

## Historical Background

The Peninsular War was one of the longest and most drawn-out campaigns of the Napoleonic War; a piece of Imperial regime change designed to close off the last European ports open to British trade, which instead developed into the “Spanish Ulcer” that sapped the strength of Napoleon’s empire and left him to fight a two-front war that would ultimately destroy him.

From the outset, it was clear that it would be impossible to incorporate all the actions of this conflict into a single game. It also quickly became apparent that neither a strictly chronological, nor a strictly geographic, distinction could be made to divide the war into two manageable portions. The main focus of this first title is on the defence of Portugal from the three successive French efforts to capture that country in 1807-08, 1809, and 1810-11, with the last of these campaigns leading on into the fighting for the strategically vital border fortresses of Ciudad Rodrigo, Almeida, and Badajoz during 1811 and early 1812, as the allies began to shift back to the offensive. In addition, this title also includes the battles fought in Spain in the immediate aftermath of the uprising of 1808, and the battles fought in south-western Spain during 1809 and 1810. The Spanish campaign of 1808, however, which represented Napoleon’s own personal intervention in the Peninsula in order to crush the massed armies of the Spanish insurgent Juntas as well as the British under Sir John Moore, has been set by until the second title. The “Bonaparte” of this game’s title, it should be stressed, is not the Emperor himself but his brother Joseph, usurping King of Spain.

In part this method of dividing material between the two titles enables a more even distribution of campaigns and battles between the two games, but since much of the ground that was fought over in 1808 was also fought over in 1812 and 1813, it also allows for a greater scope for “what-if” scenarios using the maps from 1813 and the armies of 1808, and vice versa. In addition to the 1808 Spanish campaign, the second title is planned to also include the 1812 Salamanca-Burgos campaign, the 1813 Vitoria-Pyrenees campaign, the 1814 allied invasion of southern France, and the whole of the war on the east coast of Spain including the two sieges of Saragossa and Marshal Suchet’s battles in Aragon and Valencia.

The following historical background is intended to introduce the nature and course of the war as a whole, and to sum up the background to the campaigns covered in this first Peninsular title. Battles and sieges highlighted in **bold** are featured in the game.

### Background

Napoleon’s interest in the Iberian Peninsula stemmed from his desire to close Europe’s ports to British trade as part of his Continental System. The campaigns of 1806-07 had secured this objective so far as northern Europe was concerned, but Portugal remained outside the French orbit. Napoleon’s initial plan called for cooperation with the Spanish in a campaign against Portugal, in which venture he was able to obtain the apparent cooperation of the power behind the Spanish throne, Manuel Godoy. In November 1807, a French army under Général de Division Andoche Junot invaded Portugal in cooperation with Spanish troops; Junot pushed his men hard to get them to Lisbon, but the Portuguese managed to stay one step ahead and their fleet and royal family were evacuated to Brazil, safely out of Napoleon’s clutches. Nevertheless, the country was occupied, its army disbanded, and Napoleonic hegemony over Europe apparently secure.

Then, however, the Emperor turned his gaze to Spain. Napoleon had strong suspicions, not without reason, that the Spanish had been preparing to turn against him had his campaigns of 1806 and 1807 gone badly for the French. The Spanish Bourbons had little love for the French – who had, after all, executed their kinsman Louis XVI less than twenty years before – and there was growing unease as more and more French troops poured into Spain, ostensibly as part of the war effort against Portugal, but in practice showing no sign of moving on that country, and taking great interest in Spain's own fortresses. King Carlos IV was widely regarded as a fool, with the real power being Godoy, who was both chief minister and lover of the Queen Maria-Luisa. Far more popular was the young heir, Prince Fernando, which led to Madrid becoming a hotbed of plots and counterplots between the various royal factions. These conspiracies eventually saw Godoy dismissed and Carlos abdicate in favour of Fernando, only to retract his abdication and appeal to Napoleon for help. Calling the Spanish royal family to Bayonne, Napoleon had the whole pack of them arrested and handed the throne of Spain to his own brother, Joseph, who had hitherto been occupying the throne of Naples.

Before Joseph could arrive, however, the Spanish had risen in revolt. Beginning with the Dos de Mayo uprising in Madrid, ruthlessly suppressed by Marshal Murat's French troops, the revolt spread like wildfire throughout Spain, with local Juntas establishing themselves, assuming regional power, and beginning to organise military forces with which to meet the French. Refusing to accept the settlement made at Bayonne, they recognised Fernando VII as their king, even though he remained a prisoner of the French; this lack of central authority meant that, for a time at least, each region of Spain directed its own war effort through its own Junta.

### The First Battles

As well as Junot's troops in Portugal, and Murat's garrison in Madrid, the major French forces were those of Général de Division Dupont, marching on Andalucía; Marshal Moncey, marching on Valencia; and Marshal Bessiéres in the north. Dupont was initially successful, with his troops capturing and sacking Cordoba after defeating an ad-hoc Spanish force at **Alcolea** on 7 June 1808. However, the Spanish forces were rapidly assembling, whilst the French remained strung out and laden down with plunder from Cordoba. Dupont began to retreat, but found his way blocked at **Bailen**; attacked from front and rear, he was compelled to order his corps to surrender to the Spanish under Castaños and Redding. This mass surrender of a French corps caused a huge increase in Spanish support for the war, but in the jubilation it was conveniently forgotten that most of Dupont's troops were raw conscripts and impressed foreigners. The Spanish might claim to have conquered the conquerors of Austerlitz, but it would be another matter when they met the genuine article.

Meanwhile, in the north of Spain, things had been going better for the French. In the first of many blunders for which he would be responsible, Spanish commander Gregorio García de la Cuesta deployed his small force of raw levies to defend the bridge at **Cabezón** with his back to the river; assailed by the vanguard of Bessiéres' corps, his troops were smashed in short order and many were unable to escape across the bridge. Nothing daunted, Cuesta took his surviving forces to link up with troops coming from Galicia under Joaquín Blake, an officer of Irish descent recently promoted to high command. Pulling rank, Cuesta instigated a renewed offensive against Bessiéres, leading to the Battle of **Medina de Rio Seco**, fought on 14 July. Cuesta seems to have deliberately let Blake take the brunt of Bessiéres' attacks, intending to regain his reputation by rescuing his subordinate; this selfish plan ended in disaster and allowed the two wings of the Spanish army to be defeated in detail.

Only the news of Bailen prevented Bessières following up his success; instead, the French abandoned Madrid and fell back beyond the Ebro.

At the time that Spain rose in revolt, Britain – still technically at war with her – had been preparing an expedition intended to attack the Spanish Colonies in South America. Napoleon's actions having turned Spain from an enemy to a British ally, these troops, and more, were earmarked instead to go to the Peninsula. During the first week of August, some 14,000 men under the command of Lt. General Sir Arthur Wellesley landed at Mondego Bay, where contact was made with the small force that the Portuguese had been able to put back into the field. Joined by a brigade of Portuguese, Wellesley began to march on Lisbon, defeating the French advance-guard at **Rolica** on 17 August. Junot now gathered his forces, assembling 14,000 men and marching north to give battle. However, British reinforcements were also on their way; two more brigades to join Wellesley, a whole corps under Lt. General Sir John Moore that had been rapidly redeployed from the Baltic, and two senior generals to assume the chief command. However, only the first two brigades arrived in time to join Wellesley for the show down with Junot, which took place at **Vimeiro**, four days after Rolica. Junot was comprehensively defeated, but the arrival of Lt. General Sir Harry Burrard as the fighting drew to a close prevented Wellesley following up his victory.

