# THE SHADOW OF THE EAGLE
GENERAL RULES - REVISED EDITION

## 0. Introduction

*"The Shadow of the Eagle"* series is a generic system of rules designed at the operational level for the Napoleonic period, that through various scenarios represent a series of battles more or less critical in the War of Spanish independence (1808-1814). The different scenarios presented are intended for two players, solitaire, or team play.

## 1. Game equipment
Map, tables, and playing pieces as well as the rules. A 1d6 is required (not included)

### 1.1 Maps
They represent the terrain where the action occurs at a scale established by the specific rules of the scenario, in which a hexagonal grid is superimposed in order to allow movement and determine the location of the game pieces, also includes a game turn counter.

### 1.2 Tables and Aids
The system includes visual aids in order to simplify certain aspects of the game. They are included at the end of this booklet and the removable part of the game box, the tables are: Change of Formation, Movement Factors, Terrain Effects, Fire, Shock Attack, Cavalry Control, Morale, Demoralization, and Orders Sheets, whose various functions are explained in the appropriate sections.

### 1.3 Game Pieces
The game includes several kinds of counters and designated markers, that represent the military units and leaders that took part in the battles or specific scenarios, each one of them is generally equivalent to an actual strength of 1 infantry battalion, 1 cavalry regiment, or 1 artillery battery (see figure 1 in the removable part of the game box).

### 1.3.1
Definition of Terms Contained on the Playing Pieces
Each one has imprinted a series of numbers and symbols which is explained as follows:

- Historical identification: Name, battalion or regiment number
(e.g. 39Lin2 = 2nd Battalion of the 39th Line Regiment)

- Type: see graphic figure 1

- Superior unit: Division or brigade to which the unit belongs, also leaders of the superior units.

- Combat factor: Combat capacity of the unit. In general terms, each point is equal to 100 infantry men, 100 cavalry, or 1 artillery piece.

- Morale level: Intends to reflect a series of elements that determine unit efficiency (training, equipment, experience, etc.)

- Command factor: Capacity to influence units under its command, those that have the same identification as the superior unit; the Commanders in Chief can influence any unit on its side.

- Unit class: White circles located in upper right margin of artillery and cavalry counters (one: light, two: medium, three: heavy). Coronet for light infantry and horsehead for horse drawn artillery.

## 2. Sequence of Play
The game consists of turns and each one will contain phases which are described in the following:

**A) Orders** (beginning with the second turn) Each player may attempt to change the orders of his subordinate leaders in accordance with Section 3.

**B) French Phase**
1) Movement. The French player moves his counters according to the movement, stacking, command, and zones of control rules.
2) Defensive Fire. The Spanish or Allied player resolves the effects of defensive fire according to the corresponding rules.
3) Offensive Fire. The French [player resolves the effects of offensive fire according to the corresponding rules.
4) Shock Attacks. The French player resolves the individual shock attacks according to the appropriate rules, and carries out movement after combat.

**C) Spanish or Allied Phase**
1) Movement. Spanish or Allied player
2) Defensive Fire. French player.
3) Offensive Fire. Spanish or Allied player.
4) Shock Attacks. The Spanish or Allied player resolve the individual shock attacks and carry out movement after combat.

**D) Reorganization**
Both players may attempt to reorganize their units according to the reorganization rules.

**E) End of Turn**. Advance the turn counter one space on the turn track.

## 3. Orders
Each player must prepare orders for each leader that is over units of that command, both for movement and combat.

Units not identified with a superior unit are considered independent and can act freely.

- Orders given are not to be given to the enemy, but they must be written down (preferably in pencil), it is recommended the orders sheet be photocopied for each player.

- Orders can be changed in the appropriate phase, but changing orders is limited and not automatic, depending on the Particular rules of each scenario.

*Procedure*:
The player who wishes to change orders for his units, calculates the number of hexes between his Commander in Chief and the subordinate leader (including terrain effects in counting hexes) (do not include the hex occupied by either unit) and divide the obtained number by a factor designated in the Particular rules of the specific scenario, then throw a die, if the resulting number is equal to or higher than the previously determined number, the leader can carry out a change of orders over his subordinate units, in case the die roll is lower, the units will continue with their current orders.

Whenever there is an attempt to change orders, the Commander in Chief in question cannot move in that turn. If an attempt to change orders is unsuccessful, another attempt may be made if the Particular rules of the scenario permit it. (*see example 1*)

3.1 Types of Orders

A) **No Orders**; The affected counters cannot move (except to move closer to their leader) nor can they initiate combat. They can defend themselves and provide defensive fire normally if they are attacked

B) **Maneuver**: All counters associated with the unit with this order can move freely as long as they are not placed within 5 hexes of an enemy combat unit. They receive a 2 MP bonus to their movement factors. This bonus is increased to 3 MP if they are moved along highway or road hexes. If counters associated with a unit with this type of order are attacked, their combat factors are halved.

C) **Harassment:** All counters associated with the unit with this order must move to at least 3 hexes of enemy units. 30% of the counters can enter into combat with enemy units. If they are attacked they defend at normal strength.

