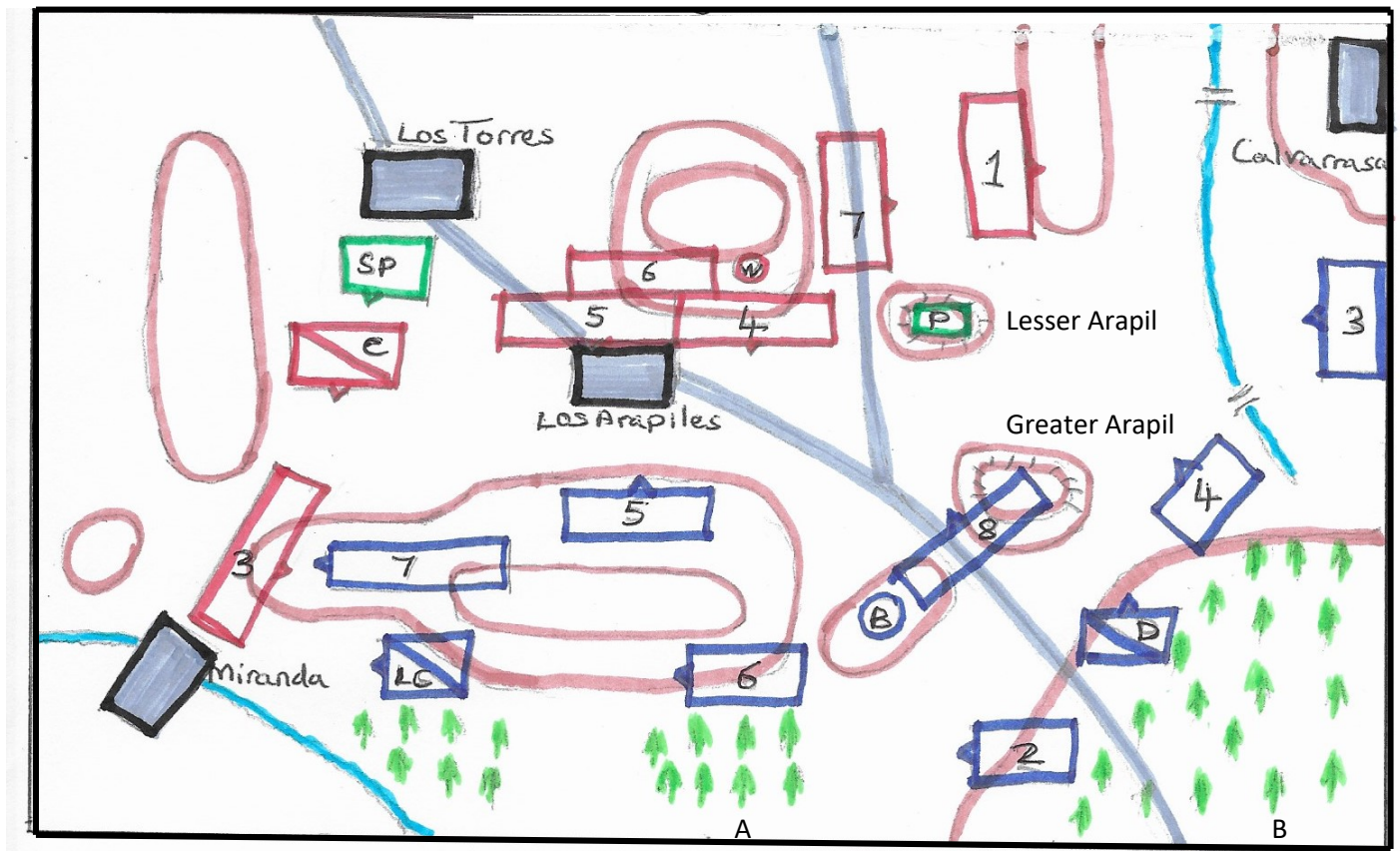


Battle of Salamanca 22nd July 1812



The starting of this historical battle was precisely timed by the Duke of Wellington. Therefore to accurately wargame this battle, a time accurate historical deployment is required, this is shown above. The battlefield is 5' x 3' or 150cm x 90cm. The Woods, Streams and the two Steep Hills are all Bad Going. All the named villages are NLF. All contours offer Up Hill advantage for the first 200paces. Because of its extra level of Divisional Command & Control, this battle scenario is best suited to the more advanced DBN gamer.