Shortly afterwards, by the terms of the Convention of Cintra, authorised by the new British commander Lt. General Sir Hew Dalrymple, Junot's army evacuated Portugal and was repatriated to France along with its baggage and plunder. Such terms were greatly unpopular in Britain, and generals Dalrymple, Burrard, and Wellesley were all recalled to Britain to answer for their conduct. Command of the British forces passed to Moore, who took the bulk of his army into Spain to cooperate with the Spanish against a renewed invasion led by Napoleon in person; this campaign, which ended with the dispersal of the Spanish forces and the evacuation of Moore's army from Corunna after its commander was killed in action there, will be covered in the second game in this series.

### The Second Invasion of Portugal

The aftermath of the Corunna campaign saw two French corps – II Corps under Marshal Soult and VI Corps under Marshal Ney – drawn deep into north-western Spain. This had not been part of Napoleon's plan, but it did mean that Soult was able to mount a second invasion of Portugal by marching south and attacking by way of Oporto. The Portuguese had continued to build up their forces, and a small British force under Lt. General Sir John Cradock remained in the country to assist in its defence, but the allies were dispersed and the bulk of the Portuguese were lacking in equipment, weapons, and training. **Chaves** quickly fell after the defending troops were driven off in the action at **San Pedro**, and the Portuguese were defeated again at **Braga** on 20 March. **Oporto** fell on 29 March with great slaughter of the defenders, including many civilians who had rallied behind the city's Bishop to oppose the invaders. Throughout this fighting, the British under Cradock remained around Lisbon.

Thereafter, Soult settled his army into quarters in Oporto, showing little inclination to move south, and provoking rumours that he intended to carve out his own kingdom in the north of Portugal. Meanwhile, the Portuguese troops that had escaped from Chaves under the command of General Silveira made a stand at **Amarante**, which was successfully held against French attacks and which

drew Soult's attention away from the threat coming from the south. This threat took the form of a reinforced British garrison, with Wellesley back in command. Sir Arthur had promised his allies in Parliament that he could defend Portugal, and so had been restored to command; at the same time, British officers led by Lt. General Sir William Beresford were seconded to reorganise the Portuguese army, of which Beresford was given command with the rank of Marshal. Within a short time of taking command, Wellesley moved north to attack Soult, defeating his outposts at **Grijo** on 11 May, and recapturing **Oporto** the following day. Soult was forced to retreat across the mountains into Spain, leaving behind most of his artillery and baggage and rendering his command unfit for action for some time to come. Having thus cleared Portugal for a second time, Wellesley turned his attention to events in Spain.

### Spanish Campaigns of 1809

By January 1809, his conquest apparently complete and worried about events in central Europe where Austria was beginning to bestir herself, Napoleon decided to leave what he considered to be mopping-up operations in the Peninsula to his brother and to his Marshals. On the face of it, the Emperor's decision seemed justified, for the Spanish were dispersed, their capital again in French hands, and their allies apparently on the run. This optimistic view of events was reinforced by the defeat of a Spanish attempt to recapture Madrid in the first weeks of the new year. Concentrating units of his I Corps, Marshal Victor defeated the Spanish under Venegas at **Ucles**, and began to move into western Spain. Cuesta, who had been given a new command in Estremadura, met Victor in battle at **Medellin** on 29 March, but, having strung out his forces over too great an area, was defeated by the French and forced to withdraw. In the confusion, Cuesta was ridden down by some of his own cavalry and badly hurt, confining him to a coach for future campaigns. Following his victory, Victor detached troops to aid Soult in Portugal, only to recall them again when he learnt of his fellow-Marshal's defeat.

Having driven Soult from Portugal, Wellesley now made Victor his next target, linking up with Cuesta for a combined offensive aimed at Madrid. As well as Victor's troops, King Joseph also had Général de Division Sebastiani's IV Corps and a powerful reserve of infantry and cavalry at his disposal; however, he had also to contend with the threat posed by a second, smaller, Spanish army under Venegas, moving against Madrid from the south. Wellesley united his forces with Cuesta, but the two commanders enjoyed a stormy relationship, and cooperation was difficult; this allowed Victor to escape the superior allied forces, and link up with Joseph. Leaving only a handful of troops to watch Venegas, Joseph marched against Wellesley and Cuesta who had reunited their forces at **Talavera** on the Tagus. On 27 July, Victor caught the British rear-guard at **Casa de Salinas**, inflicting heavy losses on Wellesley's Third Division and nearly capturing Wellesley himself. However, when Victor attempted to follow up this success with a night attack on the main allied position, he was checked after some confused fighting. The following day saw the rest of the French army deploy and mount a series of attacks against the allied left wing, held by the British. These were all eventually defeated, although not without substantial losses and thanks in part to the intervention of some of Cuesta's cavalry and artillery. At length, Joseph gave up the battle, withdrawing his forces to deal with Venegas. The allies, too, had to withdraw, for Soult had assembled a strong force in the north of Spain, and was moving against their lines of communication. Autumn saw the British back on the Portuguese frontier, with Joseph's victory over Venegas at **Almonacid** on 11 August removing the threat to Madrid for the time being.

Having received first-hand experience of the inability of the Spanish armies to sustain themselves in the field, and weary of the wilfulness of many of their commanders, Wellesley – now Lord Wellington as a result of his victory at Talavera – concentrated his attentions on the defence of Portugal, which remained his primary focus for the next two years. The Spanish, however, continued the fight and reorganised the troops previously under Cuesta and Venegas into a single army. Cuesta having been incapacitated by a stroke, command went to Juan Carlos de Aréizaga, who was tasked with checking a new French offensive aimed at conquering Andalucía. For this operation, the French were commanded in theory by Joseph but in practice by Marshal Soult, with Marshal Mortier's V Corps joining those of Sebastiani and Victor. In a crushing victory, the Spanish army was broken at **Ocana** on 19 November, allowing the French to capture Seville. However, enough of the Spanish survivors managed to make it to **Cadiz** ahead of the French so that, with the aid of a small Anglo-Portuguese contingent, that city could be successfully held to become the new seat of the Spanish government.

Simultaneously with the fighting in Andalucía, a second Spanish force under the Duque del Parque opened an offensive in central Spain, defeating elements of the French VI Corps under Général de Division Marchand at **Tamames** on 18 October. However, the following month del Parque was caught with his army in the process of crossing the River Tormes at **Alba de Tormes** and, thereby rendered vulnerable to the superior French cavalry, suffered a nasty defeat at the hands of Général de Division Kellermann. Although the Spanish forces were by no means destroyed, this action – and news of defeat at Ocana – put the end to any hopes of a Spanish offensive, and del Parque's surviving troops fell back towards the Portuguese frontier.