D) **Attack:** All counters associated with the unit with this order must move to at least 3 hexes of enemy units. 50% of the units can enter into combat with enemy units. If they are attacked they defend at normal strength.

E) **Defend:** All counters associated with the unit with this order must defend an area the player designates that his side controls at the moment the order is written.

This "defensive area" measures 9 hexes across and five hexes deep from a central hex designated by the player. The units with this order cannot leave their defensive area. Within the defensive area the counters defend and attack normally.

F) **Retreat:** All counters associated with the unit with this order that are adjacent to enemy units, are required to move all or part of their movement factor to leave the enemy ZOC.

All units not in an enemy ZOC can move freely as long as they do not enter an enemy ZOC.

## 4. Formations
Infantry and artillery units can adopt specific formations during the course of a game that affect movement and combat.

Changing formation more than once per turn is allowed as long as the unit possesses sufficient movement points (it is permitted to form square, or horse artillery to move and fire, limbering and unlimbering).

The cost to change formation is expressed in movement points, which is located in the *Formation Change Table*.

4.1 Infantry

**Normal formation:** No special marker is used, the units move and fight normally.

**Square**: Units with any morale grade can adopt this type of formation (placing an appropriate marker on top of the unit). Squares may be formed in two ways: as a change in formation during movement, and as a reaction to an enemy

cavalry attack.
**Squares as a change in formation**. A square can only be formed in clear terrain. A unit with a morale grade of A, B, C, and D can move while it is in square.

Units with a morale grade of E and F cannot move while in square.

A unit in square capable of moving while in this formation can only move through clear terrain hexes. This unit cannot move through hexes containing town, woods, bridge, stream, river, thickets, moderate hill slopes, impassable hill slopes, or ravine.

Roads and highways do not cancel out other kinds of terrain in the hex that would normally affect movement of units in square. A unit in square can only move at a cost of 2 MP per hex. A unit in square has all around facing and can move in any direction.

**Squares as a reaction to cavalry attack.** They are formed when an enemy cavalry unit is moved next to an infantry unit, as the enemy cavalry unit performs a morale check, the infantry unit does likewise to determine if it may immediately form into square.

A result of D or R is treated as disorganization and indicates the unit cannot form square and became disorganized in the attempt. A result of "-" indicates the square has been formed successfully and a "cuadro" marker is to be placed on the infantry unit. The combat between the attacking cavalry and defending infantry is now resolved in its normal manner as will be described.

**Skirmish:** Light infantry units are capable of skirmish formation (placing the "guerrilla" marker accordingly) enabling the unit to occupy several hexes at the same time.

A unit designated in this formation may occupy up to 4 hexes. The marker is used to determine the limit of the occupied zone. The unit's combat points are allocated equally among the designated hexes (surplus points are allocated from left to right, (*see example 2*). The least amount of points allowed per hex is 2 and the most 4 (for example a unit with 5 combat points must occupy 2 hexes, one hex allocated 2 combat points and the other 3).

The counters in skirmish formation which are also stacked with other units must be place on top of that particular stack, the rest of the units in the stack can be in other types of formation. Combat losses are always absorbed equally between the unit in skirmish formation and the next unit in the stack. A hex of a unit's skirmish deployment zone cannot be overlapped by other unit's skirmish deployment zones.

4.2 Artillery

**Unlimbered:** The unit is displayed normally. It cannot move, but may fire.

**Limbered:** The appropriate marker is placed on top of the unit. It can move freely but cannot fire.

## 5. Facing
All units at all times have to be oriented toward a hex angle in the hex they occupy (see example 3 which defines the concepts of front, flank, and rear).

All units' facing can be changed without penalty before movement. During movement, each change of facing costs 1 MP.

When advancing or retreating after combat, a unit may change facing at no MP cost.

Units in the same stack must all have the same facing.

*Exceptions:*
Leader units, disorganized units, routed units, units in square, and units with maneuver orders have no facing.

## 6. Stacking
Several units of the same side can occupy the same hex. In theory, there are no stacking limits, but there are restrictions for fire, shock attack, and movement (see those sections). Nevertheless enemy artillery fire is more effective against larger stacks.

Except to calculate combat odds ratios enemy stacks cannot be examined for any reason.

*Exceptions:*
Infantry in square: Maximum limit of 18 combat factors or 3 units can be stacked with 2 artillery units. This limit only applies at the completion of movement.

Units with maneuver orders: Maximum limit of 8 combat factors for infantry and 4 for cavalry units. They may be stacked with units with different orders.

In woods and buildings: Maximum limit of 18 points.

Allied units: Spanish and English cannot stack in the same hex.

## 7. Movement
Each type of unit has a movement factor listed in the Movement Factors Table expressed in Movement Points (MP).

The movement of each unit can be used completely or partially every turn, but cannot be accumulated for future turns or transferred to other units. Movement is performed by passing through one hex to the next, tracing a continuous line, without skipping any hexes, consuming the number of MPs designated on the Terrain Effects Chart upon entering each hex.

*Restrictions:* movement may be affected by: ZOCs., stacking and the type of orders (see appropriate section). The entire movement factor of each unit can be used up, if desired, but can NEVER be exceeded; terrain point costs are cumulative.

