

THE SHADOW OF THE EAGLE

BAILÉN - SCENARIO RULES

Scenario 1

0. Historical Introduction

At 1700 hours 19 July when Dupont was negotiating an honorable cease fire with the Spanish commanders so the Battle of Bailén could be definitively ended, the Vedel Division arrived at the rear of the Spanish Army. Blocking its line of advance along the Carolina highway to Bailén, Vedel found himself among two groups of Spanish troops that had been stationed outside of Bailén during his entire journey in reserve being available to enter the field of battle.

A Spanish envoy approached the French formations to tell them the battle was over. Vedel did not believe this but he negotiated with the Spanish to allow him to send an officer to Dupont for orders. Becoming more impatient with every passing moment, and with the delay in his messenger's return, Vedel decided to wait no longer and launched an attack against the Spanish rear. This combat was an unnecessary epilogue to the Battle of Bailén in that it occurred too late to effect its outcome. Nevertheless it is a good introductory situation to learn the game rules and permits both players to carry out a tactical exercise in defense and attack, which training can be very useful if Vedel is able to make a more opportune arrival during the main scenario.

1. Duration

Lasts 3 turns, beginning with French phase of the 1700 hours turn and ends at the 1800 hours turn.

2. Orders

Initially

Spanish: all units, defense

French: Attack - Poinot and Boussart Brigades

No orders - Cassagne Brigade

Orders Change: (According to general rules)

Spanish: Divider number is 3, 1 orders change attempt/turn.

French: Divider number is 2, 2 orders change attempts/turn.

3. Reorganization

Spanish: Base is any hex in Bailén.

French: Base is hex AM1, La Carolina highway.

4. Leaders

Spanish command radius is 3 hexes.

French command radius is 3 hexes.

5. Demoralization

See *Demoralization Table* for the scenario.

6. Victory Conditions

According to the general rules, and also the geographic objectives listed on the *Demoralization Table*.

7. Deployment

French

Generals Poinot, Cassagne, and Boussart are deployed in any hex occupied by one of their subordinate units.

Vedel will deploy within 2 hexes of hex AI9.

Poinot Brigade units:

AG10 - 3rd Leg. Res. 1, 3 Suisse 1

AI11 - 5th Leg. Res 2 and 3

Cassagne Brigade units:

AJ8 - 1, 2, 3, 1st Leg. Res.

Boussart Brigade:

AJ9 - 6th Drag. Prov.

Artillery of Vedel Division:

AH11 - Light Artillery, fire factor 6

Spanish

The Leader Col. Reg. Corona is deployed in any hex within 2 hexes of any of the units under his command (see *paragraph 7, scenario 4*).

Detached units from Reding and Coupigny Brigades under Col. Reg. Corona's command:

AF13 - Irlanda 1

AG13 - M.P. Jaén

AG14 - V. Granada 6

AC11 - M.P. Granada

AD11 - Corona 1 and 2

AD12 - V. Granada 3

AJ12 - Montesa and Dr. Reina Cavalry

Scenario 2. Surprise in Bailén

0. Historical Introduction

Castanos' battle plan functioned quite well, thanks to the number of mistakes committed by Vedel and Dupont between 16-18 July.

Dupont decided to chase phantoms in the direction of Despeñaperros. The result was that at 0900 hours 18 July the Reding and Coupigny Divisions entered a deserted Bailén without firing a single shot. This occupation cut Dupont's line of retreat and trapped him in a pincer. The Spanish forces in front of Andújar and those in Bailén could each either be the hammer or the anvil of the trap in which the encircled Dupont found himself.

Nevertheless the daring and ambitious Spanish plan could have been defeated or rendered completely impotent if Vedel had remained in Bailén. This hypothetical scenario involves a battle in Bailén on 18 July. The Spanish forces that advanced from Menjíbar to Bailén did not find it empty, but defended by the Vedel Division and have to engage it in combat. The result of this battle could have completely altered future events.

1. Duration

Game length is open ended. It begins in the Spanish phase of the 07:00 turn and ends when either of the following occurs:

When the Spanish occupy all the Bailén hexes, the Spanish player can unilaterally declare the scenario at an end.

If the above condition has not occurred, the scenario ends at the end of the 19:30 turn.

2. Orders

Spanish: maneuver-all units

French: defense-all units

Orders Change (according to the general rules)

Spanish: Divider number is 3. Reding can make 3 orders change attempts/turn (Commander in Chief)

French: Divider number is 2. Vedel can make 2 orders change attempts/turn. (Commander in Chief)

3. Reorganization

Spanish: Base is W26 (road to Menjíbar)

French: Base is any Bailén hex. If Bailén is totally occupied by the Spanish, the French player may choose as his new

base hex AM1 (road to La Carolina) or A24 (road to Andújar).