### The Third Invasion of Portugal

By the end of 1809, Napoleon's position in Central Europe was again secure following the defeat of Austria. This meant that the Peninsula could again become the focus of French attention, and for a time it seemed as if the Emperor would return to the theatre in person. Instead, however, he busied himself with his divorce and remarriage, and delegated command in the Peninsula to others. Several regional armies were created, formalising the corps groupings of the previous year. Soult would have I, IV, and V Corps as the Armée du Midi, tasked with holding down southern Spain and capturing Cadiz. A new Armée du Nord was created out of garrison troops and two divisions of the Young Guard, tasked with holding the lines of communication with France and completing the subjugation of northern Spain; command of this force was given to Marshal Bessières, who returned to the Peninsula after having commanded the cavalry in the campaign against Austria. More garrison troops would form the small Armée du Centre, giving King Joseph a few troops around Madrid under his own command. Lastly, II and VI Corps would be joined by a new VIII Corps and a strong reserve of cavalry to form the Armée de Portugal under the command of the veteran Marshal Massena. Fresh from the battles against Austria, Massena was tasked with the defeat of Wellington's Anglo-Portuguese army and the capture of Lisbon.

For his part, Wellington spent the winter of 1809-1810 reorganising his own forces ready for the invasion that all knew to be coming. The Portuguese forces were now ready to take the field en masse, and each British infantry division would acquire a brigade of Portuguese in order to better integrate these enthusiastic but untried troops. Some British reinforcements also began to arrive, but Britain's main effort for 1809 had been the Walcheren Expedition, which had not only failed in its

goal of capturing Antwerp but which had also exposed the pick of Britain's army – including nearly all of the troops that had been evacuated from Corunna – to the fevers of the Scheldt marshes. These sickly “Walcheren Regiments” would take some time to recover and be fit for service. The only part of Moore's old army that had not gone to Walcheren was a brigade of light infantry under Robert Craufurd, which had been sent to the Peninsula in 1809. Too late for Talavera despite an epic forced march, Craufurd's troops were now reinforced with two Portuguese Cacadore battalions to form the Light Division, tasked with observing French preparations along the Portuguese frontier.

When Massena took command of the Armée de Portugal, his troops were dispersed. II Corps under General de Division Reynier was in the south, whilst the VIII Corps, with Junot at its head, was to the north completing the capture of **Astorga**, whose Spanish garrison did not surrender until April 1810. Massena initially therefore had only Ney's VI Corps with which to deal with the first obstacle on his path to Lisbon; the Spanish fortress of **Ciudad Rodrigo**. After a vigorous defence, lasting from April until July, the fortress eventually capitulated. Unable to risk battle on the open plains around the fortress, where Massena's superiority in cavalry would have given him the advantage, Wellington was obliged to leave the garrison of Ciudad Rodrigo to its fate, something which did not endear him to the Spanish. Massena now moved against Rodrigo's Portuguese twin, Almeida, held by a strong garrison under a British commander, and screened by Craufurd's Light Division. Ney was sent to drive Craufurd away, and very nearly caught the outnumbered Light Division with its back to the **River Coa**. In a sharp action on 24 July, Craufurd was lucky to extricate his command but did so only at the price of heavy casualties. Having got back across the only bridge across the river, Craufurd did then redeem himself by defeating Ney's attempts to force a crossing, but the action was a controversial one, made worse by the fact that Major General Thomas Picton, new commander of the Third Division and no friend of Craufurd, allegedly failed to march his command to his rival's aid.

With Craufurd driven off, Massena was able to begin siege operations against Almeida, but Wellington could at least take comfort in the fact that a defence as drawn-out as that made by the defenders of Ciudad Rodrigo would serve to substantially delay Massena's advance. Alas for such hopes, a lucky French shell touched off Almeida's powder magazine, wrecking much of the town and rendering a continued defence impossible. With the ruined fortress in French hands, the road to Lisbon was now open. The fact that the French were not held up before the walls of Almeida came close to thwarting Wellington's plans for the defence of Portugal, which hinged on a mass mobilization of the whole population against the invader. As the French advanced, Wellington planned to implement a scorched earth policy as his army fell back on Lisbon, where a system of defensive positions – the Lines of Torres Vedras – were under construction. Wellington planned to pull his forces back inside the lines and let the French starve on the outside, letting hunger do the work for him. But the lines needed to be completed, and the country stripped of all that might support the French, which meant that Wellington had to wage a fighting retreat in order to delay Massena's advance. Accordingly, the allied commander turned and stood at bay on the ridge at **Bussaco**, which was held against a series of French attacks on 27 September. The Portuguese acquitted themselves well in their first major field action, and generals Picton and Craufurd both more than removed any question marks that might have remained from their controversial conduct during the fighting around Almeida. Nevertheless, the Bussaco position could be turned, and once Massena had discovered the side roads that enabled him to do just that, Wellington continued his retreat, first to Coimbra and then to the **Lines of Torres Vedras**

Massena quickly established, after a series of probing attacks, that he could not hope to storm the lines and capture Lisbon by force. Sitting down to await reinforcements, he was compelled to watch his army slowly dwindle through starvation. At length, in March 1811, the French began to retreat, with Wellington hard on their heels. At **Pombal**, **Redhina**, **Casal Novo**, and **Foz de Arounce** the French rear-guard under Ney turned to fight a series of minor actions, with a more significant battle taking place on 3 April at **Sabugal** when foggy conditions left the Light Division badly exposed to the French II Corps. Soon, all that was left of the French presence in Portugal was the garrison at Almeida, with the rest of the Armée de Portugal regrouping around Salamanca. Ney, notwithstanding his excellent performance with the rear-guard, was dismissed after a quarrel with Massena. Massena had received some reinforcement in the shape of the two-division IX Corps, composed of provisional regiments under the command of Général de Division d'Erlon, but he was desperately short of horses to mount his cavalry and move his guns. In order to redress this shortfall, Massena appealed to Marshal Bessières to send him aid from the Armée du Nord. Bessières sent gun-teams and two brigades of cavalry, but accompanied them in person much to Massena's annoyance.

Wellington, meanwhile, had been compelled to detach a powerful corps to deal with events in the south, and had less than 40,000 men to blockade Almeida and fend off the French counterattack. His only advantage was that, for once, he outgunned the French. Wellington took up a position behind the Dos Casas stream to await the French attack, holding the village of **Fuentes de Onoro** as an outpost. On 3 May Massena made his attack, attempting to capture the village head-on; after fierce street fighting, the attempt failed and fighting died away. The fourth saw only limited action, but on the fifth Massena unleashed a strong force, including nearly all his cavalry, to turn Wellington's left flank. The untried troops of the newly-formed Seventh Division were driven back some distance, bending the allied line into an L, but an impressive fighting retreat by the Light Division and allied cavalry gave time for the new line to be made secure. Fuentes de Onoro now became the angle of the L, and Massena sought for a second time to capture the village and break the allied line. This again failed, and the French were obliged to withdraw. Massena was replaced by Marshal Marmont, who was tasked with rebuilding the shattered Armée de Portugal. The only bright spot for the French was that their garrison at Almeida managed to break out and re-join the field army. The troops were saved, but the French were gone from Portugal.

### Battles for the Frontier Fortresses

In an effort to relieve the pressure on Massena in Portugal, Soult's Armée du Midi had begun to move over to the offensive, mounting a campaign intended to take the fortress of Badajoz, still in Spanish hands, which served to control the entry to Portugal by the southern route just as Ciudad Rodrigo did for the northern route. Just as Rodrigo had its Portuguese counterpart at Almeida, so too did the Portuguese fortress of Elvas stand as an additional barrier barring the way into Portugal even if the French were to take Badajoz. With I Corps under Victor still besieging Cadiz, and IV Corps on internal security duties, Soult assembled an expeditionary force drawn primarily from Mortier's V Corps and moved north from his base at Seville. The area was defended by the Army of Estremadura, commanded by the Marques de la Romana, one of Spain's best generals, reinforced by a small Portuguese contingent. Against the wishes of La Romana and of Wellington, General Mendizabal had left a small garrison in the fortress of **Olivenza**, which Soult now besieged as a preliminary operation prior to moving on Badajoz. The fortress was in poor repair, and after a breach

was made in the walls the garrison was forced to surrender on 23 January. This deprived the Spanish of some 4,000 troops, but Soult was obliged to detach a like number in order to escort the prisoners to Seville. This left him with only a small force to begin the investiture of **Badajoz**.