Movement is always voluntary, the phasing player may move all, some, or none of his units in the same direction or combination of directions.

Normally units may only move across hexes, as defined in the "facing" section using "front facing": disorganized, routed, units with maneuver orders or leaders, as previously noted have no facing. A unit may not pass through the rear or front facing of another unit in another hex if there are 8 combat factors or more in that hex, although a unit may pass through the unit's flank "facing" within that hex (*see example 4*)

Units may move in any order, except for leaders, which will move after all the units assigned to its command.

## 8. Zones of Control (ZOC)
A unit only exercises control over the front and flanks of hexes, although the effects are not the same (*see example 3*).

8.1 Effects of ZOCs on movement
Entrance of a unit (or units) into an enemy ZOC is subject to command rules and costs one additional MP. In the case the enemy ZOC entered is a "front" no further movement can occur (for that unit) in that turn.

Leaving a ZOC has no additional movement cost, although to leave a hex "front" of an enemy unit a unit must undertake a morale check running the risk of becoming disorganized.

Moving directly from one enemy ZOC to another is allowed.

8.2 Effects of ZOCs on Combat
The ZOC influences combat (*see sections 10, Fire, and 11, Shock Attack*).

*Exceptions:*
Those hexes containing buildings or woods never contain a ZOC exerted from a unit outside that hex, nevertheless a unit located in a building or woods hex exerts a ZOC on hexes adjacent to it unless the adjacent hex is also woods or building.

## 9. Command
A unit is considered "in Command" when prior to movement it is found to be within the command radius of the unit's leader or the Commander in Chief (when counting the hexes do not count the hex occupied by the unit or its leader, nor any terrain effects costs).

The leader's command radius is specified in the Particular Rules for each scenario.

9.1 *Restrictions on tracing a line of command* It can never be traced from or into:

1) Hex occupied by enemy unit.

2) An enemy ZOC not also occupied by a friendly combat unit.

9.2 Effects of command on ZOCs
Only units "in command" (under command) can enter or leave a ZOC. Remember that leader units are the last to move.

## 10. Fire
There are two phases: Defensive (carried out by the defender) and Offensive (carried out by the attacker). The procedure is the same in both cases. The present rules only include both kinds of fire for infantry and artillery, although it is recognized that cavalry of the period only on rare occasions would shoot from long distances, in spite of their possession of such weapons.

10.1 Infantry
All adjacent enemy units may be fired at with the following limitations:

1) Maximum of 6 combat points per hex
2) Fire can only be carried out through "front hexes"
3) In a stack the piece(s) that fire have to be on top of the stack.

Fire is carried out at a specific hex and initially any effects of fire are only suffered by the top unit of the stack (if there is a stack); if the unit is eliminated without all the losses suffered as determined by the *Fire Table*, the remaining losses are applied to the next unit in the stack.

Fire can be combined from several hexes on to a single hex, or distributed from one hex to several.
*Exceptions:*
Fire by units in square: Fire cannot be carried out with more than half the units' available points, rounding fractions up, into 3 adjacent hexes. The fire can be distributed into more than one hex.

10.2 Artillery
A maximum of 3 units per hex may fire, with the following limitations:

The fire factor depends on distance:

1 hex (adjacent): Fire factor printed on unit.
2 hexes: 50% more (if units normal value is 8 the fire factor is now 12)
3 or more hexes: 1/2 factor (if the unit's value is 8, it is now 4)

Fire is on to a specific hex and its effects initially are suffered by the unit on top of the others (if there is a stack); if the unit is eliminated without all the losses determined by the Fire Table have not been suffered, the remaining losses are suffered by the next unit in the stack.

If the artillery units are stacked with other units they must be stacked on top to fire.

Several units may combine fire on to one hex, but each unit's fire factor is indivisible and cannot be divided between more than one hex.

Defensive fire can only be carried out against an adjacent hex.

Offensive fire has the following range:
 Heavy artillery = 6 hexes
 Medium artillery = 5 hexes
 Light artillery = 4 hexes

Artillery and infantry offensive fire cannot be combined.

In order for a unit to carry out offensive fire against an enemy unit (or stack) there must be a clear line of fire from the center of the target hex.

The maximum distance of an artillery unit is calculated by counting the target hex but not the hex of the attacking unit.

In the case of artillery firing from a distance of greater than 2 hexes onto a stack, the result is spread out individually to each one of the units, this being determined randomly by the owning player.

10.2.1
Hexes with buildings, woods, or friendly units (not enemy) obstruct the line of fire. If the line of fire passes exactly between two hexes, one that obstructs, and the other does not, the line is considered clear. The line of fire will be obstructed in the case of a higher crest followed by a lower crest (fire across the crest).

If a single crest line (or several, all in the same direction) intervenes, the line of fire is not obstructed, as long as the

unit in lower terrain is further away from the closest crest line than the other unit, (*see example 6*).

An obstacle is not considered a crest if it is located between a lower crest line and another higher crest line.

*Procedure:*
1) All points are added up that are involved in a single attack, (taking into account any appropriate modifications).
2) The appropriate column is chosen on the *Fire Table*.
3) A die is thrown and any pertaining modifications are applied (on the same table).
4) The result is applied immediately.

