of blowing the bridge over the Rio Miño at Rábade 8 miles northwest of Lugo, the cavalry outposts of General Franceschi are hot on their heels and time is running short.

TERRAIN

The River Minho runs east to west across the board, 50cm from the western edge is the Rábade bridge, quadrant 2 contains gentle rolling hills, while quadrant 4 is a sparse forest. From southwest to northeast, passing over the bridge is the road to Lugo. In quadrant 3, there is a small farm.

ORDER OF BATTLE

FRENCH:

300 points in command units
1 unit Dragoons (500 points).
1 unit Chasseurs a Cheval (500 points).

BRITISH:

Captain Hill of the Royal Engineers
250 points in command units
1 unit Engineers (300 points)
1 unit Hussars (350 points)
1 unit 95th Rifles (350 points)

DEPLOYMENT

FRENCH:

Anywhere along the east side of the board no more than 10cm from the edge

BRITISH:

Engineers and their command on the bridge.
All other troops can be placed anywhere once the French have been deployed, but no closer than charge distance to any enemy units.

SPECIAL RULES:

If the French prevent the blowing of the bridge add 200 victory points.
To blow the bridge, at least four engineers must remain on the bridge for four turns without moving, without fighting, without being shot at or shooting.



The Battle of the Stragglers

HISTORICAL SITUATION

Another picturesque episode in the retreat of Moore to Corunna, occurred when a group of British stragglers, is attacked by pickets of the vanguard of the French cavalry. A sergeant in the British 43rd Infantry Regiment tries to organize the stragglers so they can confront the cavalry and maybe save themselves.

TERRAIN

A road runs from west to east across the board, in quadrant two, along the center of the board and near the road should there is a group of houses (*heavy cover*), quadrant three is open forest (*light wood*), and in quadrant one there is a hill (*steep hill*).

ORDER OF BATTLE

FRENCH:

250 in the command units
1 units Dragoons (300 points)
1 unit Hussars (250 points)

BRITISH:

Sergeant Harper of the 95 Rifles
250 points of Rifles
300 points of Line Infantry or similar
100 points of Grenadiers

DEPLOYMENT

FRENCH:

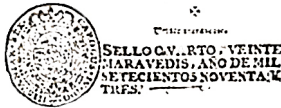
Deploy anywhere along the northeastern edge of the board, at no more than 10cm from the edge.

BRITISH:

The British deploy first.
All troops must be deployed within 15cm of the houses.

SPECIAL RULES:

For every British figure that exits the west edge via the road, the British player receives double the normal victory points.



Defending the bridge over the Túa

HISTORICAL SITUATION

On January 3rd, 1809 the British troops of General Moore were retreating towards Corunna. Protecting their rear were the 95th Rifles, the 43rd Light Infantry Regiment, and the 15th Hussars which formed the rearguard under Lord Paget. The French vanguard was led by Generale de Brigade Cölbart, commanding the 3e Hussars and 15e Chasseurs, who decided to attack without waiting for reinforcements. At the start the situation seemed favorable to the French, but the intervention of the English cavalry produced a counter attack that routed the French troops, and as they withdrew Generale de Brigade Cölbart was killed.

TERRAIN

From north to south there is a river that runs across the board, and in the center there is a bridge. The river is fordable by the cavalry for 20cm from the southern edge of the board. In the southeast quadrant there is a group of houses extending to a maximum of 20cm from the board edge. In quadrant 2 there is a gentle hill. In quadrant 3, there is open forest and in quadrant 4 there are 3 stone walls.

ORDER OF BATTLE

FRENCH:

300 points in command units
2 units Hussars (400 points)
1 unit Chasseurs a Cheval (500 points)

BRITISH:

300 points in the command units
1 unit Hussars (400 points)
1 unit 95th Rifles (500 points)
1 unit Light Infantry (200 Points)

DEPLOYMENT

FRENCH:

The French Hussars and Chasseurs are deployed within 10cm of the west edge of the board.

BRITISH:

The Rifles are deployed no more than 40cm. from the bridge.
The Light Infantry are deployed anywhere in quadrant two.
The British Hussars are deployed within 10cm. of the east edge of the board, after the third turn.
The units are deployed on the table using initiative rolls.
The British are deployed first.