4. Leaders

Spanish command radius is 3 hexes, except for Reding which is 4.

French (all) command radius is 3 hexes.

5. Demoralization

See *Demoralization Table* for scenario.

6. Victory Conditions

According to the general rules and any specific geographical objective specified on the *Demoralization Table* for this scenario.

7. Deployment

French

Leaders Lefranc, Poinsot, Cassagne, and Bousart deploy in any hex occupied by one of their subordinate units.

Vedel deploys within 2 hexes of Bailén.

All of the following units-within 4 hexes of Bailén:

Entire Lefranc, Cassagne and Poinset Brigades in Bailén.

Bousart Brigade: 2nd Cuiras.Pro and 6Drag.Prov.

Vedel Division Artillery (Light, 6 Fire factor)

Reinforcements

Dufour Brigade: Leader Dufour, 7th Inf.Prov. 1,2,3 and 4, and one light artillery (Fire factor 6): variable entrance into hex AM1 according to Special Rule (8.1).

Spanish

Leaders Reding, Venegas, Coupigny and Col.Reg.Corona enter the map stacked with any of their brigade or division units.

Reding Division (entire), including the units of the Venegas Brigade under his command enter through hex W26 (Menjíbar highway) on the 07:00 turn.

Coupigny Division (entire including the units of Col.Reg.Corona under his command) enters through hex W26 on the 07:30 turn.

8. Special Rules

8.1 Marching towards the canon's thunder

At the end of the French phase of each turn, after the turn following the first turn that produces combat between the two sides, the leader Dufour performs a die (1d6) throw.

If the result is 3 or more nothing happens, and he will attempt it on the following turn. If a 3 or less is obtained, he must march toward Bailén.

Dufour and the units under his command, will enter the map through hex AM1 during the French phase with Maneuver orders 3 turns after having set out on his march.

8.2. Sun, Thirst, and Fatigue

The nocturnal march from Andújar, the high temperatures of the Andalucian summer and the lack of water to slake the implacable thirst, created a very high fatigue factor for the French troops.

Beginning with the 10:00 turn, all French units (inclusive) or stacks that enter into any combat (fire or shock attack) must carry out a morale check prior to completion of any combat.

If the unit does not pass the morale check all applicable results are applied.

8.3 French Artillery

The range of French artillery during the Battle of Bailen was substantially inferior to the Spanish artillery. For this reason, the ranges for the various kinds of French artillery are modified accordingly with respect to the rules: Light and Medium artillery have a 3 hex range.

Scenario 3. "Surprise in Bailén II"

This hypothetical scenario presents a Battle of Bailén started on 19 July but with some characteristics very different from the historical battle.

The previous day Reding's Spanish forces and Vedel's French troops had fought around Bailén. Dupont abandoning Andújar the night of 18 July now knew there was a contingent of Spanish troops in the vicinity of Bailén, and even more importantly, he could unhesitatingly rely on Vedel's help in opening a route to La Carolina. It would be Reding who would urgently need the divisions under Castaños' command descending on the French rear.

Nevertheless, Castaños could not send any troops in aid of his subordinate until 08:00 hours 19 July. Just as it happened historically he must remove the obstructions the French placed on the bridge over the Guadalquivir river flowing through Andújar. This battle of Bailén would have a very different outcome than the historical one.

1. Duration

25 turns beginning in the French phase of the 06:00 turn and ends on the 18:00 turn.

2. Connecting with Scenario 2

Scenario 3 may be played as a continuation of Scenario 2, or in other words, Scenarios 2 and 3 are two parts of the same large scenario that reflects how an alternative hypothetical Battle of Bailén could have developed. The results of Scenario 2 determine the game set up of the Scenario 3 game.

When Scenario 2 is finished, whether it be by the conquest of Bailén or by all the turns being used up, both sides leave their units where they ended the scenario.

Immediately a reorganization of forces period 4 turns long begins. During these turns both players units only execute Maneuver orders. The players use these turns to reposition their troops and prepare for continuing the battle the next day.

Each loss obtained by a division or brigade due to demoralization affects is maintained.

3. Orders

Initial

Spanish: all No Orders

French: Vedel - no orders, all, Dupont - Maneuver

Orders change (according to the general rules).

Spanish: Castaños divider number is 5, Reding 3. Castaños has 5 order change attempts/turn, Reding 3 and acts as Commander in Chief until Castaños arrives.

French: Dupont divider number is 4, Vedel 3. Dupont has 4 order change attempts/turn, Vedel 2.

4. Reorganization

Spanish: Units under Reding's command, hex W26 (highway to Menjíbar) is base, under Castaños' command, hex A24 (road to Andújar).