Spanish woes were increased by the sudden death of La Romana, who was replaced by Mendizabal. The latter brought his army up to relieve Badajoz, occupying heights on the opposite side of the River Guadiana to the fortress itself. Against advice, Mendizabal failed to entrench his position, and Soult was able to capitalise on this. On 19 February Soult sent a large cavalry force to turn Mendizabal's open flank, whilst Mortier crossed the River **Gebora** to attack the Spanish head-on. Taken by surprise and with their flank rolled up, Mendizabal's Hispano-Portuguese force was badly defeated, removing any immediate hope of relieving Badajoz. Wellington, then in the process of driving Massena from Portugal, responded to the threat by detaching three divisions under Beresford to restore the situation, but, before they could arrive, Badajoz had surrendered.

Beresford now found his task changed from relieving Badajoz to recapturing it, but in the first instance he found himself distracted by a side-show. After Badajoz had fallen on 11 March, Soult sent troops to invest the Portuguese fortress of **Campo Mayor**. The outnumbered garrison held out for nearly a week before surrendering on 21 March. Rather than hold the place, Soult ordered it evacuated and its heavy guns brought back to Badajoz; while this was underway, Beresford's vanguard arrived and a confused cavalry battle took place, in which the allied cavalry defeated their French opponents but failed to capture the convoy. Beresford now began the **First Allied Siege of Badajoz**.

Beresford's siege operations had only progressed a little way when news was received that Soult, who had returned to Seville, was on his way back with a relief army. Beresford accordingly abandoned his siege works and took up a defensive position at **Albuera**, where he was joined by substantial Spanish forces under Blake and Castaños. Obtaining the chief command by virtue of his Portuguese commission as Marshal, notwithstanding that he was only a junior lieutenant general in the British service, Beresford resolved to meet Soult in battle. With an inferior force at his disposal, Soult opened the action on 16 May by cleverly feinting against Beresford's centre before throwing the bulk of his forces around the allied right flank. A Spanish division under General Zayas checked the French advance, allowing the British Second Division to redeploy; however, as the Second advanced their right-hand brigade was charged in the flank by French cavalry and almost destroyed; the other two brigades pressed on and engaged the French in a bloody firefight that was only resolved in the allied favour when the Fourth Division, acting on the initiative of its commander, Major General Lowry Cole, launched a counterattack with a brigade apiece of British and Portuguese troops. As the fighting petered out both sides licked their wounds, but Soult was the first to blink, abandoning the field and retiring on Seville. He thus handed Beresford a victory, but Albuera was the bloodiest of the Peninsular battles and in truth was won and lost by decisions at a division, brigade, and regimental level rather than by the actions of any of the commanders.

Called south by Beresford's despondent report of the fighting at Albuera, Wellington brought reinforcements to the theatre and opened the **Second Allied Siege of Badajoz**, hoping to take the fortress before Soult, or Marmont, could interfere. For the coming months, Marmont's Armée de Portugal based on Salamanca would be the thorn in the side of Wellington's attempts to recapture Badajoz and Ciudad Rodrigo. Alone, the Armée du Midi had insufficient troops to cover the former, and the Armée du Nord insufficient to cover the latter; however, either could be reinforced by the

Armée de Portugal to give a force superior to Wellington's. Renewed siege operations at Badajoz were hampered by the fact that the only battering guns available were ancient pieces taken from the defences at Elvas; this rendered progress slow, and an attempt to storm the outwork of San Cristobal on the night of 6 June ended in failure. Some success was however gained by the screening forces under Lt General Rowland Hill, who had returned from leave and replaced Beresford: on 25 May, Hill's cavalry under Lumley won a smart victory at **Usagre** that inflicted heavy losses on their French opponents. The siege operations continued to be fruitless, however, and with Marmont and Soult moving to combine their forces, Wellington was obliged to give up the effort.

Forced to give up on Badajoz, Wellington moved instead against Ciudad Rodrigo, placing it under blockade for want of any guns to batter the place. Again the defending French armies united, the Armée du Nord now under Général de Division Dorsenne cooperating with Marmont in an operation designed to raise the blockade and cut off at least part of the allied forces. The fortress was indeed relieved for a time, but a fine fighting retreat by Picton's Third Division at **El Bodon** on 25 September gave Wellington time to concentrate his forces, with the defeat of French probing attacks at **Aldea de Ponte** two days later convincing the French commanders that they had achieved all that they were likely to do for the time being. Meanwhile, in the south, Hill had been left with three divisions as a covering force to watch Soult, who in turn had left a similarly sized force to keep Hill in check. Finding one of the French divisions isolated at **Arroyo dos Molinos**, Hill launched a surprise attack on 28 October, winning a neat and complete victory that netted over a thousand prisoners.

The stalemate continued until January 1812, by which time Wellington had obtained a decent siege train, and the Armée de Portugal had been weakened by the detachment of a powerful corps under Montbrun, sent to aid Marshal Suchet in his campaign against Valencia. In fact, Montbrun was not needed, but his absence rendered Marmont too weak to intervene when Wellington opened a swift winter campaign and invested **Ciudad Rodrigo**. By 19 January, after only twelve days of operations, two breaches were blown in the walls, which were stormed by the men of the Third and Light Divisions. Casualties were heavy, including Robert Craufurd mortally wounded at the head of the Light Division, but the fortress fell and Wellington was left in control of the northern route between Spain and Portugal. This in turn meant that with Rodrigo and Almeida in allied hands Wellington could take almost his whole force south to tackle Badajoz, with sufficient troops to carry out the siege and to detach two powerful covering forces to guard against intervention from Soult or Marmont.

The **Third Allied Siege of Badajoz** opened on 16 March, but the fortress was a far more formidable objective than its northern twin, and the French garrison under General de Division Philippon amounted to over 5,000 men. Eventually, the outworks were taken or subdued, and two breaches had been blown in the walls. Nevertheless, the storm would still not be easy but Wellington felt compelled to act by the knowledge that Soult was on the move from Seville and that Marmont, in an effort to distract attention away from Badajoz, was threatening northern Portugal. Thus, the storm was ordered for the night of 22-23 April; the Fourth and Light Divisions would attack the breaches, but in an effort to distract the defenders the Third Division would attempt to escalate the walls of the town's ancient castle and the Fifth Division would similarly make an attempt with ladders against the more modern walls on the west side of the fortress. It was as well that these operations were included, for the attacks on the breaches were repelled with heavy casualties; the men of the Third and Fifth Divisions would argue ever after as to who had got in first, but in all events the fall of the

castle to Picton's men, and the arrival of British troops in the rear of the breaches, compelled a French surrender. Thereafter, the victorious troops made a thorough job of sacking the captured town, with some days passing before discipline was fully restored. At a heavy cost in lives, Wellington had nevertheless regained full control of both the northern and southern routes into Spain, and was ready to begin an offensive of his own for the first time since 1809.