SPECIAL RULES:



Cochrane takes Mongat Castle

HISTORICAL SITUATION

In 1808 Captain Thomas Cochrane commanded the frigate *HMS Imperieuse* and was the scourge of the Spanish east coast, one of his most famous actions was the taking of Mongat Castle, aided by a band of Spanish guerrillas.

TERRAIN

Place a fortified building (*stone building*) representing Mongat Castle in quadrant 3, quadrant 4 is dense forest (*heavy woods*), in the remaining two quadrants place scattered groups of trees (*woods*). A road runs from the castle to the north.

ORDER OF BATTLE

FRENCH:

300 points in command units.
1 unit Gendarmes (400 points).
1 unit Grenadiers (500 points).

ALLIES:

300 points in command units.
1 unit Marines (500 points).
1 unit crew of *HMS Imperieuse* (400 points).
1 unit Guerrillas (400 points).
Captain Cochrane.

DEPLOYMENT

FRENCH:

Anywhere in quadrant 4 including in the castle, the French are placed first.

ALLIES:

The guerrillas are placed with 10cm of the northwest edge, all other troops are placed within 10cm of the northeast edge.

SPECIAL RULES:

If the British occupy the castle they earn 200 extra victory points.



Revenge of the Carabineros Reales

HISTORICAL SITUATION

On March 23, 1809, the lancers of the *Légion de la Vistule* entered the city of Los Yébenes, but they realised that they had strayed too far ahead of the main body of their force, and therefore decided to withdraw to Orgaz. The withdrawal began, led by the regimental supply wagons, however once out of town the road runs through a very narrow gorge, and here the supply wagons were disarrayed when the *Carabineros Reales*, who had been waiting in ambush, attacked them. The Lancers now found themselves surrounded and launched a desperate attack on the *Carabineros Reales* to avoid being blocked, but they were defeated and lost 4 of their standards that had been left behind in a wagon.

TERRAIN

A road traverses the board from west to east, all quadrants except quadrant 3 are dense forest (*heavy wood*) except for a 5cm strip on either side of the road. On the road, within 30cm of the west edge of the board place 3 supply wagons.

ORDER OF BATTLE

FRENCH:

Colonel Konopka

1 or more units *Lancers de la Legion Vistule* (600 points)

SPANISH:

Colonel Viscount Zolina

1 or more units *Carabineros Reales* (650 points).

DEPLOYMENT

FRENCH:

Place anywhere on the eastern edge of the board or on the road, within 10cm of the edge.

The French are placed first.

SPANISH:

Can be placed anywhere in the quadrant 3 or with the supply wagons.

SPECIAL RULES:

For every wagon that is captured the Lancers earn 100 victory points, to capture a wagon at least two lancers must remain attached to the wagon for two turns, without any enemy unit within at least 20cm. For every wagon not seized, the *Carabineros Reales* earn 150 victory points.



The Chasseurs de Montagne bring honor to their name

HISTORICAL SITUATION

In 1809 a base of operations for the *Chasseurs de Montagne* was organized in Jaca, from there a detachment was dispatched with the objective of taking the Matarile heights which dominate the plain of Venasque.

TERRAIN

In quadrant 2 there is a hill which represents the Matarile heights (*steep hills*), the other quadrants are gentle rolling hills and scattered, dense forests (*heavy wood*).

ORDER OF BATTLE

FRENCH:

Sub-Lieutenant Rangel of the *Chasseurs de Montagne*.
2 units *Chasseurs de Montagne* (500 points each).

SPANISH:

350 points of command units.
300 points of Infantry.
300 points of Grenadiers.
300 points of Barón de Eroles Partisans.

DEPLOYMENT

FRENCH:

Anywhere along the west side of the board within 10cm of the edge.

SPANISH:

The Spanish are placed first, anywhere in quadrants 2 and 4 but not within charge distance of any enemy unit.

SPECIAL RULES:

If the French clear, even if only for one turn, the Matarile hill of Spanish troops, they earn 200 victory points.