French: Units under Dupont's command, base is G19 (the bridge over the river Herrumblar). If this unit is occupied by the Spanish, Dupont becomes the base. Units under Vedel's command, base is AM1 (La Carolina highway).

5. Leaders

Spanish: command radius is 3 hexes except for Castaños and Reding, 4 hexes (Reding is Commander in Chief until Castaños' arrival).

French: command radius is 3 hexes.

6. Demoralization

See *Scenario Demoralization Table*.

7. Victory Conditions

According to the General Rules, and any specified objectives in the *Scenario Demoralization Table*.

Additionally, for every 2 French Brigades that that leave the map through hex AM1 (La Carolina Highway), 1 additional Spanish Brigade will be considered demoralized when determining the victory conditions.

8. Deployment

Forces on the map: They remain where they ended after 4 reorganization turns subsequent to the end of Scenario 2.

French:

Dupont, Chabert, and Dupré Brigades (entire with their artillery: medium, 4 fire factor, and light horse, fire factor 6, are deployed within 4 hexes of hex L18.

Reinforcements

The Leaders Privé, Pannetier, and Schramm enter the map stacked with any of their units. Privé Brigade (entire): Enters 06:30 turn through hex A24.

Pannetier and Schramm Brigades (entire): convoy units, its escort and Leader Daradie enter 07:00 turn through hex. A24.

Spanish reinforcements

La Peña Division (entire with its artillery, 2 units of medium horse artillery with fire factor of 6); Enters 13:30 turn through hex A2

Cruz Morgeon Brigade (entire): Enters through hex L1 on 12:00 turn.

9. Special Rules

9.1 Dupont Corps Order of Arrival

Given that Dupont has had an idea of the situation better than he did historically, thanks to the information he had received from the Battle of Bailén on 18 July, this leader knew he would encounter significant opposition in the vicinity there. Thus, it is possible he might have changed his forces' march organization and its order of arrival on the battlefield. The French forces under Dupont's command may arrive at the battlefield in an order different than the historical one. The number of brigades present on the map or that arrive on a same turn, the arrival turns stay the same, but the identity of the specific brigades can be changed at the French player's wish.

Brigades on the map: 2

Brigade entrance

06:30 turn: 1 brigade

07:00 turn: 2 brigades

Also in force are Special Rules (8.1), (8.4), (8.2), (8.5), and (8.6) of Scenario 4.

10. Variants

Variant (9.3) of Scenario 4 can be used: Castaños is included in the battle.

Scenario 4. The Battle of Bailén

0. Historical Introduction

This scenario reproduces the Battle of Bailén just as it occurred historically. 4 variants are included to represent the effects that some major events could have had on the course of the battle, but they are all optional.

1. Duration

Maximum of 35 turns, beginning on French phase 02:30 turn and ends on 19:30 turn, if not completed in accordance with Special Rule 8.5 (surrender and end of the game).

2. Orders

Spanish; All units no orders

French: All units with maneuver orders.

Order changes (according to the general rules) Spanish: Castaños divider number is 5 (if variant 9.3 is used), Reding divider number is 3.

Reding has 3 order change attempts/turn; acts as Commander in Chief until Castaños' entrance. He has 5 attempts/turn.

French: Dupont divider number is 4 and Vedel 3. Dupont has 4 order change attempts/turn and Vedel 2.

3. Reorganization

Spanish: Units under Reding's command, base is W26 (highway to Menjíbar). Units under Castaños, base is A24 (road to Andújar).

French: Units under Dupont's command, base is G19 (bridge over Herrumblar river). If the hex is occupied by Spanish forces, the base becomes the hex occupied by Dupont. Units under Vedel's command, base is hex AM1 (La Carolina highway).

4. Leaders

Spanish: Radius is 3 hexes, except Reding and Castaños have a 4 hex command radius.

French: All leaders have a 3 hex command radius.

5. Demoralization

See *Scenario Demoralization Table*.

6. Victory Conditions

According to the general rules, and any other Geographic objective specified on the *Demoralization Table*.

Additionally for each 2 French brigades leaving the map through hex AM1 (La Carolina highway), 1 additional Spanish brigade is considered demoralized when referring to the victory conditions.

7. Deployment

French

The Leaders Chabert, Dupré, Privé, Pannetier, Schramm and Daradie enter the map stacked with one of their brigade. Dupont enters stacked with any unit under his command.

Chabert Brigade (partial): 4Leg.Res3, medium artillery fire factor 4 and Chabert enter on the 02:30 turn through hex A24.

Chabert Brigade (partial): 4Leg.Res 1 and 2, 4Swiss Fre., Dupre Brigade (entire with its light horse artillery fire factor 6) and the Leader Dupont enter on the 04:30 turn through hex A24.

Privé Brigade (entire): Enters on turn 05:00 through the A24 hex.