### Other Actions

As well as the main campaigns covered above, other actions were taking place in parallel. Throughout the Peninsula, guerrilla warfare was being practiced with increasing sophistication, tying down larger and larger numbers of French forces in counterinsurgency operations. Although much of Spain was under French control, the fact that enclaves of territory remained in Spanish hands enabled the armies based there to mount diversionary operations that forced the French to concentrate their forces and thus gave the guerrillas free rein. Although invaded several times, Galicia was never conquered, and the Spanish forces based there were able on occasion to descend from the mountains and attack the French on the plains of León. One such offensive saw the defeat of a French brigade at **Cogorderos** on 23 June 1811, in a victory that demonstrated the increasing capabilities of the Spanish regular forces once they had had the opportunity to properly recover from the defeats of 1808-1810.

The other centre of Spanish resistance was **Cadiz**, which remained under siege by the French I Corps under Marshal Victor. As the seat of the Spanish government the city was an important objective for the French, but being situated on a long peninsula it was almost impossible to meaningfully attack. Nevertheless, Victor kept the place under bombardment and worked to construct gunboats with which to dominate the waters around the city. The latter, however, was a forlorn hope in the presence of the Royal Navy, and it was thanks to sea power that the allies were increasingly able to take to the offensive. By early 1811 the garrison composed a powerful Spanish force – much of which would go on to fight under Blake at Albuera – and an Anglo-Portuguese division under Lt. General Sir Thomas Graham. In March 1811 Graham and the Spanish commander Manuel de la Pena launched a seaborne operation intended to land forces to the east of Cadiz and take the French siege lines from the rear. Thanks to la Pena's vacillation, little was achieved beyond forcing Victor to concentrate his forces to meet the attackers as they attempted to march back to Cadiz. Left as a rear-guard, Graham found himself under attack near **Barossa** on 5 March, but turned and launched a counterattack that wrecked two of Victor's divisions. It was during this action that the first French Eagle to be captured by the British in the Peninsula was taken, by a sergeant of the 87th Foot. Graham and la Pena had used as a staging post the fortress of **Tarifa**, which was held by a small Anglo-Spanish garrison. Attempting to obtain a modicum of revenge for Barossa, Victor attempted to capture the place over the winter of 1811-1812, but bad weather and a stalwart defence by the reinforced garrison put an end to French operations.

## Scenario design notes

It seems so long ago now when I was first asked by Rich Hamilton if I'd be interested in putting together a Peninsular War project back in 2005 when I was still working on my *Renaissance* title for HPS. At that point it was unclear what shape the project would take and if it would be feasible to try to squeeze the entire 1808-14 conflict into a single, massive, title. Of course it was soon realized that a single title would be impractical and, once the decision was made that there would be two titles, the question was how the material might best be sub-divided. Chronologically, I felt that the British capture of Badajoz in April 1812 was a key turning point in the conflict, with Wellington's priority now no longer the defence of Portugal but the expulsion of the French from Spain. Geographically, it was decided that the first title's main priority should be the defence of Portugal and while some Spanish battles should be included, the fighting in Eastern Spain prior to 1812 ought to be kept back for the second game. Originally, Coruna was going to be included in the first title but, from a campaign perspective, it was subsequently decided that it fitted better with the second.

While there are standard scenarios with the familiar 15 minute turns, pdt fire-factor values and gun batteries, I felt it would give gamers more choice if I also created variant scenarios of most of the battles using an alternative pdt with 10 minute turns and also incorporating a number of other changes to the pdt values. These include a cavalry charge factor of 5 instead of 3, but with reduced cavalry stacking to compensate. Infantry stacking is also reduced and fire factors increased, so firepower will be more effective and the use of melee tactics more difficult, especially against fresh, undisrupted units. The fatigue and movement parameters are also different and the line movement disorder values are slightly increased.

Apart from the use of an alternative pdt, players will also notice other differences in the variant scenarios, notably the use of gun sections instead of batteries. Gamers familiar with the ACW series will already have encountered gun sections, but for those who only play the Napoleonic series I'll outline the reasons why I felt that the introduction of gun sections was worthwhile. Firstly, most batteries contained several different gun types and breaking them down into sections allowed the howitzer element to be represented. Secondly, gun sections were sometimes deployed independently, so this permits a more accurate deployment of the guns. Thirdly, from a gameplay perspective, batteries can't easily stack with large infantry units and – especially since there's no “gun capture” feature in this series – are more vulnerable to enemy cavalry. In contrast, gun sections can be deployed in adjacent hexes and their field of fire can cover more ground.

While, in the standard scenarios, I decided that French dragoons should be given firearms as they would occasionally dismount and fight on foot, and it was felt that players should have the option of using this tactic. However, British dragoons are counted as ordinary cavalry and are unable to fight dismounted. In addition, the variant scenarios also allow non-lancer light cavalry the ability to fire. Most cavalry at this period did in fact carry firearms and light cavalry would often engage in – usually rather ineffectual – skirmishing, so players will be able to use this tactic should they desire when playing the variant scenarios. Nevertheless, due to the high victory point value of cavalry and the ineffectiveness of mounted fire, it is recommended that under most circumstances all cavalry – including dragoons – should be used primarily in a mounted role as melee units. However, there are a few instances, such as defending a bridge or key crossroads until infantry can be moved up, where

dragoons might play an effective dismounted role. Now players will be able to make that choice for themselves.

So, overall, the variant scenarios will provide the gamer with a rather different gaming experience and should not only increase the replay value of the game but also allow players to realize that the standard values they may be familiar with from playing earlier games in the series are neither “set in stone” nor, necessarily, the optimum values. In fact, Waterloo and NRC already have different pdt values from those found in Bill Peters’ games and Bill himself has made various changes to the values over the years. I carefully examined and compared the Waterloo values with those currently used in Bill’s games before setting the standard values for this title.

- Richard White

### **Notes on the Orders of Battle**

For a game with so many individual battles represented, there was an inevitable need for a large number of separate orders of battle, covering the armies of four different nations over five years of war. Due to the extremely long gestation period of the game, a number of these files had been set up by a variety of individuals during the early stages of the project. My task on taking responsibility for this part of the game was therefore twofold: firstly, to go over all the existing files and standardise their content, and secondly to create the files for the remaining scenarios that were in the process of being put together. Anyone inclined to open up the oob files in a text editor and view the layout will see that there are some where there are obvious oddities of layout as a result of this standardisation process, where more up-to-date research has allowed a greater level of accuracy to be employed, or additional troops to be added – the give-away to this is usually when additional units or formations have been added after the supply wagon that usually comes at the end of each division or corps.

Most obviously unusual are the two Badajoz oob files, since each contains the troops for a number of the campaigns fought around that fortress. Together, they contain all the troops for the initial French siege and all three allied attempts to recapture the fortress, along with potential covering and relief forces. Ordinarily, I would have created individual files for each set of operations, but since the scenarios had already been created I stuck with what was already in existence, adapting it only to correct unit strengths and add missing elements. Another oddity, this time of my own creation, is the Barossa oob. In this battle, some elements of the British force ended up going into action as part of a different brigade to that which they were originally assigned; in one case, this actually entailed half a battalion staying where it was, and the other half being detached. In order to allow scenarios to reflect both the initial deployments and the eventual ad-hoc reorganisation, these units are duplicated in both brigades. It should also be noted that all orders of battle are set up with the artillery units available either both as a full battery, and in sections of 1-3 guns.