Historical Background:

The Spanish Peninsular, July 1812, two opposing Army Commanders (*Wellington* and *Marshal Marmont*) had spent the last few weeks engaged in a series of complex tactical manoeuvring. Eventually on the 22nd July, South of Salamanca, *Wellington* was able to position his army in a controlling and pivotal position. He then saw a developing gap in *Marmont's* French Army manoeuvres; he took the initiative by launching *Pakenham* with his 3rd reinforced Division into a rapid flank march followed by an aggressive, surprise flank attack. Then to top it all, as the main battle starts *Marshal Marmont* is badly wounded and replaced by the ill prepared *General Bonnet*. This historical battle is set to start at approximately 15:30 local time, with last light at 20:00. *Wellington* should win this wargame battle.

Any DSC suffering 50% unit casualties becomes 'fatigued' and suffers -1 intrinsic CAP.

In this scenario Killed DSC's do not count in victory calculations.

The battle is to last no more than **16 Turns** (Turn 15 max vis 600paces, Turn 16 max vis 200paces).

The Brit/Allies are the Attackers and Move first.

The Lesser Arapil has a Ms (Port) unit detached from 4th Div on its high ground and all its upper slope is Rocky Steep Hill (5.5.1.3). The upper slope of the Greater Arapil is only Rocky Steep Hill on three of its sides (see Map).

1 x Ms = approx 1800 men, 1 x LC = approx 900 men, 1 x NA = approx 18 Guns.

British & Allies:

CinC - *Wellington* (+1 CAP and 1800paces) [18]

Cavalry Div: *Cotton* (DSC+2), 1 x HC, 2 x LC.

1st Division: *Campbell* (DSC+2), 1 x Ms(E)(Guards), 3 x Ms.

3rd Div(+): *Packenham* (DSC+3), 4 x Ms(1*and 1 Port) 2 x LC(1 is Port(M)), 1 x HA.

4th Div: *Cole* (DSC+2), 4 x Ms(1 Port), 1 x FA.

5th Div(+): *Leith* (DSC+2), 5 x Ms(2 Port), 1 x LI(Port), 1 x FA .

6th Div(+): *Clinton* (DSC+2), 3 x Ms(1 Port), 1 x LI(Port).

7th Div: *Hope* (DSC+2), 1 x Ms/LI, 1 x LI (Foreign), 1 x Jg (Brunswick).

Spanish Div: *Carlos de Espana* (DSC+2), 1 x Ms(M), 1 x LI, 1 x LC(M).

* This is the Mad Irish Rangers (83rd & 88th) who Close Combat as Elite.

Total : 8 x DSC, 21 x Ms(inc 1 Elite, 5 Port, 1 Militia) 1 x Ms/LI, 4 x LI (2 Port, 1 Foreign, 1 Spanish)
1 x Jg(Brunswick), 1 x HC, 5 x LC (2 are Militia) 2 x FA, 1 x HA.

French:

Stand in CinC - *General Bonnet* (1200paces) (a battlefield replacement, -1 CAP for the First 2 Turns) [17]

2nd Div: *Clausef* (DSC+2), 3 x Ms, 1 x Ms/LI.

3rd Div: *Ferry* (DSC+3), 3 x Ms, 1 x Ms/LI, 1 x FA.

4th Div: *Sarrut* (DSC+2), 2 x Ms, 1 x Ms/LI.

5th Div: *Maucune* (DSC+2), 4 x Ms, 1 x FA.

6th Div: *Brennier* (DSC+2), 3 x Ms.

7th Div: *Thomieres* (DSC+2), 3 x Ms.

8th Div: *Gautier* (DSC+2), 3 x Ms, 1 x Ms/LI, 1 x FA.

Lt Cav Div: *Curto* (DSC+2), 2 x LC.

Drg Cav Div: *Boyer* (DSC+2), 3 x LC*, 1 x HA.