The Matarile Hill is considered mountain terrain (*steep hills*).



Ambush of the 10e Chasseurs

HISTORICAL SITUATION

In 1809, *Generalé Lasalle's* cavalry brigade was assigned to Marshal Victor's 1st Corps in Andalusia. The 10e Chasseurs, part of that brigade, were on their way to their new destination, while on the *Miajadas* road they were ambushed, and surprised by the attack of units of the *Regimiento Infante* and the *Dragones de Almansa*, the French were put to flight.

TERRAIN

There is a road running west to east, quadrants 2 and 4 are surrounded by thick forest (*heavy wood*) and quadrants 1 and 3 a sparse forest (*light wood*).

ORDER OF BATTLE

FRENCH:

Colonel *Subervie* 10e Chasseurs a Cheval.

1 or 2 units 10e Chasseurs a Cheval (500 points).

SPANISH:

350 points of command units.

1 unit *Dragones de Almansa* (350 points)

1 unit *Caballería del Infante* (400 points)

DEPLOYMENT

FRENCH:

The French are placed first, anywhere along the east side of the board and on the road, within 10cm of the board edge.

SPANISH:

The Spanish can be placed anywhere on the game board, but not within charge distance of an enemy unit.

SPECIAL RULES:

The Spanish troops can use the hidden movement rule, at no extra cost. They also may move through forests at a movement cost of -6 but can only make normal movement.

For every French Chasseur that exits the west side of the board via the road, the French player receives double the normal victory point value of that figure.



Craufurd's Light Brigade against 'les légères'

HISTORICAL SITUATION

Hypothetical scenario in which several units of General 'Black Bob' Craufurd's famous *Light Brigade* face off against their French counterparts.

TERRAIN

On the tabletop there is a hill (*steep hill*), a dense forest (*heavy wood*), cultivated land (*crops*) and a group of houses (*stone house, 5pts of toughness*), these elements are placed alternately by players.

ORDER OF BATTLE

FRENCH:

300 points of command units.

1 unit 3e Regiment d'Infanterie Léger (300 points).

1 unit Voltiguer 2e Regiment de Nassau (300 points).

1 unit Carbinier 3e Regiment Grand Duchy of Warsaw (300 points).

1 unit Voltiguer 88e Regiment d'Infanterie de Ligne (300 points).

ALLIES:

300 points of command units.

1 unit 95th Rifles (300 points)

1 unit Brunswick Oels Jäger (300 points)

1 unit 52nd Oxfordshire Regiment (300 points)

1 unit 1st Portuguese Caçadores (300 points)

DEPLOYMENT

FRENCH:

Anywhere in quadrant 1.

ALLIES:

Anywhere in the quadrant 4.

SPECIAL RULES:

Units are deployed on the table based on the results of the initiative throws, with the loser placing a unit and so on. No unit may be placed within charging distance of any enemy unit.



The charge of the 'Black Hussars'

HISTORICAL SITUATION

The Brunswick Hussars, known as the 'Black Hussars' because of their uniforms, operated in the Spanish Levant, in coordination with British cavalry, in small coastal attacks. This scenario simulates one of those attacks.

TERRAIN

On the tabletop there must be two gentle hills (no terrain effect), a wood (wood) and a cultivated field (crops), these elements are placed alternately by the players on the tabletop.

ORDER OF BATTLE

FRENCH:

- 1 command unit 2e Lieutenant Rocca of Hussars
- 1 unit 2e Hussars (400 points).
- 1 unit 3e Hussars (400 points).

ALLIES:

- 1 command unit Rittmeister Boelcke of Brunswick Hussars
- 1 unit of Brunswick Hussars (400 points)
- 1 unit 3rd Light Dragoons of KGL (400 points)

DEPLOYMENT

FRENCH:

Anywhere in the southwest side edge of the board..

ALLIES:

Anywhere in the northeastern edge of the board.

SPECIAL RULES:

Units are deployed on the table based on the results of the initiative throws, with the loser placing a unit and so on.