In some of the smaller scenarios, the forces are presented in a company-level format, in which the full range of command structures from wings to brigades has been utilised. Thus, a brigade is now a battalion; a division is now a regiment; a corps is now a brigade, and a wing is now a division. Where known, commanders’ names have been given down to the battalion level, but there are a fair few “Anon”s in there too. Grenadier companies have been given guard attributes, light companies light attributes. It will be noticed in the case of the Portuguese Caçadore battalions that distinction is

made between musket-armed companies and the rifle-armed Attiradores; in the battalion-scale scenarios, this mix of weapon types is given a code of its own.

Many of the sources for the Spanish orders of battle give organisation down only to divisional level, particularly for the early years of the war. In some instances, this has been retained and there is no brigade echelon. In other cases, largely to make things easier for AI scripting, a brigade structure has been incorporated. On occasion, as with Albuera, Corrderos, Bailen, and some other actions oob, this reflects the known organisation; otherwise, troops of the same type, or troops that were known to have fought alongside one-and-other, have been brigaded together. If the sources for the battle give the names of brigadiers, these have of course been used; if not, the senior regimental commander (if known) or at least a known regimental commander from the brigade, has been given the brigadier's slot: only if none of these options is possible has recourse been made to "Col. Anon".

As with details of brigading and other aspects of minor organisation, the sources are varied when it comes to giving unit strengths. My initial reason for becoming involved in this project was my having offered the use of data on British Army unit strengths collated as part of the research for my doctorate. This data is now available online at [http://www.napoleon-series.org/military/organization/Britain/Strength/Bamford/c\\_BritishArmyStrengthStudyIntroduction.html](http://www.napoleon-series.org/military/organization/Britain/Strength/Bamford/c_BritishArmyStrengthStudyIntroduction.html) (and, for those who are interested, the doctorate has since been turned into a book published by the University of Oklahoma Press under the title *Sickness, Suffering, and the Sword*). This set of data meant that I had no difficulty in providing accurate unit strengths for all British units in the game, although since it was taken from monthly returns I have only used my own data on those occasions where there is no printed source for the actual strength on the day of a given action.

For the other armies, things were more difficult unless it was possible to obtain a printed order of battle with unit strengths for the action or campaign in question. The George Nafziger collection was particularly useful in this regard, and Wellington's *Dispatches* and *Supplementary Despatches* also contain a lot of useful strength data for the British and Portuguese. Otherwise, for the most part, data in Oman's *History of the Peninsular War* and the Spanish Army's own 1822 listing, *Estados de la Organizacion y Fuerza de los Ejercitos Espanoles Beligerantes en la Peninsula, Durante la Guerra Espana contra Bonaparte*, meant that divisional totals at least could be made accurate, but thereafter there are some cases where exact unit strengths have had to be estimated. In these cases, attention has been paid to the known strength of units at an earlier or later stage in the relevant campaign, and total divisional strength allocated to sub-units in rough proportion. For Spanish and Portuguese irregulars and levies, a larger amount of educated guess-work has inevitably been deployed.

Another vexed issue has been that of unit quality ratings and allocation of unit type capabilities. Different approaches have been taken for different armies, reflecting differing experiences of the war and different experiences of manpower management.

In a sense, the simplest and most consistent army is the French, product of a centrally organised military system with the conscripted manpower resources of the Empire at its disposal. That said, the Peninsula was – apart from a few months in late 1808 and early 1809 when Napoleon deigned to grace it with his presence – a secondary theatre of war, and the resources that it received were frequently commensurate with that. Thus, for the bulk of the conflict elite units such as the Old Guard and the cuirassier and carabinier regiments of the Reserve Cavalry were rarely if ever seen south of the Pyrenees. Elements of the Young Guard and Guard Cavalry did serve with the Armée du Nord in 1811 and 1812, but saw little action, and a handful of heavy cavalry detachments served in

the earliest campaigns. Otherwise, the blue-coated line and light infantry and the green-coated dragoons and chasseurs made up the bulk of the French forces in the Peninsula, with only the odd foreign unit or gaudily-dressed hussar regiment to add a splash of colour. Thus, for the most part, the French armies seen in these games are solid, homogenous, but rarely outstanding forces. They also feature, to a greater extent than French armies elsewhere, large numbers of independent battalions, detached from their parent regiments and sometimes formed into provisional regiments. These can be found in particular in the first troops sent to the theatre in 1808, and in the IX Corps sent as reinforcements for the Armée de Portugal in late 1810, most of whose battalions belonged to regiments serving with the Armée du Midi and which eventually ended up posted to it when IX Corps was broken up in 1811. Although some of the surviving provisional regiments were eventually taken into the line in their own right, and earned a high reputation, they are generally given a lower quality rating than the parent units from which they were drawn. Lastly, French commanders expecting to be able to blast their way to victory with massed cannon will need to think again; far less artillery was available in the Peninsula than in central Europe, and such as was to be had was frequently of a smaller calibre, with even foot batteries still fielding 4pdr cannon in many cases.

In the case of the Spanish, early scenarios show a sharp distinction between units of the old regular army – often weak, but generally of average or good quality – and the mass of newly raised units. The Provincial Militia, it may be noted, were effectively regulars and have been treated as such. This qualitative difference can be seen in particular when one contrasts the armies of Blake and Cuesta at Medina del Rio Seco; Blake had a force composed almost entirely of regulars, whereas Cuesta, apart from some Guard heavy cavalry, had nothing but new levies. As time went on, the regulars became diluted by replacement manpower whilst the quality of the surviving volunteers began to marginally improve. However, frequent defeats and reorganisations meant that by 1810 things had reached something of a nadir. The army that was trained at Cadiz in 1810 and 1811, parts of which fought at Barossa and Albuera, indicates the first instance of an across-the-board improvement in quality, although this is seen hand-in-hand with the disappearance of much of the substantial forces of cavalry and artillery that can be found in the earlier campaigns. The continuation of this process can be seen in the armies fielded in the 1813 and 1814 campaigns to be portrayed in the second game in the series, by which time the process of retraining, reorganisation, and re-equipment was largely complete, and the best of the irregular forces and their commanders had been taken into the line.

For the British, there is a tendency to assume that the solid veteran force that Wellington had shaped by the end of the Peninsular War serves as an accurate reflection of the British Army throughout that conflict. In fact, the British Army collectively, and each unit within it individually, had a substantial learning curve to undergo upon deploying to the Peninsula. This related not only to combat performance, but also to coping with the climatic conditions, food, and water of the Iberian Peninsula. Thus, many British units suffered an initial dip in quality before increasing experience began to put things right. It should also be understood that there was a definite distinction in the British Army between the first and second battalions of a regiment. Unlike the continental model, multiple battalions of a regiment did not typically serve together; rather, the first was supposed to be available for overseas service whilst the second remained at home. In reality, however, not all regiments could even raise a second battalion, whilst those that did often found that they were obliged to send it on service as well as the first. Whether a regiment had one, two, or more battalions on active service naturally had a bearing on how many recruits the regimental depot would be able to send to each of those battalions, with junior battalions – such as the 3/1st and 3/27th, from regiments whose first and second battalions were also on active service – sometimes having to make do with

very limited resources. The very first contingent of troops that were sent to Portugal in 1808 were the pick of the Army, but thereafter other theatres of war had priority and it was not until 1810 and 1811 that Wellington again obtained first call on Britain's resources. Thus, many of the battalions sent out in 1809 and 1810 were inexperienced second battalions, which took time to evolve into the veteran units they eventually became. Finally, some regiments and battalions were known problem units, some of which were eventually sent home – the 85th Light Infantry is a prime example, although it would return in 1813 with new officers and thoroughly redeem its reputation. Others remained in-theatre but could not be entirely counted upon – the badly-led 2nd, and the notoriously sickly 1/26th and 77th here come to mind. In reflecting this, as well as the well-known excellence of some other units such as the 52nd, 71st and 88th, the orders of battle give the British commander a collection of units far more mixed in size and quality than those found in the armies of the other nations featured in this game.