* The Dragoons were on poor mounts, therefore move as Heavies.

Total : 9 x DSC, 21 x Ms, 4 x Ms/LI, 5 x LC, 3 x FA, 1 x HA.

Note: The British Light Div and the French 1st Div are not included in this OrBat because they took no notable part in the main battle. The British 1st Div and the French 3rd Div & Dragoon Div cannot move before Turn 3.

Victory Conditions:

The British & Allies need to Destroy 17 French Combat Units to Win a Decisive Victory, if they also suffer 15 Destroyed Combat Units it can only be classed as a Minor Victory.

The French Commander must first secretly make the strategic decision to 'stand & fight' or conduct a 'fighting withdrawal':

Stand & Fight. The French win a Decisive Victory if they Destroy 18 Brit/Allied Combat Units, or win a Marginal Victory by Destroying 12 Brit/Allied Combat Units and survive being Destroyed to the end of the battle.

Fighting Withdrawal. The French win a Decisive Victory by exiting all their units off the battlefield between Point A & B and not lose more than 9 Destroyed Combat Units, or exiting all units and not suffering more than 16 Destroyed units for a Marginal Victory.

Small Salamanca Game (another game option) For this scale reduce the battlefield to 4' x 2.5'

1 x Ms = approx 2400 men, 1 x LC = approx 1200 men, 1 x NA = approx 18 Guns.

British & Allies:

CinC - Wellington (+2 CAP and 1200paces)

Cavalry Div: 1 x HC, 1 x LC.

1st Div: 1 x Ms(E)(Guards), 2 x Ms.

3rd Div(+): *Packenham* (DSC+2), 3 x Ms(1*and 1 Port) 2 x LC(1 is Port(M)), 1 x HA.

4th Div: 3 x Ms(1 Port), 1 x FA.

5th Div(+): 4 x Ms(2 Port), 1 x FA .

6th Div(+): 2 x Ms(1 Port), 1 x LI(Port).

7th Div: 2 x LI(1 Foreign).

Spanish Div: 1 x Ms(M), 1 x LC(M).

* This is the Mad Irish Rangers (83rd & 88th) who Close Combat as Elite.

Total : 1 x DSC, 16 x Ms(inc 1 Elite, 5 Port, 1 Militia) 3 x LI (1 Brit, 1 Port, 1 Foreign)

1 x HC, 4 x LC (2 are Militia) 2 x FA, 1 x HA. 26.5points [12]

French:

Stand in CinC - *General Bonnet* (+1 CAP after the first 2 Turns and 1200paces)

2nd Div: 2 x Ms, 1 x Ms/LI.

3rd Div: 1 x Ms, 1 x Ms/LI, 1 x FA.

4th Div: 2 x Ms.

5th Div: 3 x Ms, 1 x FA.

6th Div: 2 x Ms.

7th Div: 2 x Ms.

8th Div: 2 x Ms, 1 x Ms/LI, 1 x FA.

Lt Cav Div: 2 x LC.

Drg Cav Div: 2 x LC*, 1 x HA.

* The Dragoons were on poor mounts, therefore move as Heavies.

Total : 14 x Ms, 3 x Ms/LI, 4 x LC, 3 x FA, 1 x HA. 25.5points [11]

Note: The British Light Div and the French 1st Div are not included in this OrBat because they took no notable part in the main battle. The British 1st Div and the French 3rd Div & Dragoon Div cannot move before Turn 3.

Victory Conditions:

The British & Allies need to Destroy 11 French Combat Units to Win a Decisive Victory, if they also suffer 10 Destroyed Combat Units it can only be classed as a Minor Victory.

The French Commander must first secretly make the strategic decision to 'stand & fight' or conduct a 'fighting withdrawal':

Stand & Fight. The French win a Decisive Victory if they Destroy 12 Brit/Allied Combat Units, or win a Marginal Victory by Destroying 8 Brit/Allied Combat Units and survive being Destroyed to the end of the battle.

Fighting Withdrawal. The French win a Decisive Victory by exiting all their units off the battlefield between Point A & B and not lose more than 6 Destroyed Combat Units, or exiting all units and not suffering more than 10 Destroyed units for a Marginal Victory.