## 11. Shock Attack
It will occur when units of two opposing sides find each other in adjacent "front facing". Shock attack is not absolutely required, but if one player decides to attack a hex with a unit (or stack) all the enemy units found in "front facing" of the aforementioned unit (or stack must be attacked if allowed within stacking limits (*see example 7*).

11.1 Evasion of combat
When the attacker declares an attack, the defender may declare the defending units will evade combat.

The defender can evade combat in the following cases:

All types of cavalry can evade infantry.
Light cavalry can evade heavy cavalry.
Limbered artillery can evade infantry.

*Effects:*
The unit that evades combat is retreated 1 hex, without incurring any kind of penalty. The evading unit cannot have fired in the previous phase. The attacking units can participate in no other combat, other than that which was originally declared.

*Restrictions:*
No unit can attack or be attacked more than once per turn.
Unit(s) that fired in the previous phase cannot engage in shock attack.

If a shock attack occurs in a hex containing units in skirmish formation, the skirmish units are placed at the bottom of the stack.

Unit(s) cannot shock attack if units in the same stack fired in the previous phase unless those units were in skirmish or square formation.

Units can only be attacked by units from "front facing" hexes.

A maximum of 24 combat points from one hex are allowed on attack or defense in shock attack.

A hex can only be attacked by 18 combat points from another hex.

Units stacked in the same hex can shock attack into more than one specific hex as long as the 18 combat points limit is not surpassed against one specific hex.

Under no circumstances can a unit's combat factor be divided.

Artillery units cannot shock attack, only defend. On defense its combat value is 1/3 of its normal combat factor.

Units formed in square cannot shock attack.

The attacking player decides how he will distribute his forces among the different combats within the limits imposed by the present rules. This assumes that units in the same hex can attack several hexes; nevertheless units in the same hex must be attacked in a single combat.

Units in skirmish formation cannot initiate shock attack.

*Procedure:*
1) All combat factors of the units participating in a single attack are added and compared with the sum of the defending units' factors, allowing for any modifications to establish a ratio that can be found on the *Shock Attack Table;* always round ratios to the defenders' favor (e.g. 11-4 is rounded to 2-1).

2) A die is to be thrown modifying the result for any leader, order, or morale effects and the shock attack results are obtained.

3) The effects are immediate, taking effect prior to any other combat.

*Restrictions:*
Ratios of greater than 5-1 are resolved as 5-1, and at less than 1-4, combat is not allowed.

11.2 Cavalry Charge
If only cavalry units are the attackers in a shock attack, the player can "declare" a charge and double the combat factors of the cavalry units (*see examples 8.1 and 8.2*)

*Procedure:*
The cavalry units designate an enemy unit as the target of the charge prior to movement.

The unit that is the charge target must be at least 2 hexes from the charging cavalry unit.

The last 2 hexes, the charge movement must be a straight line to the target.

- When the charging units are moved adjacent to the target, all units must have a morale check. An R or D result delays the shock attack and the affected cavalry unit immediately retreats 2 hexes toward its base. The effects of the D or R results are applied. The cavalry units passing the morale check must then charge.

*Restrictions:*
Charges can only be carried out against targets in clear terrain hexes. Charges cannot be done through hexsides containing rivers, streams, town, woods, moderate or impassable sloping terrain.

Disorganized cavalry units cannot participate in a charge.

11.3 Control of Cavalry in Combat
Every time a cavalry attack successfully dislodges an enemy unit from a target hex as the result of a charge, the cavalry units perform a control check.

An NC result indicates the cavalry unit has not been controlled.

A C result indicates the cavalry is controlled (*see Cavalry Control Table*).

Uncontrolled cavalry: The unit is turned over and must be moved to carry out a shock attack against an enemy unit closest to it within a 3 hex maximum range to its "front facing".

If there are no enemy units within that range it must move in the direction of its "front facing" without changing facing direction until all its movement factor is used up.

If the movement results in having to cross a hex or hexside of terrain impassable for cavalry it stops movement at the hex prior to the impassable one.

If the movement results in the unit exiting the map, such units are removed from the game.

Controlled cavalry: The cavalry unit may move again, with the option of initiating another shock attack or charge against any enemy unit, or staying in place and initiating a shock attack or charge.

If it moves it can use some or all of its normal movement points.

The interaction of cavalry attacks and controlled movement allows the cavalry to attack enemy units an unlimited number of times, but also can cause the cavalry to disappear from the battlefield.

11.4 Cavalry retreat
Each time a cavalry combat by shock attack or charge fails to dislodge enemy units from the target hex all the participating cavalry units must retreat. The units movement will no be under the player's control, but must move in the direction of its base. This retreat movement may use some or all of its normal MP.

11.5 Cavalry Countercharge
Cavalry unit(s) of the non-phasing player can plan a countercharge against enemy cavalry units performing shock attack or charge.

*Restrictions:*
Disorganized cavalry cannot perform a countercharge.