The despatches must be delivered

HISTORICAL SITUATION

Communications between the various French corps on the peninsula were a real headache for the Imperial troops, and in this scenario a French ADC must cross between the Allied forward pickets to deliver the despatches that he carries. Recreate the adventures of Capitaine Marbot, famed for his colourful memoirs.

TERRAIN

On the table there must be two gentle hills (*no terrain effect*), an open forest (*light wood*) and a dispersed group of houses (*stone buildings with 5 points of toughness*), these elements are placed alternately by the players, in addition we also find a road that runs from east to west.

ORDER OF BATTLE

FRENCH:

Aide de Camp Capitaine Marbot and an escort of Chasseurs a Cheval(200 points)

ALLIES:

1 Spanish command unit (200 points)

1 unit Spanish line infantry (300 points)

1 unit of English or Portuguese Cavalry (250 points)

DEPLOYMENT

FRENCH:

Anywhere in quadrants 4 or 2.

ALLIES:

All units are placed before the French and maybe anywhere in quadrants 1 and 3.

SPECIAL RULES:

The French cavalry and Marbot can use the ability to move unseen, however no Allied unit can use this ability. If Capitan Marbot exits by any part of the west or northwest edge of the game board, the game ends and the French obtain an additional 300 victory points.



The Reconnaissance Party

HISTORICAL SITUATION

The reconnoitering of enemy positions was vital in order to discover the enemy's dispositions and their intentions, the reconnaissance parties were usually led by staff officers with the experience to evaluate at a glance the enemies forces and their strengths and weaknesses. In this case it is the Allied Chief of Staff Colonel Murray who ventures deep into enemy territory.

TERRAIN

On the field of play there must be a hill (*steep hill*), a dense forest (*heavy wood*), a cultivated field (*crops*), two intersecting roads and a group of houses (*stone buildings with 5 points of toughness*), these elements are placed on the table one by one alternately by each player.

ORDER OF BATTLE

FRENCH:

- 1 command unit (200 points)
- 1 unit Infanterie Légère (300 points)
- 1 unit Infanterie de Ligne (200 points)
- 1 unit Hussars a Cheval (200 points)

ALLIES:

Quartermaster-General Colonel Murray with a single unit of British cavalry as escort (300 points).

DEPLOYMENT

FRENCH:

The command and line infantry unit in the group of houses, Hussars on the hill, and the light infantry wherever desired. The French are placed first.

ALLIES:

They can enter from any of the 8 quadrant sides of the table but must initially be placed within 20cm of a table edge.

SPECIAL RULES:

For each time that Colonel Murray comes within 10cm of a terrain element that the Allies placed, they gain 50 victory points, if he travels at least 60cm along a road, they receive 20 victory points for each direction that he travels in, if he gets placed in all terrain elements and at least one road and then exits where he entered, they gain 100 victory points.



The Charge of the 13e Cuirassiers

HISTORICAL SITUATION

The 13e Regiment of Cuirassiers covered themselves in glory at the battle of the Plain of Margalef (Tarragona), where they charged alone and after a brutal fight put to flight the avant-garde of O'Donnell's army.

TERRAIN

Basically the terrain is flat, place a gentle hill (no terrain effect) in quadrant 1 and some scattered houses, with cultivated fields (crops) and a road that runs north to south.

ORDER OF BATTLE

FRENCH:

- 1 command unit Commandant Robichon 13e Cuirassiers*
- 1 unit Cavalry 13e Cuirassiers (400 points)*
- 1 unit Cavalry 13e Cuirassiers (400 points)*

ALLIES:

- 1 command unit Mayor Ruiz Regiment Del Guadalajara*
- 1 unit Grenadiers Regiment Del Guadalajara (300 points)*
- 1 unit Infantry Regiment Del Guadalajara (300 points)*
- 1 unit Infantry Regiment Del Voluntarios De Barcelona (200 points)*
- 1 unit Cavalry Regiment Del Infante (250 points)*

DEPLOYMENT

FRENCH:

Anywhere in quadrant 1

ALLIES:

Anywhere in quadrant 4, except the cavalry does not arrive until the third turn in the southeast, allies place first.

SPECIAL RULES:

The Cuirassiers and their command can use all their special skills at no co