Marins Gd.; Enters 05:30 turn through hex A24.

Pannetier and Schramm Brigades (entire): Enter 06:30 turn through hex A24.

The convoy, escort, and 1st Light Artillery fire factor 2" Enter 07:00 turn through hex A24.

Reinforcements

Vedel Division: Leaders Poinot, Cassagne, and Boussart enter stacked with any units under their command. Vedel enters stacked with any Division unit.

Poinot and Cassagne Brigades (entire), Boussart Brigade: 6thDrag.Prov., Vedel Division Light Artillery fire factor 6: Enter 16:00 turn through hex. AM1.

Spanish:

The Battle of Bailén unexpected by the Spanish command, required the command structure be altered for the various Divisions and brigades, the deployment that is presented here is substantially adjusted regarding the command historical situation including an additional leader, (Col.Reg.Corona) who is considered within the context of the game to exercise the command of the Spanish rear. The Spanish leader deploy in any hex with units under their command.

Units under Venegas' command:

3rd Gd. Walona (factor 2, chasseurs), Barbastro, V. Cataluña and Ter. Tejas in hexes Y7, Y8, and Y9

O.Militares 1 and 2: Hexes Z8 and Z9.

Venegas Brigade Medium horse artillery 6 fire factor: Hex. Z11.

V.Granada: Hex Z 12

Cz.Olivenza (Cavalry); Hex V6

Dr.Numancia (Cavalry): Hex AA8

Dr.Reina (Cavalry): Hex AB11

Units under Reding's command:

Ceuta 1-2, Irlanda 2-3: Hex Z16

Division Heavy Artillery fire factor 4: Hex Z14

Reina 1 and 2: Hexes AA15 and AA14

V.Granada 2: Hex AB12

Farnesio (Cavalry): Hex AB12

Units under Coupigny's command:

M.P.Bujalan, M.P. Trujillo, M.P. C. Real and M.P. Cuenca:

Hexes Z18, Z19, Y18, and Y19.

Jaén 1 and 2, Gd. Walona, 3Reding 1-2 and O.Militares 3: Hexes AA18, AA19, Z20, and AB 18.

1 Medium Horse Artillery fire factor 6: Hex Z17

Borbón (Cavalry): Hex AC17

España, Jerez, and Utrera (Cavalry): Hexes AB20, AB21.

Units under Col. Reg.Corona's command:

Montesa (cavalry): Hex AJ12

Irlanda 1,M.P. Jaén and V.Granada 6: Hexes AF13, AG13, and AG14.

M.P. Granada, V. Granada 3, Corona 1 and 2, Leader Col.Reg.Corona: Hexes AC11, AD11 and AD12.

Reinforcements:

La Peña Division and its Artillery (2 units of medium horse artillery fire factor 6): Enter on 13:30 turn through hex A24.

Cruz Morgeon Brigade: Enter on 12:00 turn through hex H1.

8. Special rules

8.1 Swiss Regiments

The Swiss regiments had been prohibited according to their recruitment and service statutes, from fighting against regiments of their own nationality. During the Battle of Bailén Swiss regiments at the service of Spain and France that encountered each other face to face on the battlefield declined to attack each other.

If in a combat of shock attack or fire there are Swiss units on both contending sides, these units are prohibited from combat, and do not participate in it in any manner.

8.2 Battle of Encounter

All the French units must remain with Maneuver orders until moving within 5 hexes of a Spanish unit.

8.3 French Artillery

See special rule (8.3) of Scenario 2.

8.4 Sun, Thirst and Fatigue

See special rule (8.2) of Scenario 2.

8.5 Dupont's Convoy

The French forces retiring from Andújar, included a large convoy including some 500 carts which transported sick and wounded, blockade material, equipment, supplies, and loot pillaged from Córdoba. This convoy was escorted by a force formed by companies detached from elite units of Dupont's infantry. The convoy is represented in the game with 10 cart pieces and its escort with 6 infantry units.

8.5.1 Convoy, Movement and Formations The carts have a movement factor of 3. The costs of movement are the same as for artillery.

Cart pieces can begin and end movement stacked in the same hex, but the carts must move individually.

It costs 1 additional movement point (+1MP) to cross the a highway hex occupied by another cart.

The cart pieces cannot adopt any formation.

8.5.2 Convoy and Combat

It has no combat factor or morale grade. If a Spanish infantry or cavalry unit enters a hex occupied by French convoy carts, they surrender immediately and are removed from the map.

8.5.3. Convoy Escort

The escort units are normal infantry units, they are considered to be an autonomous unit of 6 pieces under the command of Leader Diridie for all effects of command and morale.

If an escort unit is stacked with cart pieces, no Spanish infantry or cavalry unit can enter the hex occupied by the carts, until having eliminated the escort unit.