*Procedure: (see examples 9.1 and 9.2)*
At any time the phasing cavalry unit(s) are within 2 hexes and within a line of sight of the nonphasing cavalry units a countercharge may be declared

The phasing cavalry unit temporarily suspends its movement. The nonphasing cavalry unit is moved adjacent to the enemy unit, but cannot cross terrain prohibited to cavalry.

When the countercharging unit is adjacent to the enemy cavalry, it must undergo a morale check. An R or D result (do not apply its affects), halt the nonphasing player activity and retreat the unit immediately 2 hexes toward its base.

Nonphasing cavalry that pass the morale check must attack the phasing cavalry. If the nonphasing cavalry fails the morale check, the phasing cavalry renews its movement and completes its planned attacks.

If combat is produced this is carried out as normal shock attack with the nonphasing cavalry the attacker and the phasing cavalry the defender.

Resolve the combat, if the nonphasing cavalry succeeds in forcing the unit to retreat from the hex that is the target of

the countercharge, it must apply a cavalry control check and apply any results. On the other hand, if the nonphasing cavalry is unsuccessful in forcing a unit to retreat from the target hex, it must perform a cavalry retreat.

If the result of the shock attack indicates the phasing player remains in its hex, after combat, it can no longer carry out the planned attack (the originally planned charge) and must perform a cavalry retreat. (*see section 11.4*)

## 12. Movements after Combat
**Retreat**
Retreats as a result of fire or shock attack must be carried out immediately. Units stacked in the same hex can retreat to different hexes. A stack of units can retreat through an enemy ZOC, but each unit loses 1 combat factor and all the units become immediately disorganized. In a D2 or A2 result, the final hex of the retreat cannot be adjacent to the initial hex they are retreating from.

Units may retreat through other friendly units, but the retreating units must conduct a morale check. Retreat off the map is not allowed.

If a unit or stack cannot retreat in accordance with retreat rules, it is eliminated.

**Advance**
It only may occur after each shock attack. Each time a hex is totally vacated as a result of combat, the victorious units (attackers or defenders) can immediately occupy that hex at no cost. The advance after shock attack is limited to the first hex cleared independently from the result obtained on the shock attack table, performing the advance or not being voluntary.

Both the advance and retreat after combat, are performed by the owner of the affected unit.

## 13. Terrain
The different forms of terrain represented on the map have various effects on game play, those effects are found summarized in the *Terrain Effects Chart*.

## 14. Morale Checks
Several times during a game, a unit may be required to do a morale check.

The results include: unit disorganized (indicated by placing the unit face down). or rout (indicated by placing the appropriate marker on top of the unit).

Every time a unit must conduct a morale check, a die is thrown and the *Morale Table* is consulted for results that go into effect immediately.

14.1 Disorganization Effects
Movement: No effect
ZOC: Cannot enter an enemy ZOC, can leave an enemy ZOC without risking further demoralization effects.
Combat: Combat factor is halved for fire and shock attack

14.2 Rout Effects
Movement: immediately retreat 2 hexes. In each subsequent turn must move toward its base using its entire movement factor, if possible.
ZOC: Same as for disorganization effects.
Combat: If shock attacked, use the 5-1 column with the exception the attacker cannot suffer any adverse combat effects.

14.3 Reorganization
*Procedure:*
In the appropriate phase of each game turn an attempt to reorganize disorganized or routed units may be made. The procedure is the same as a morale check, die is thrown and *Morale Table* is consulted.
For this procedure (and only this one) the morale factor of the specific unit attempting to reorganize is reduced 1 grade, if it is situated in an enemy ZOC.

## 15. Leaders
Leader units are not combat units, do not affect stacking requirements, and have no ZOC, nor are affected by them.

Movement: They move at a 1MP/hex rate without being affected by terrain. Leaders without orders cannot move.

Morale and shock attack: Leaders possess command factors, one is used to influence its troops' morale, and the other to influence its troop's shock attack capabilities.

The leaders morale command factor (and only it) can modify the die throw result for all units it is stacked with. Except for the Commander in Chief, leaders may only influence morale checks of units under its command.

The command morale factor can be 0 or even a negative number. These values represent Leaders with mediocre leadership capability or in some cases Leaders who demoralize their own troops.

The Leader Shock Attack factor modifies the die throw of units he is stacked with that will be engaging in shock attack. If his units are the attackers, his command value is added to the die throw. If his units are the defenders, the command factor is subtracted from the attacker's die throw.

15.1 Elimination of Leader units
If the stack containing a leader unit that has used its shock attack value obtains unfavorable results during the shock attack, the player must throw a die with a result of 6 indicating the Leader in question has been incapacitated and the next turn replaced by another of immediately inferior rank, which is represented by turning the unit face down.

The game includes the leader units printed on both sides, the obverse representing the original Leader and the reverse without a name and its command factor reduced to represent the new leader that has taken charge of the unit.

## 16. Demoralization
A division or brigade can become demoralized when losses from elimination or disorganization reach the limits established on the Demoralization Table which is detailed in the Particular Rules of each scenario.

Effects on Combat:
A unit belonging to a demoralized division or brigade suffers a 1 grade reduction in its morale factor.

A division or brigade can recover its morale or become demoralized several times during the course of a game, depending on the state of disorganization of its units.

