

10. Bonus Scenarios

As I recently understood that there was some demand for smaller size introductory scenarios suited to help assimilate the rules, I came up with this free add-on to the base game. This file contains two scenarios each using only the southeast corner of the game map. The first one introduces the players to infantry and artillery tactics, the second one focuses on cavalry charges. The paragraph numbering system used here is a continuation of the one found in the *Battle booklet*.

We hope you find those scenarios both interesting and entertaining to play through.

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10.1. Girard's initial assault

This is a short introductory scenario that only uses infantry and artillery units. It is ideal for solitaire play as the Spanish forces can't maneuver much.

10.1.1. Historical background

It is between 10:30 and 11:00am, on the day of the battle, that général Girard started his climb up the hills south of Albuera to attack the recently repositioned right wing of the Spanish army. The rain that had slowed down his progress had just stopped and his fifth Corps, supported by some artillery and the converged grenadiers battalions of colonel Varé, formed up in columns for the assault. The French commander expected the Iberian infantry facing him to offer but light resistance and he hoped to quickly complete the planned envelopment of the Allied right flank as ordered by Maréchal Soult. The Spaniards however proved difficult to dislodge from the heights as they held their positions, laying murderous fire on the French columns. It was the mostly seasoned troops (from the 1808 army) of Zayas' 4th Division that took the brunt of the assault, with some units from the vanguard supporting their left flank. This gallant stand, rather uncharacteristic of the Spanish units of the period, allowed Beresford to bring his fresh British infantry forward and, in the end, repulse the French assault.

10.1.2. Changes to (4. The opposing Forces)

Cohesion levels are ignored for the scenario (neither army suffers any detrimental effect).
 The French Formations start at **Fatigue** Level 2 while the Spanish ones start at Fatigue Level 4.
 The Spanish have no **Standing Orders** at scenario start, the French player places the **V** Corps' OM on it's implemented side in any hex along the north map edge. As there are no Army Leaders present, no other OM will appear on the map but activation by initiative (FB4.7) can still be attempted by a Leader, if eligible.
 Only Gazan and Burriel can be used as **replacements** as per (FB4.12.1(2)).
 All other rules concerning the French and Spanish Armies are in effect.

10.1.3. Changes to (5. Special Rules)

All special rules (5.) are in effect except that the **weather is clear** for the whole duration of the scenario and no weather roll (5.2) is necessary.

10.1.4. Scenario general instructions

The scenario **start time** is 10:30am and ends at the completion of the 11:30am turn (5 game turns).

The French player starts with and keeps the **Initiative** during this scenario.

The **map** for this scenario is only composed of the four panels making the southwest corner of the full battle map as pictured in the setup rules (10.1.6). Use the Fatigue tracks from the southeast panel to track fatigue and French routed units if necessary.

The French player starts with the **Leader cards** for Girard, Pépin, Gazan and Varé in hand. The Spanish player holds the cards for Zayas, Burriel and Lardizabal.

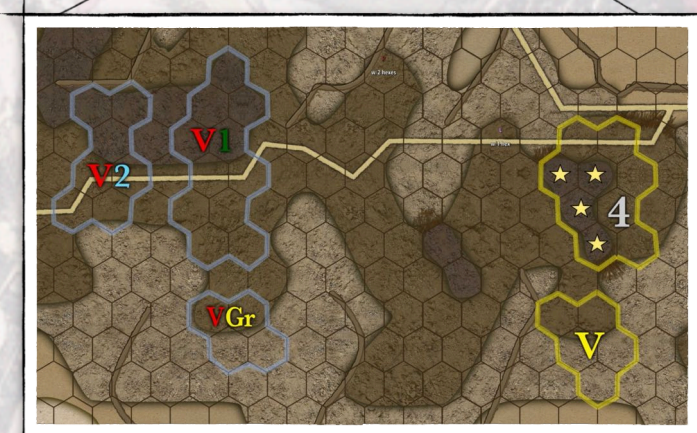
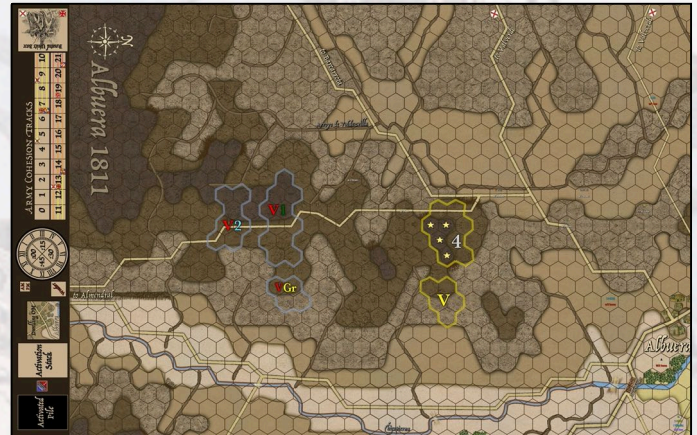
10.1.5. Victory conditions

The French player wins if there are no Spanish units in any of the four northernmost level-5 hill's hexes by the end of the scenario (indicated with a star on the setup map below. Any other result is a Spanish win.