8.6 Surrender and the End of the Game

The French player requests the granting of an honorable surrender. If the Spanish player accepts the French surrender, the battle ends as a decisive Spanish victory.

To request this BOTH of the following conditions must be met:

- 1) The communication lines between hexes A24 and AM1 of forces under Dupont's command are blocked by Spanish troops.
- 2) All the French brigades under Dupont's command are demoralized.

9. Variants

9.1 Dupont's corps Order of Arrival

As a possible variant, Dupont may have decided on a different march organization for his troops than the historical one as a consequence changing the order of arrival on the battlefield. (see the table dedicated to this in Special Rule (9.1) of Scenario 3).

9.2 Variable Entrance of Vedel

9.2.1 Marching to thee Thunder of the Canons

At the end of the 12:00 turn, General Vedel carries out a die (1d6) throw.

If a result of 4 or more is obtained, nothing happens he will try it again the next turn. If a result of 4 or less, he must march to Bailén.

Vedel and his troops will enter the map through hex AM1 with Maneuver orders during the French phase.

The number of turns entering the map is delayed is determined on the following table, throwing a 1d6.

Dado=die	Turnos después = turns delayed
1	6
2	5
3	5
4	4
5	4
6	3

9.2.2. Vedel Division Composition

Vedel left almost half his division in Guarromán when he finally decided to march to Bailén, despite his brigade generals' pleas that the division remain intact since combat with the Spanish was certain.

This variant can be used alone or in conjunction with variant (9.2.1).

In both cases, when the Vedel Division makes its entrance on to the map, whether historical or hypothetical, it will incorporate some additional units (*see adjacent table*).

Unidades adicionales = Additional units

Comandantes=Leaders

Unidades=units

Dufour: 7Inf.Prov. Lefranc 6Inf.Prov1,2,3. 2nd Cuiras.Prov (under Dufour's command until Boussart's arrival).

9.3 Castaños is Include in the Battle

General Castaños, despite being erroneously named the victor of Bailen, did not even step on the battlefield. This variant supposes that Castaños marched with Lapeña's vanguard finally commanding the last phase of the battle.

Castaños enters the map with the La Peña Division units. From the time he enters the map he has command over all the Spanish brigades and divisions that enter the map and

those already there (under Reding's command), when he comes within command distance.

Scenario 5: Death to the Invader

0. Introduction

The La Peña Division arrives in the vicinity of the Bailén Battlefield near 13:00 hours the afternoon of 19 July, finding the battle halted. A French emissary informs Lapeña he is to request an honorable surrender. Spanish officers confirm the news and La Peña stops his men, before crossing the Herrumblar river. He immediately sends a messenger to Andújar to inform Castaños of the new course of events and asks for instructions. Castaños is less than enthusiastic about accepting a truce preferring a French unconditional surrender. La Peña receives orders from his superior the night of 19 July. These orders establish that he can conduct operations independent of Reding and authorizes him to pressure Dupont to make a decision as soon as possible, La Peña informs Dupont of this and adds, moreover, the threat that he would not hesitate to take a stab at the French. Up to this point, this is what actually happened.

This is a hypothetical scenario that recreates a final situation for the Battle of Bailén in which the Spanish soul grieves obsessively concerning the memory of 2 May, of the Alcolea Bridge, or the sacking of Córdoba, creating a desire for revenge very typical of the War of Independence's characteristic of giving no quarter (to The enemy).

La Peña does not accept the truce offered to Reding by the French and decides to complete the orders received in Andújar in the early hours of the 19th by pursuing and attacking the French. La Peña and Cruz Morgeon attack the French rear a little after 14:00 hours and the battle begins anew. Reding follows the example of his aggressive colleagues. While making the final preparations for his attack, Lapeña sends a messenger to Castaños' camp to inform him of the situation and of his decision to fight. This messenger will arrive at Andújar a little past 18:00 hours when Castaños has begun to negotiate with Dupont's delegates that Reding's officers had escorted to his command post. Now it is impossible to stop the battle. Night's shadows descend before an emissary with new orders has time to arrive in Bailén.

1. Duration

Maximum of 12 turns.

Beginning on the Spanish phase of the 14:00 turn and ending on the 19:30 turn.

2. Orders

Initial:

Spanish: Reding: defend, La Peña Division: Attack, Cruz

Morgeon: Harass.

French: Defend.

Orders Changes (according to the general rules)

Spanish: Reding divider number is 3, Lapeña 2. Reding has 3 attempts/turn, La Peña 2.

French: Dupont's divider is 4, and Vedel 3, Dupont can make 4 order change attempts/turn, Vedel 2.

3. Reorganization

Spanish: Units under Reding's command, base is hex W26 9 road to Menjíbar). Units under La Peña's command, the base is hex A24 (road to Andújar).