## 17. Victory conditions
It is determined by the relationship of the number of divisions or brigades demoralized and in some cases by geographic objectives, or for some other specific conditions designated in the

Particular Rules of a scenario

If at any point in the game one of the two sides has 3 demoralized divisions or brigades, the game ends with the opposing player the winner. If neither side reaches that limit, the level of victory (or defeat) is established by comparing the number of demoralized major units:

1 division or brigade less than the enemy: Marginal Victory (good).
2 divisions or brigades less than the enemy: Tactical Victory (excellent).
3 divisions or brigades less than the enemy; Strategic Victory (outstanding).

## 18. Game Set-up
This is explained in the Particular Rules of each scenario. The system also includes (if the historical scenario permits it) variants of the historical set-up, for the purpose of providing a wider range of possibilities for game play.

## OPTIONAL RULES

### 1. Limited information
This rule can be used if mutually agreeable to both sides and will partially eliminate the "helicopter effect" and add a degree of uncertainty to the game.

### 2. Unknown Factor Markers (FFD)
These are markers that have a silhouette printed indistinctive colors in the background. Blue for the French side and yellow for the Spanish and are numbered consecutively for easy identification.

### 3. Limitations of Use
The "FFDs" can only be used for no more than 1/3 the total number of combat units of the side in question (leaders are not counted)

They can be used at any time during the game, as specified in the present rules.

Eliminated "FFDs" can be returned immediately to play, if desired.

They can be used at the beginning of the game, or at the beginning of a movement phase that both players agree to.

### 4. How to Use
They can be substituted for an entire stack of units. In this case it is required to note the units being substituted and the order they were stacked. For example: FFD4: 39Lin2, 39Lin1, 39Lin3. The number of units in the stack is not limited, or there can be no units ("false" FFD).

- They can substitute for a series of units in a column, i.e. several stacks one behind the other. In this case all the units must have a maneuver order and the FFD marks the position of the first unit or stack.

- They can be used to hide the combat value of a unit, simply placing it (FFD) on top of the unit.

- Finally, they can be used to "puff up" the number of units in a stack placing an FFD (or a maximum of 2) under the stack. In this case a third FFD may be placed on top of the stack.

### 5. Elimination
The FFDs are automatically eliminated when they are adjacent to an enemy unit, including Leaders, except when they are involved in shock attack.

Finally, they are eliminated when "sighted" by an enemy unit. For this to occur there must be an unblocked "line of sight", exactly like an artillery line of fire, with substitution a sighting distance no greater than 8 hexes, 3 hexes for "puffed up", and 2 hexes for "hiding" combat value. The distance counted includes the FFD's hex but not the enemy's.

Of course an FFD which substitutes for other units, can be used to hide the stack, etc., except in the case of a "false" FFD.

## EXAMPLES – text translation

### Example 1 Change of Orders
The French Commander in Chief wants to change the orders of 2 subordinate leaders. The presence of a Spanish cavalry unit requires a line of command be traced to the Leader Chaubert through the hex occupied by the French cavalry unit. The command distance to this Leader is 4. The line of command to the Leader Schramm is not blocked by an enemy ZOC, the line of command distance is 2.

### Example 2. Skirmish Deployment
To deploy to A costs 1 MP, to C (skirmish unit) 3 MP. To reform in A costs 3 MP (1 to reform and 2 to move). In the case of skirmish deployment, all the hexes around the deployment are considered the front hexes, for which there will be ZOCs around all of them (shaded hexes).

### Example 3. ZOC and Facing
Unit A is correctly faced toward the hex angle it occupies. Unit B is incorrectly located because it is facing a hex side.

### Example 4. Movement
Unit A moves 2 hexes but pays 3 MP because movement into the 2nd hex is into an enemy ZOC. Unit E cannot move to its intended hex through the rear to the front of Unit G because it has 8 combat points. If it had 7 it would be possible. For the same reason, unit F's movement path cannot pass through the hexes occupied by Units B and C because both have 8 combat points, instead unit F may cross through the hexes from flank to flank. Upon entering the hex facing the front of French unit 3 it is required to stop movement. Up to that point it had used up 4 MP. Unit D may move without hindrance because being disorganized it has no front facing or flank and all movement in any direction is considered toward its front.

### Example 5. Firing from Squares
Square A has 8 fire points, being adjacent to units in 3 adjacent hexes but 2 zones (black line). Unit A designates 4 points against enemy unit 3, leaving 4 points remaining against enemy units 1 and 2 and it is decided to attack only unit 1 with all 4 points. Square B may only use 4 fire points as explained in Rule 10.1 It can attack one of the enemy units with 4 fire points or attack more than one distributing the 4 points as desired.

### Example 6. Line of Fire
Continuous lines indicate possible line of fire and discontinuous lines blocked lines of fire.

## Example 7. Shock Attack
If stack A attacks unit 1, it must also attack unit 2 both are at stack A's front "facing" and unit B will be required to attack unit 3.