10.1.6. Setup

French: Girard, the 9 battalions, artillery and train of the 1st division in the area marked (V1). Pépin, Gazan, the 5 légère battalions (dark blue uniforms), artillery and train of the 2nd division in the area marked (V2). Varé and the 2 grenadiers battalions in the area marked (VGr). All French units start in column, RC or limbered formation.

Spanish: Zayas, Burriel and the 8 units of the 4th division start in the area marked (4). Lardizabal and the 4 regiments of the vanguard start in the area marked (V).



10.1.7. Reinforcements

There are no reinforcements for either side.

10.2. Clearing the Allied cavalry

This entry is yet another short introductory scenario but one that only uses cavalry units. It is aimed at helping teach the Charge mechanics (FB12.) and can be played by one or two players.

10.2.1. Historical background

Although the Allied army fielded a decent cavalry force, there are few, if any, account of any serious cavalry vs. cavalry engagement during the battle. The Spanish units are said to have been mostly driven off the field without a fight and the British cavalry seems to have been neutralized throughout the battle by Latour-Maubourg's forces. However, there is one notable account of the 3rd heavy dragoons engaged heavily with the Polish lancers at the beginning of the battle. This scenario is thus quite hypothetical but it is conceivable that some "coup de main" was performed by the French cavalry to clear the left flank before the assault of the fifth Corps (as depicted by the preceding scenario) could safely commence.

10.2.2. Changes to (4.) The opposing Forces

Cohesion levels are ignored for the scenario (neither army suffers any detrimental effect).

The French and British Formations start at **Fatigue** Level 2 while the Spanish ones start at **Fatigue** Level 4.

The Spanish have no **Standing Orders** at scenario start, the French player places his **L Corps'** OM on it's implemented side in any level-5 hill hex. After it is placed, the British player similarly places his **L OM**, implemented, in any level-5 hill hex. As there are no Army Leaders present, no other OM will appear on the map but activation by initiative (FB4.7) can still be attempted by a Leader if eligible.

Only Tholosé can be used as **replacement** as per (FB4.12.1(2)).

All other rules concerning the French and Spanish Armies are in effect.

10.2.3. Changes to (5.) Special Rules

All special rules (5.) are in effect except that the **weather is clear** for the whole duration of the scenario and no weather roll (5.2) is necessary.

10.2.4. Scenario general instructions

The scenario **start time** is 10:00am and ends at the completion of the 11:00am turn (5 game turns).

The French starts with and keeps the **Initiative** during this scenario.

The **map** for this scenario is only composed of the four panels making the southwest corner of the full battle map as for the previous scenario (10.1.6). Use the **Fatigue** tracks from the southeast panel to track fatigue and French routed units if necessary.

The French player starts with the **Leader cards** for Latour-Maubourg, Bron, Bouvier des Eclaz and Tholosé in hand. The Spanish player holds the cards for Penne-Villemur, Loy and Lumley.

10.2.5. Victory conditions

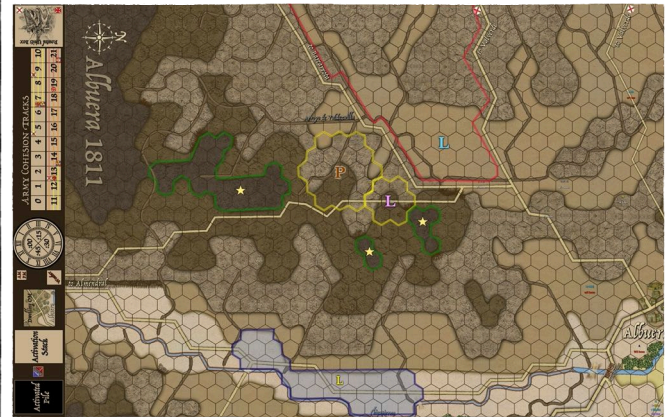
The French player wins if, by the end of the scenario, there are no Allied cavalry units on any level-5 hex east of the Arroyo de Valdezvilla with any hex within 5 hexes of the south edge being excluded from that requirement. Those hexes to be cleared are indicated by a green outline and a star on the picture below. Any other result is a Spanish win.

10.2.6. Setup

French: Latour-Maubourg, Bron, Bouvier, Tholosé and the 11 cavalry regiments/squadrons of the Réserve de Cavalerie (excluding Briche and his subordinate units) setup between and including the two most southward fords in any level-1 hexes (as per the blue outline in the picture below).

Spanish: Penne-Villemur, Loy, and their respective subordinate units (12 of them) setup as indicated on the map for the full battle scenario.

Lumley, the 4th heavy dragoons and the 3rd dragoon guards setup anywhere within the U-shape formed by the roads to Barcarrota and Valverde exclusive of those road hexes (as per the red outline in the picture below).



10.2.7. Reinforcements

There are no reinforcements for either side.