French: Units under Dupont's command: Dupont's hex. Vedel's forces: hex AM1 (road to La Carolina).

4. leaders

The command radius for all Spanish and French leaders is 3 hexes; Except for Reding which is 4 hexes. Reding cannot give orders to the Lapeña Division or Cruz Morgeon Brigade. Lapeña has under his command his division and the Cruz Morgeon Brigade.

5. Demoralization

See Scenario's Demoralization Table

6. Victory Conditions

According to the general rules, taking into account the following conditions:

Additionally, for every 2 French brigades that leave the map through hex AM1 (road to La Carolina) 1 Spanish brigade is considered demoralized when determining victory conditions.

7. Deployment

French

The Leaders Chabert, Dupré, Privé, Pannetier, Schramm and Daradie enter the map stacked with one of their brigade. Dupont enters stacked with any unit under his command.

Chabert Brigade (partial): 4Leg.Res3, medium artillery fire factor 4 and Chabert enter on the 02:30 turn through hex A24.

Chabert Brigade (partial): 4Leg.Res 1 and 2, 4Swiss Fre., Dupre Brigade (entire with its light horse artillery fire factor 6) and the Leader Dupont enter on the 04:30 turn through hex A24.

Privé Brigade (entire): Enters on turn 05:00 through the A24 hex.

Marins Gd.: Enters 05:30 turn through hex A24.

Pannetier and Schramm Brigades (entire): Enter 06:30 turn through hex A24.

The convoy, escort, and 1st Light Artillery fire factor 2 : Enter 07:00 turn through hex A24.

Reinforcements

Vedel Division: Leaders Poinot, Cassagne, and Boussart enter stacked with any units under their command. Vedel enters stacked with any Division unit.

Poinot and Cassagne Brigades (entire), Boussart Brigade: 6thDrag.Prov.,Vedel Division Light Artillery fire factor 6: Enter 16:00 turn through hex AM1.

Spanish:

The Battle of Bailén unexpected by the Spanish command, required the command structure be altered for the various Divisions and brigades, the deployment that is presented here is substantially adjusted regarding the command historical situation including an additional leader, (Col.Reg.Corona) who is considered within the context of the game to exercise the command of the Spanish rear. The Spanish leader deploy in any hex with units under their command.

Units under Venegas' command:

3rd Gd. Walona (factor 2, chasseurs), Barbastro, V. Cataluña and Ter. Tejas in hexes Y7,Y8, and Y9

O.Militares 1 and 2: Hexes Z8 and Z9.

Venegas Brigade Medium horse artillery 6 fire factor: Hex Z11

V.Granada: Hex Z12

Cz.Olivenza (Cavalry); Hex V6

Dr.Numancia (Cavalry): HexAA8

Dr.Reina (Cavalry): HexAB11

Units under Reding's command:

Ceuta 1-2, Irlanda 2-3: Hex Z16

Division Heavy Artillery fire factor 4: Hex Z14

Reina 1 and 2: Hexes AA15 and AA14

V.Granada 2: Hex AB12

Farnesio (Cavalry): Hex AB12

Units under Coupigny's command:

M.P.Bujalan, M.P. Trujillo, M.P. C. Real and M.P. Cuenca: Hexes Z18, Z19, Y18, and Y19.

Jaén 1 and 2, Gd. Walona, 3Reding 1-2 and O.Militares 3: Hexes AA18, AA19,220, and AB18.

1 Medium Horse Artillery fire factor 6: Hex Z17

Borbón (Cavalry): Hex AC17

España, Jerez, and Utrera (Cavalry): Hexes AB20, AB21.

Units under Col.Reg.Corona's command:

Montesa (cavalry): Hex AJ12

Irlanda 1,M.P. Jaén and V.Granada 6: Hexes AF13, AG13, and AG14.

M.P. Granada, V. Granada3, Corona 1 and 2, Leader Col.Reg.Corona: Hexes. AC11, AD11 and AD12.

Reinforcements:

Lapeña Division and its Artillery (2 units of medium horse artillery fire factor 6): Enter on 13:30 turn through hex A24.

Cruz Morgeon Brigade: Enter on 12:00 turn through hex H1.

8. Special rules

8.1 Swiss Regiments

The Swiss regiments had been prohibited according to their recruitment and service statutes, from fighting against regiments of their own nationality. During the Battle of Bailén Swiss regiments at the service of Spain and France that encountered each other face to face on the battlefield declined to attack each other.

If in a combat of shock attack or fire there are Swiss units on both contending sides, these units are prohibited from combat, and do not participate in it in any manner.

8.2 Battle of Encounter

All the French units must remain with Maneuver orders until moving within 5 hexes of a Spanish unit.

8.3 French Artillery

See special rule (8.3) of Scenario 2.