## Example 8.1 Charge and Uncontrolled Cavalry
Units 1 and 2 decide to charge infantry units A and B, once adjacent to the infantry they perform morale checks, Unit 1 passes, but unit 2 does not obtain a D result, having to retreat immediately 2 hexes toward its base also becoming disorganized. Unit 1 wins the combat obtaining a D2 result causing unit A to retreat 2 hexes. Unit 1 occupies the vacant hex abandoned by the defender and carries out a control check which it fails. Becoming disorganized and having to attack infantry unit C which is now the only enemy unit within 3 or less hexes of its front "facing". This new attack obtains a BM result. Unsuccessful in dislodging the enemy, the cavalry must retreat toward its base using up to 6 MP and returning to its original position.

## Example 8.2 Charge and Controlled Cavalry
Unit 1 charges Unit A. It successfully passes a morale check and obtains a D2 result. Unit 1 advances and performs a facing change. Since it passed a control check, it now chooses between remaining on that hex or moving. It remains on that hex because it is going to shock attack Unit B. The attack will not be a charge but a shock attack to the flank.

## Example 9.1 Cavalry Countercharge
Cavalry unit 1 begins a charge (continuous line) against infantry unit A. Cavalry unit B cannot engage in a countercharge because unit 1 during its entire movement is more than 2 hexes away.

## Example 9.2 Cavalry Countercharge
Cavalry unit 1 begins a charge (continuous line) against unit A. Upon arriving at hex 2, it becomes within sight of unit B and is 2 hexes away. Unit B decides to countercharge. Unit 1 stops moving at that hex and unit B is moved adjacent to unit 1. Unit B passes a morale check and shock attacks unit 1. The combat result is adverse for unit B, which must retreat (Disconnected line). Unit 1 now moves to hex 3 and resolves its charge normally.

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## 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 withthe 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 to 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 - Poinsot 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 Poinsot, Cassagne, and Boussart are deployed in any hex occupied by one of their subordinate units.
Vedel will deploy within 2 hexes of hex AI9.
Poinsot Brigade units:
AG10 - 3rdLeg.Res.1, 3Suisse1
AI11 - 5thLeg.Res2 and 3
Cassagne Brigade units:
AJ8 - 1,2,3, 1stLeg.Res.
Boussart Brigade:
AJ9 - 6thDrag.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.Granada6
AC11 - M.P.Granada
AD11 - Corona 1 and 2
AD12 - V.Granada 3
AJ12 - Montesa and Dr. Reina Cavalry

### Scenario 2. Surprise in Bailén

#### O. 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 Boussart 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.
Boussart 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 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
063:0 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.

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## 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 Poinsot, Cassagne, and Boussart enter stacked with any units under their command. Vedel enters stacked with any Division unit.
Poinsot 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 Poinsot, Cassagne, and Boussart enter stacked with any units under their command. Vedel enters stacked with any Division unit.
Poinsot 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 Dopont'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 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, 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, Poinsot, Cassagne, and Boussart will enter stacked with any unit under their command.
Poinsot 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.

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## General Notes

### Map-Terrain Scale
The scenarios available in this Volume II have a terrain scale of 1 hex=250 meters. The points of interst 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 bboklet.

**OOB Errata**
Reding Division:   1Dr.Reina Squad is missing
Jones Division:  Infantry; It shoud be Cordoba not Corona.

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## TABLES & CHARTS therms translation

Table de choque=Shock attack table
Dado=Die   Relacion=Ratio
Ataques con...=Attacks with a ratio of greater than 5-1 are treated as 5-1

Con relación..=With a ratio of less than 1-4 combat is prohibited unless required by rule 10.1 and is then treated as 1-4.

Cuadros...=Squares:Do not retreat as a combat result.
Results D1 is considered as no effect,and D2 as DB
Ataques contra...=Attacks against flank,, rear or enemy skirmish formation: Infantry doubles its combat factor and cavalry triples its combat factor.

Modificadores al dado= Die result modifiers
+or-:Shock attack factor of one Leader presnt in a hex a
+or-:Difference in morale grades of an attacking and defending unit (if several are involved, use the one most favorable to the defender), but ignoring 1 grade (in other words, if the attacker is A and the defender C, the modifier is +1)
 +1:If the attacker has an attack order
 -1:If attacker has a defense order
 -2:Cavalry against square
 +1:Heavy cavalry attacking (not against squares or heavy cavalry)
 +2:Infantry (not in skirmish) against square

Interpretación de los resultados=Interpretation of Results
AB(Attacker loss) = The attacking player accumulates 1 loss(loses one of its initial combat factor) and the numerical marker for appropriate loss is placed on the unit to designate what occurred in combat.  In case there are several attacking units, choose which of these will lose value.
BM(exchange)=Defender and attacker remove one point from each combat factor, neither side advances or retreats.
A1 or A2(Attacker retreats)=The attacker retreats his units 1 or 2 hexes (He is subject to a morale check).
D1 or D2(Defender retreats)=Defender retreats his units 1 or 2 hexes (He is subject to a morale check with a D2 result).
DB(Defender loss)=Defender obtains one loss (of his choice in case several units in the hex), he is subject to a morale check.
(Ver también...)=See also terrain effects chart

