

BATTLE OF VITORIA 1813

as at 10 Oct16

(3-4 Allied Players and 2-3 French Players)

Allies:

CinC, Wellington (+1 CAP) (*cannot give Graham CAPs until within 1800paces*)

3 x Sub Cdrs: Hill (+1 CAP), Graham, Dalhousie (-1 CAP). 2 x DSC: Alten (2 Intrinsic), Longa (1 intrinsic).

1 x Ms(E) (Brit Gd)	2 x Jg(E) (95th)
11 x Ms (Brit)	1 x Jg (Brk)
9 x Ms (Port)	1 x HC(E)(-) (Household Cav)
3 x Ms(M) (Span)	2 x HC (Brit)
2 x Ms/LI (Brit) (1 is Elite)	4 x LC (Brit)
3 x LI (2 Port, 1 Span)	2 x LC(M) (1 Span, 1 Port)
2 x HA	1 x IC (Span)
4 x FA	

48 Combat Units, 48 Points

Right Column. Hill:

3 x Ms (Brit), 3 x Ms (Port), 2 x LI (Port & Span), 1 x Ms(M) (Span), 1 x HC, 1 x LC, 1 x FA.

Right Centre Column. Wellington:

2 x Ms (Brit), 1 x Ms (Port), 1 x HC(E)(-), 1 x HC, 1 x LC, 1 x LC(M) (Port), 1 x FA, 1 x HA, Light Division.

Left Centre Column. Dalhousie:

3 x Ms (Brit) (*one is shock*), 1 x Ms/LI (Brit), 2 x Ms (Port), 1 x Jg (Brk), 1 x FA.

Left Column. Graham:

1 x Ms(E), 3 x Ms (Brit), 3 x Ms (Port), 1 x DSC (Longa) 2 x Ms(M) (Span), 1 x LC, 1 x FA.

Light Div (+). (attached to Wellington) :

1 x DSC (Alten), 1 x Ms/LI(E), 1 x LI (Port), 2 x Jg(E), 1 x HA, 1 x LC.

Sanchez Independent Cavalry Brigade:

1 x LC(M)(Span) 1 x IC (Span)

French:

CinC, Joseph/Jordan (-1 CAP) (*it costs 2 CAPs to give Gazan 1*)

3 x Sub Cdrs: Gazan, D'Erlon, Reille (+1 CAP)

13 x Ms

6 x Ms/LI

1 x Ms(E) (Spanish Gd)

1 x Ms (German)

1 x Ms(M) (Span)

8 x LC (Poor Condition Horses)

1 x LC (Spanish Gd)

1 x SC (German)

7 x FA

2 x HA

10 x Baggage

41 Combat Units, 42 Points

Army of the South. Gazan:

8 x Ms, 3 x Ms/LI, 4 x LC, 3 x FA, 1 x HA.

Army of the Centre. D'Erlon:

2 x Ms, 1 x Ms (German), 1 x Ms/LI, 1 x LC, 1 x SC (German), 1 x FA.

Army of Portugal. Reille:

3 x Ms, 2 x Ms/LI, 3 x LC, 3 x FA, 1 x HA.

Spanish Guard. (under CinC):

1 x Ms(E), 1 x Ms(M) (Span), 1 x LC(Span)

All units based on 2300 Inf, 1200 Cav and 16 Guns

Battle of Vitoria

Deployment and Arrival:

French deploy all their forces, historically. Allies move first.

Game last up to 22 game turns. There are no First Turn CAP Bonuses.

Wellington and Hill march on from their arrival areas, any time from Turn 1.

Sanchez, under Hills command, arrives at Point 'S' from Turn 3 on a D6 of 5 or 6.

Graham* arrives in a single column at 'G' from Turn 4 on a D6 of 5 or 6 (Longa Commands the Spanish).

Dalhousie arrives in a split# single column at Point 'D' from Turn 7 on a D6 of 5 or 6.

*For the first 3 Turns Graham suffers a -1 CAP (he was ordered to be cautious).

Dalhousie's Column became separated during the flank march; therefore his command is split in half, 5 or 6 is required for each half to arrive, in succession.

Terrain:

1. Many of the villages on this battlefield were small and dispersed; they do not offer the protection of a regular sized village. Therefore Minor Villages (MNLV) only offers -1 for Cover not the usual -2 however they still give +1 in Close Combat.

2. All contours give 'Up Hill Advantage' the third level of contours on the 'Heights of Puebla' are classed as 'Steep Hills' but not 'Rocky' (*see rule 5.5.1.3*) also all other slopes where the contours are 100paces apart are also classed as 'Steep' up to the ridge line. All hills have a ridge line. All the second contours are classed as Difficult Going, therefore a maximum of 1 STM and half speed for Cav & Arty (*see rule 7 7.2*).

3. The Zadorra River is 200paces wide and impassable except at the bridges and the ford. The river had other fording points but these fords need to be found as follows. Move a unit to the river and at the end of the phase throw a D6, if a '6' a ford has been found, if not no further test can be made within 300 paces.

4. The wooded areas and the stream are classed as Bad Going.

5. Vitoria is the size of 2 x BUA, however because the towns inhabitants were aggressively anti French, no French unit can occupy or be in contact with the town. It is captured when an Allied combat unit moves through the town. The Allies are not allowed to occupy the town.

Special Units:

French Baggage is under the direct command of the CinC. Because of its effect on Army moral, it cannot be moved until the Allies come within 1200paces, however a Baggage unit will not move if an Allied combat unit is within 400paces. Any Allied combat unit that moves within 200paces of the Baggage must move into Close Combat in order to attack the Baggage, that Allied unit is then considered to be 'Combat ineffective'. The Baggage is 'captured' if it is surrounded and unable to move.

The Brunswick Oels were temperamental and not keen on taking casualties, therefore the first Hit on the unit counts as 2 Hits.

At the start of the game the French and the Allies can exchange 1 x LC for 1 x SC per Army or Column.

The French cavalry horses were in a poor condition and lacked stamina, therefore all French LC Units cannot move more than 800paces in any one Turn.

One of the units in Dalhousie's Column is classed as 'Shock'. This is the Scottish/Irish Brigade of Pictons Division containing the famous Connaught Rangers 'the Devils Own'. This unit gains +1 in Close Combat.

The Household Cavalry is a 'Reduced in Strength' unit, therefore start the battle with 1 Hit.

The Portuguese LI unit in the Light Div Fires as British (Elite).

Sanchez's cavalry units, where possible must stay within 300paces of each other.

Victory Conditions:

Both armies break and withdraw if they sustain **22 casualties**.

Destroyed CinC's count as 4 casualties.

The Capture of all the French Baggage gains 2 casualties for the French and loses 2 casualties for the Allies. The Capture of half the Baggage gains and loses 1 casualty.

The Capture of Vitoria loses 1 casualty for the Allies, gains 1 for the French.

The Capture of Durana and the securing of the Royal Road gains 2 casualties for the French.

Baggage units, DSC's and the Spanish IC do not count as casualties, all other units do.