Of course, the army that Wellington led in the Peninsula was not strictly the British Army at all, but rather an Anglo-Portuguese army. The original Portuguese Army had been disbanded on Junot's orders after his 1807 invasion of the country, and many of its troops were incorporated into the French service (some of them, indeed, fought at the sieges of Saragossa, and will feature in the second of these Peninsular games). During the course of the insurrection and eventual liberation of the following year, many of the disbanded regiments began to re-form, and became the nucleus of a revived national army. Some of these re-formed regular units played a part in the Vimeiro campaign, although their capabilities at that time were fairly limited. Also in evidence in these campaigns were regiments of Portugal's militia, and the massed levies of the Ordenança. This three-tier system would be developed under British leadership from 1809 onwards, although once the French had been driven from Portugal in 1811 the priority became the regular army. In the regulars at least, quality rapidly improved after 1809, but manpower remained a problem, as did finding sufficient horses for the cavalry. For the most part, Portuguese units tend either to be large but poor quality (everything early on, and the Ordenança throughout), or effective but small. In the 1808 and 1809 scenarios, Ordenança units are grouped into brigades under anonymous commanders, but this should be understood as an abstract means of giving some game structure to what was essentially an armed mob rather than the organised Ordenança proper. Only later were better training and weapons available, and this can be seen in the representation of these units in the 1810 campaign.

National characteristics aside, most allocations of unit type within the coding of the oob files are fairly self-explanatory. Guards units get type G (or F – two ranks – for the British); light units get type V (U for the British), and so forth. Some Spanish unit nomenclature does confuse this; Voluntarios, for example, could signify regular light infantry (eg, *Voluntarios de Navarra*); regular line infantry (eg *Voluntarios de la Corona*); or new volunteers (eg *1<sup>a</sup> Voluntarios de Sevilla*). Care has been taken to establish which were which, generally using Partridge and Oliver's *Napoleonic Army Handbook* as a guide. The émigré Chasseurs Britanniques serving under Wellington were organised – name notwithstanding – as a line infantry battalion and are therefore coded as such; conversely, in the 1808 campaign, the 20th Foot had been put through light infantry training by their then commanding officer, Robert Ross, and are accordingly coded as lights. Foreign regiments in French service were, at least nominally, light infantry and have been coded as such unless, as with the case of the *4<sup>e</sup> Etranger (ex-Regiment de Prusse)* their combat reputation suggests this to be unwarranted.

Artillery has been coded as foot or horse depending on designation, with anything below 8pdrs being classed as light artillery. In the Oporto campaign, the British fielded a 3pdr battery equipped as galloper guns, which has been coded as horse artillery even though not part of the Royal Horse Artillery proper.

Cavalry coding for the most part is self-explanatory, with units being set as heavies or lights depending on designation. The K type Cossack cavalry has been used for some Spanish irregular or newly-raised units. The Portuguese had only generic cavalry, which has been coded as light to reflect its usage. Light cavalry is generally coded to have carbines, thus permitting a limited mounted fire capacity.

The one point where some difference will be seen between the cavalry of the different armies is the way in which dragoon regiments have been coded, reflecting different usages of the term. Only the French have received the type D dragoon coding, allowing a small bonus in melee and also conferring the ability to dismount. It should be noted that in the current game engine there is nothing to prevent type D dragoons from using their muskets to deliver fire whilst mounted, but this should be avoided as ahistorical. This coding reflects the French usage of dragoons as all-purpose cavalry for much of the Peninsular War: with only a handful of heavy cavalry in the form of detachments of the Guard Cavalry and some provisional heavy cavalry units in the earliest campaigns (the survivors of which would eventually form the famed *13e Cuirassiers* under Suchet, who will feature in the second game covering the East Coast battles), French dragoon regiments had to be used as heavy battle cavalry when necessary, but also for other duties. The British, by contrast, focussed to a greater degree on the mounted charge, and to all intents and purposes their regiments of dragoons and dragoon guards (the latter not guard units as such, but converted from the last of the old 18<sup>th</sup> Century regiments of heavy horse) were their heavy cavalry. Thus, these regiments have received the type H coding which should give them a justified edge over French dragoons in combat; the drawback, however, is that the player will find that he rarely has more than two or three of these powerful regiments at his or her disposal in any given action. With the Spanish, on the other hand, things have gone the opposite way and dragoons are treated as light cavalry. This reflects both the poor quality of Spanish horseflesh, and the various schemes in motion at the outbreak of the war to convert these regiments into light horse; that said, the graphics for the game have been set up so as to allow the option of using the D coding for Spanish dragoons if desired so as to give the small melee advantage and the ability to dismount should a particular historical example warrant it. As of yet, this coding has not been utilised, although some Spanish dragoons – and other cavalry – will be found permanently dismounted and fighting as infantry in some of the scenarios.

- Andrew Bamford

<b>French and French-allied Units</b>	<b>Unit Image</b>	<b>3D Graphic</b>
Line Infantry in blue, grenadier company	0	15
Line Infantry in blue, grenadier company	1	16
Line Infantry in blue, voltiguer company	2	17
Line Infantry in blue, fusilier company	3	18
Line Infantry in blue, fusilier company	4	19
Line Infantry in blue, fusilier company	5	20
Line Infantry in blue, fusilier company	6	21
15e Ligne (White coats)	7	22
Line Sappers	8	23
Light Infantry in blue	9	24
Light Infantry in blue	10	25
Light Infantry in blue	11	26
Gardes de Paris	12	27
2e Suisse	13	28
3e Suisse	14	29
4e Suisse & Legion Hanoverien	15	30
Legion du Midi	16	31
Regt. Irlandais/3e Etranger	17	33
Regt. de Prusse/4e Etranger	18	32
Naval Infantry	19	34
Foot Artillery	20	0
Horse Artillery	21	1
Siege Guns	20	12
Siege Mortars	20	16
1er Hussards	22	15
2e Hussards	23	16
3e Hussards	24	17
4e Hussards	25	18
5e Hussards & Dutch 3rd Hussars	26	19
10e Hussards	27	20
Vistula Lancers/7e Chevauleger-lanciers	28	21
5e Chasseurs a Cheval	29	22
7e Chasseurs a Cheval	30	23
10e and 12e Chasseurs a Cheval	31	24
11e Chasseurs a Cheval	32	25
13e and 15e Chasseurs a Cheval	33	26
14e Chasseurs a Cheval	34	27
20e Chasseurs a Cheval	35	28
21e Chasseurs a Cheval	36	29
22e and 24e Chasseurs a Cheval	37	30
26e Chasseurs a Cheval	38	31
27e Chasseurs a Cheval	39	32
28e Chasseurs a Cheval	40	33
1e, 4e, 3e, 6e, Dragons	41	0
2e, 5e Dragons	42	1
10, 9e, 12e Dragons	43	2
8e and 11e Dragons	44	3
13e, 16e, 15e, 18e Dragons	45	4
14e and 17e Dragons	46	5
19e, 22e, 21e, 24e Dragons	47	6
20e Dragons	48	7