8.4 Sun, Thirst and Fatigue

See special rule (8.2) of Scenario 2.

8.5 Dupont's Convoy

The French forces retiring from Andújar, included a large convoy including some 500 carts which transported sick and wounded, blockade material, equipment, supplies, and loot pillaged from Córdoba. This convoy was escorted by a force formed by companies detached from elite units of Dupont's infantry. The convoy is represented in the game with 10 cart pieces and its escort with 6 infantry units.

8.5.1 Convoy, Movement and Formations

The carts have a movement factor of 3. The costs of movement are the same as for artillery.

Cart pieces can begin and end movement stacked in the same hex, but the carts must move individually.

It costs 1 additional movement point (+1MP) to cross the a highway hex occupied by another cart.

The cart pieces cannot adopt any formation.

8.5.2 Convoy and Combat

It has no combat factor or morale grade. If a Spanish infantry or cavalry unit enters a hex occupied by French convoy carts, they surrender immediately and are removed from the map.

8.5.3. Convoy Escort

The escort units are normal infantry units. They are considered to be an autonomous unit of 6 pieces under the command of Leader Diridie for all effects of command and morale.

If an escort unit is stacked with cart pieces, no Spanish infantry or cavalry unit can enter the hex occupied by the carts, until having eliminated the escort unit.

8.6 Surrender and the End of the Game

The French player requests the granting of an honorable surrender. If the Spanish player accepts the French surrender, the battle ends as a decisive Spanish victory. To request this BOTH of the following conditions must be met:

- 1) The communication lines between hexes A24 and AM1 of forces under Dupont's command are blocked by Spanish troops.
- 2) All the French brigades under Dupont's command are demoralized.

9. Variants

9.1 Dupont's corps' Order of Arrival

As a possible variant, Dupont may have decided on a different march organization for his troops than the historical one as a consequence changing the order of arrival on the battle field. (see the table dedicated to this in Special Rule (9.1) of Scenario 3).

9.2 Variable Entrance of Vedel

9.2.1 Marching to thee Thunder of the Canons

At the end of the 12:00 turn, General Vedel carries out a die (1d6) throw-If a result of 4 or more is obtained, nothing happens he will try it again the next turn. If a result of 4 or less, he must march to Bailén.

Vedel and his troops will enter the map through hex AM1 with Maneuver orders during the French phase.

The number of turns entering the map is delayed is determined on the following table, throwing a 1d6.

Dado=die	Turnos despues=turns delayed
1	6
2	5
3	5
4	4
5	4
6	3

9.2.2. Vedel Division Composition

Vedel left almost half his division in Guarromán when he finally decided to march to Bailén, despite his brigade generals' pleas that the division remain intact since combat with the Spanish was certain.

This variant can be used alone or in conjunction with variant (9.2.1)

In both cases, when the Vedel Division makes its entrance on to the map, whether historical or hypothetical, it will incorporate some additional units (see *adjacent table*) :

Unidades adicionales= Additional units

Comandantes=Leaders Unidades=units

Dufour 7Inf.Prov.

Lefranc 6Inf.Prov1,2,3. 2nd Cuiras.Prov (under Dufour's command until Boussart's arrival).

9.3 Castaños is Include in the Battle

General Castaños, despite being erroneously named the victor of Bailén, did not even step on the battlefield. This variant supposes that Castaños marched with La Peña's vanguard finally commanding the last phase of the battle.

Castaños enters the map with the La Peña Division units. From the time he enters the map he has command over all the Spanish brigades and divisions that enter the map and

those already there (under Reding's command), when he comes within command distance.

Scenario 5: Death to the Invader

0. Introduction

The Lapeña Division arrives in the vicinity of the Bailén Battlefield near 13:00 hours the afternoon of 19 July, finding the battle halted. A French emissary informs Lapeña he is to request an honorable surrender. Spanish officers confirm the news and La Peña stops his men, before crossing the Herrumblar river. He immediately sends a messenger to Andújar to inform Castaños of the new course of events and asks for instructions. Castaños is less than enthusiastic about accepting a truce preferring a French unconditional surrender. La Peña receives orders from his superior the night of 19 July. These orders establish that he can conduct operations independent of Reding and authorizes him to pressure Dupont to make a decision as soon as possible, La Peña informs Dupont of this and adds, moreover, the threat that he would not hesitate to take a stab at the French. Up to this point, this is what actually happened.

This is a hypothetical scenario that recreates a final situation for the Battle of Bailén in which the Spanish soul grieves obsessively concerning the memory of 2 May, of the Alcolea Bridge, or the sacking of Córdoba, creating a desire for revenge very typical of the War of Independence's characteristic of giving no quarter (to The enemy).