Efectos de terreno=Terrain effects chart
Tipo terreno=terrain type
Despejado=Clear
Edificios=Buildings
Bosque ligero=Light forest
Rio=river
Arroyo=stream
Puente=Bridge
Carretera/Camino (Solo tiene...=They only have effect on movement on units with command orders)
Desnivel arriba=uphill
abajo=downhill
moderado-moderate
Impasable=Impassable

Movimiento=Movement
Fuego=fire
Choque=Shock attack
Infantería=Infantry
Caballería=Cavalry
Artillería=Artillery
(Defensor en...)=Defender in
(o a través de..)=or through
Los efectos que...=The effects on shock attacks are cumulative, for example shock attack across a stream and moderate uphill=attack factor x 1/3
P=Prohibited
A=Attacking force reduced to 1/2
C=Attacking force reduced to 2/3
E=Cannot be in hex
F=No additional cost with maneuver order
=No effect
B=Attacking force reduced to 1/3
D=1 point if unit has maneuver order and there are no other units in the hex.
H=Except by road
G=See line of fire

Cambios de Formaciones=Formation Changes
(Coste expresado...) = Cost expressed in Movement Points
DE=Defender;        A=Attacker;        Normal=Normal;
Cuadro=Square;
Guerrilla=Skirmish
Infantería=Infantry; Artilleria=Artillery
Enganchar=Limbered; Desplegar=Unlimbered

Se añade también...= The cost of moving from the originally occupied hex to the furthest of those occupied is also added after the formation change.

Factores de Movimiento=Movement Factors
Tipos de Unidades =   Franceses =   Español =
Unit types  French  Spanish

Infantería=Infantry
Infantería en Guerrilla=Skirmish formation
Artillería a caballo=Horse artillery
Caballería: Ligera y Media=Light or Medium Cavalry
Caballeria Pesada=Heavy Cavalry
Comandantes=Leaders
Convoy=Convoy

Tabla de Fuego=Fire Table
Puntos que disparan=Points firing
Notas: si suman mas...=If more than 12 points fire, use the 12 column and to complete the fire use the remaining fire points, this proced ure is equivalent to firing twice. An attacker receiving fire ignores R result.

Modificadores de dado=Die modifiers
Defensor en cuadro=Defender in square
Contra guerrilla=attacking skirmish formation
Artillería pesada=Heavy Artillery
Moral E o F=Morale grade E or F
Contra artillería desplegada= Attack against unlimbered artillery
Artillería ligera=Light Artillery
Moral A ó B= Morale grade A or B
Infantería inglesa...=English infantry with morale grade C or better

Sólo para artillería...= Only applies to artillery at range of 2 or more hexes.
#3rd ficha...=Third unit in the same stack
4th ficha...=Fourth and additional units in the same stack

Interpretación de los resultados=Interpretation of results
R=the defending unit immediately retreats 1 or 2 hexes (owning players choice). if there are more units, they all check morale. (see appropriate section)
M=The unit in question immediately checks morale. If there is an adverse result and there are other units in the hex they also check morale.
1,2,3=The defending unit lose 1,2, or 3 combat points (use the special markers to indicate losses).
D=(only used in case of defensive fire) The unit obtaining this result cannot initiate shock attack but may still fire. This result is automatic if the unit loses 2 or 3 combat points. If this result is obtained as a result of offensive fire it will be considered no effect.
(Ver también tabla...)=See also terrain effects chart

Tabla de control...=Cavalry control table
Grado de moral=Morale grade
Dado=Die
NC=Uncontrolled
C=Controlled

modificadores...=Die modifiers
+#=Add leaders morale factor if in same hex (O factor is considered a 1)
-1=If the attack was a charge
-2=British cavalry
-1=Spanish,French and French allies, Portuguese and K.G.L. cavalry

Tabla de Moral=Morale Table
Grado de Moral=Morale Grade
Dado=Die
D=Unit disorganized
- =No effect
R=Unit routed

Modificadores al dado=Die modifiers
+=Add leaders' morale factor if in same hex (0 factor is considered a 1)
+1=For being in woods or town buildings
-1=In enemy ZOC (only affects reorganization)
-1=Routed unit
-1=For each combat point lost (after the 2nd point lost, in other words, with 3 points lost the modifier is -2)

Intento de reorganización...=For a reorganization attempt only consider favorable results (—). A disorganized unit recovers to normal and a routed unit becomes disorganized.

## TABLES & CHARTS LOCATED INSIDE THE BOX

Tabla de desmoralización=Demoralization Table
Españoles=Spanish.Franceses=French.
Comandante=Leader. Puntos=Points
Escenario 1=Scenario 1
*Si los franceses...=If the French occupy hex D12 (San Cristóbal Hill)

Escenario 2=Scenario 2
*Si los españoles...=If the Spanish occupy Bailén hexes, reduce 1 point for every 4 occupied, Maximum -2, Minimum -1.
Escenario 3=Scenario 3
Escenario 4= Scenario 4
*Si los franceses...=If the French occupy Bailén hexes, reduce 1 point for every 4 hexes occupied
**Si los franceses...=If the French occupy San Cristóbal Hill, reduce 1 point, Maximum -3, Minimum -1.