25e, 28e, 27e, Dragons	49	8
26e Dragons	50	9
Cuirassiers	51	34
Legion Hanoverien Chas. a Cheval	52	35
Guard Fusilier-Grenadiers	53	35
Guard Fusilier-Chasseurs	54	36
Guard Tirailleurs & Garde National de la Garde	55	37
Guard Voltiguers	56	38
Marines of the Guard	57	39
Neufchatel Battalion	58	40
Old Guard Horse Artillery	59	2
Guard Genadiers a Cheval	60	36
Guard Chasseurs a Cheval	61	37
Guard Mamelukes	62	38
Dragons de l'Imperatrice	63	39
Polish Light Horse of the Guard	64	40
Gendarmerie d'elite	65	41
Berg Lancers	66	42
Line Gendarmes (mounted)	67	69
Line Gendarmes (dismounted)	67	48
Nassau Infantry	68	41
Frankfurt Infantry	69	42
Hesse-Darmstadt "Gross-und-Erbprinz" Infantry	70	43
Baden Inf. Regt Nr.4	71	44
Dutch 2nd Infantry	72	45
Dutch 4th Infantry	73	46
Westphalian 1. Chevauxleger	74	43
Baden Artillery	75	3
Hesse-Darmstadt Artillery	76	4
Granaderos (Joseph's Guard)	77	57
Tiradores (Joseph's Guard)	78	48
Light Horse (Joseph's Guard)	79	44
Juramentado Infantry	80	49
Juramentado Chasseurs a Cheval	81	45
4th Polish Infantry/Polish Grenadiers	82	50
7th Polish Infantry	83	51
9th Polish infantry	84	52
Polish Foot Artillery	85	5
Vistula Legion Infantry	202	121
Train Troops fighting as infantry	201	42
French/French-allied supply	86	N/A
<b>British Units</b>		
1st Foot Guards	87	53
2nd Foot Guards	88	54
3rd Foot Guards	89	55
95th Rifles	90	56
60th Rifles	91	57
Line Infantry, Blue Facings	92	58
Line Infantry, White Facings	93	59
Line Infantry, Yellow Facings	94	60
Line Infantry, Yellow Facings	95	61

Line Infantry, Buff Facings	96	62
Line Infantry, Red Facings	97	63
Line Infantry, Black Facings	98	64
Line Infantry, Dark Green Facings	99	65
Line Infantry, Light Green Facings	100	66
Highland Infantry, Buff Facings	101	67
Highland Infantry, Yellow Facings	102	68
Highland Infantry, Blue Facings	103	69
Highland Infantry, Dark Green Facings	104	70
71st Highland Light Infantry	105	71
43rd Light Infantry	106	72
51st and 68th Light Infantry	107	73
52nd Light Infantry	108	74
85th Light Infantry	109	75
Fusilier Regiments (7th, 21st, 23rd)	110	76
KGL Line Infantry	111	77
KGL Light Infantry	112	78
Brunswick Light Inf	113	79
Brunswick Jagers	114	80
Chasseurs Britanniques	115	81
Royal Engineers/Royal Staff Corps	116	82
1st Dragoons and 3rd Dragoons (bicornes)	117	46
4th Dragoons (bicornes)	118	47
3rd Dragoon Guards (bicornes)	119	48
4th Dragoon Guards (bicornes)	120	49
5th Dragoon Guards (bicornes)	121	50
KGL Heavy Dragoons (bicornes)	122	51
7th and 18th Hussars	123	52
10th Hussars	124	53
15th Hussars	125	54
1st KGL Hussars	126	55
2nd KGL Hussars	127	56
3rd KGL Hussars	128	57
9th, 11th and 13th Light Dragoons (tarleton)	129	58
12th and 20th Light Dragoons (tarleton)	130	59
14th Light Dragoons (tarleton)	131	60
16th Light Dragoons (tarleton)	132	61
23rd Light Dragoons (tarleton)	133	62
Royal Artillery	134	6
Royal Horse Artillery	135	7
KGL Artillery	136	8
Siege Guns	134	13
British Supply	137	N/A
<b>Portuguese Units</b>		
Line infantry, yellow collars, grenadier company	138	83
Line Infantry, blue collars	139	84
Line Infantry, white collars	140	85
Line Infantry, red collars	141	86
Line Infantry, yellow collars	142	87
Line Infantry, sky blue collars	143	88
Cacadores, brown collars	144	89

Cacadores, sky blue collars	145	90
Cacadores, red collars	146	91
Cacadores, yellow collars	147	92
Loyal Lusitanian Legion Infantry	148	93
Loyal Lusitanian Legion Cavalry	149	63
Loyal Lusitanian Legion Artillery	150	9
Cavalry, white collars	151	64
Cavalry, red collars	152	65
Cavalry, yellow collars	153	66
Cavalry, sky blue collars	154	67
Artillery	155	10
Siege Guns	155	14
Militia Infantry	156	94
Portuguese Supply	160	N/A
<b>Spanish Units</b>		
Guard Infantry in Bicorne	161	98
Guard Infantry in Shakoes	162	99
Early war Line infantry with Purple facings	163	100
Early war Line infantry with Black facings	164	101
Early war Line infantry with Light Blue facings	165	102
Early war Line infantry with Orange facings	166	103
Early war Line infantry with Light Green facings	167	104
Early war Line infantry with Dark Blue facings	168	105
Early war Line infantry with Crimson facings	169	106
Irish Infantry	170	112
Swiss & Marine Infantry	171	107
Provincial Regiments	172	108
Provincial Grenadiers	173	109
Early war Line Grenadiers	174	110
Light Infantry with Red facings	175	111
Light Infantry with Yellow facings	176	113
Light Infantry with Crimson facings	177	114
Urban Militia	178	115
Midwar infantry, dark blue jacket	179	116
Mid-late war infantry, light blue jacket	180	117
Mid-late war infantry, brown jacket	181	118
Mid-late war light Infantry	204	120
Guard Heavy Cavalry	182	68
Line Cavalry with Red Facings	183	69
Line Cavalry with Light Blue Facings	184	70
Line Cavalry with White Facings	185	71
Line Cavalry with Purple Facings	186	72
Line Cavalry with Yellow Facings	187	73
Dragoons with Purple Facings	188	10
Dragoons with Orange Facings	189	11
Dragoons with Light Blue Facings	190	12
Dragoons with Light Green Facings	191	13
Dragoons with Black Facings	192	14
Cazadore Regiments in Shakoes	193	74
Hussar Regiments	194	75
Partisan Cavalry/Irregular Lancers	195	76

Granaderos a Caballo	196	77
Artillery	197	11
Siege Guns	197	15
Sappers	198	119
Spanish Supply	199	N/A
<b>Generic Units</b>		
Guerrillas, irregulars and levies, with polearms	157	95
Guerrillas, irregulars and levies, with firearms	158	96
Guerrillas, irregulars and levies, with firearms	159	97
Gunboats	200	3