La Peña does not accept the truce offered to Reding by the French and decides to complete the orders received in Andujar in the early hours of the 19th by pursuing and attacking the French. La Peña and Cruz Morgeon attack the French rear a little after 14:00 hours and the battle begins anew. Reding follows the example of his aggressive colleagues. While making the final preparations for his attack, La Peña sends a messenger to Castaños' camp to inform him of the situation and of his decision to fight. This messenger will arrive at Andújar a little past 18:00 hours when Castaños has begun to negotiate with Dupont's delegates that Reding's officers had escorted to his command post. Now it is impossible to stop the battle. Night's shadows descend before an emissary with new orders has time to arrive in Bailen.

1. Duration

Maximum of 12 turns

Beginning on the Spanish phase of the 14:00 turn and ending on the 19:30 turn.

2. Orders

Initial:

Spanish: Reding: defend, Lapeña Division: Attack, Cruz Morgeon: Harass.

French: Defend.

Orders Changes (according to the general rules)

Spanish: Reding divider number is 3, Lapeña 2.

Reding has 3 attempts/turn, Lapeña 2.

French: Dupont's divider is 4, and Vedel 3, Dupont can make 4 order change attempts/turn, Vedel 2.

3. Reorganization

Spanish: Units under Reding's command, base is hex W26 (road to Menjíbar). Units under La Peña's command, the base is hex A24 (road to Andújar).

French: Units under Dupont's command: Dupont's hex.

Vedel's forces: hex AM1 (road to La Carolina).

4. Leaders

The command radius for all Spanish and French leaders is 3 hexes; Except for Reding which is 4 hexes. Reding cannot give orders to the La Peña Division or Cruz Morgeon Brigade.

La Peña has under his command his division and the Cruz Morgeon Brigade.

5. Demoralization

See Scenario's Demoralization Table

6. Victory Conditions

According to the general rules, taking into account the following conditions:

Additionally, for every 2 French brigades that leave the map through hex AM1 (road to La Carolina) 1 Spanish brigade is considered demoralized when determining victory conditions.

7. Deployment

French:

The leaders Chabert, Dupré, Pannetier, Schramm, Diridie, and Dupont are placed with any unit under their command. Privé Brigade (entire); In hexes V12 and V13, 3 Leg.Res 1 and 2, in hex V11.

Chabert Brigade i medium Artillery fire factor 4: Hex V14

Dupré Brigade 1 Light Horse Artillery fire factor 6 and 1 Light Artillery fire factor 2 under Dupont's command: hex.V17

Gd.Paris 1 and 2: hexes U14 and T15

Gd.Marins; hex U15

4Leg.Res1st and 2nd, 6 Preux2 (reduced to 3 combat points): hex U16.

4Leg.Res.3rd; Hex Q14

1st Chas.Prov.: hex T17

2nd Chas.Prov: Hex T14

Convoy: In stacks of 2 pieces; Hexes I19, J19, K18, LL17.

Convoy escort: Within 2 hexes of any convoy piece.

Reinforcements

Vedel Division: Leaders Vedel, Poinot, Cassagne, and Boussart will enter stacked with any unit under their command.

Poinot and Cassagne Brigades (entire), Light Artillery fire factor 6 under Dupont's command, Boussart's Brigade: 6th Drag.Prov.: Enter on 16:00 turn through hex AM1.

Spanish

Forces under Reding's command: same deployment as Scenario 4, except the Farnesio Cavalry Regiment is in hex AA15, instead of AB14.

La Peña Division: On the east bank of the Hurrumblar river within 3 hexes of F19.

Cruz Morgeon Brigade: within 2 hexes of LL10.

8. Special Rules

Special Rules (8.1), (8.2), (8.4) and (8.5) of Scenario 4 are in force.

9. Variants

Variants (9.2) from Scenario 4 with all its subvariants can be used.

General Notes

Map-Terrain Scale

The scenarios available in this Volume II have a terrain scale of 1 hex=250 meters. The points of interest have no effect on the game.

Game Pieces

Spanish: The game does not include the units belonging to the Jones Division assigned to the Andalucian Army (whose composition is detailed in the OOB located in the central page of the historical booklet), although it does not participate in any of the game's scenarios.

French: Neither are some French units assigned to the French Army Corps found represented (such as specified in the OOB) although they remained mustered in small garrisons, protecting the road to Madrid.

Given the completeness of the deployment in some of the scenarios, with the intent of assisting the player, a copy of the complete array of units available is included at the end of the historical booklet.

OOB Errata

Reding Division: 1Dr.Reina Squad is missing

Jones Division: Infantry; It should be Cordoba not Corona.

Credits

Original series designer: J.Antonio Vargas Zuñiga

Developpement : Javier Hoyos

Graphics computer : Xavier P. Rotllán

English translation : Randy Moorhead