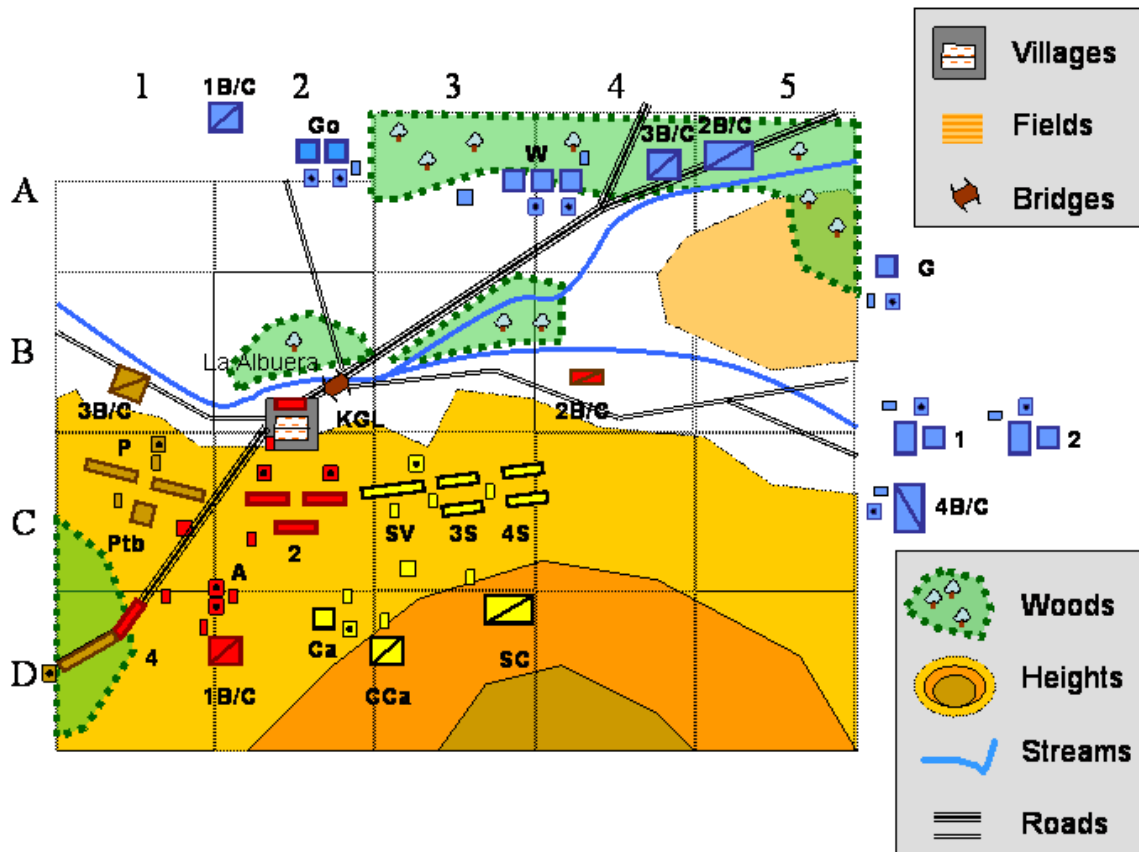


The Battle of La Albuera, 16th May 1811

The battle was fought between a British Army under Beresford, which was besieging the fortress of Badajoz, and a French relieving force hastily collected by Marshal Soult including elements of his Army of the South (*Armée du Midi*), from the Cordoba garrison and from the corps besieging Cádiz. Hearing from the approach of Soult, Beresford took up a defensive position at La Albuera. The aim of Soult was to attack Beresford before the Spanish *Ejército de Extremadura* (under General Blake) linked up with the British force.

1 MAP. THE BATTLEFIELD OF LA ALBUERA



MAP NOTES

- 1.1 The building of La Albuera village is unfortified and has a +2 Combat Modifier.
- 1.2 Cavalry and artillery treat woods (actually olive groves) as rough ground for movement purposes, unless they are on a road in limbered/column/march column formation.
- 1.3 All streams are fordable anywhere by infantry and cavalry units in any formation and by limbered artillery at the bridge (B2) and ford (B5)
- 1.4 The terrain squares are 40x40 cm (15.7"x15.7")

2 LA ALBUERA ORDERS OF BATTLE¹

Allied Beresford commands all British and Portuguese units and officers. Blake commands all Spanish units and officers. British officers have no effect upon Spanish units and officers for command purposes, and vice versa. British and Portuguese batteries must be assigned by Beresford for direct fire support to Infantry and Cavalry units and are deployed accordingly. A maximum of 2 batteries may be maintained as Reserve under Dickson.

British Army (BA) (324 points)

(3) Beresford 10"E(7/10)+1[8M]

- (1) **2nd Division (2)** Stewart 3"A(4)+0 [2F]
1B/2 16BrLN [6D] ; 2B/2 16BrLN [6D]; 3B/2 16BrLN [6D]
- (1) **4th Division (4)** Cole 4"G(8)+1 [1F]
1B/4 16BrLN [6D] ; 2B/4 24PtLN [12D]
- (1) **Portuguese Division (P)** Hamilton 3"A(6)+0 [1F]
1B/P 20PtLN [10D] ; 2B/P 20PtLN [10D]
- (1) **King's German Legion (KGL)** Alten 4"G(6)+1 [1F]
1B/ KGL 12BrLT [5D]
- (1) **Portuguese Brigade (PtB)** Collins 3"A(5)+0 [1F]
1B/ PtB 12PtLN [6D]
- (1) **British Cavalry (C)** Lumley 3"G(7)+1 [2F]
1B/C 6BrHC [2D] ; 2B/C 4BrLC [2D] ; 3B/C [4D] 7PtLC
- (1) **British Artillery (A)** Dickson 3"A(5)+0
A Br 6#; A Br* 6#; A Br* 6#; A Br* 6#; A Pt* 6#; A Pt* 6#

Spanish Ejército de Extremadura (SA) (Blake's forces: 136; Castaños's force 33; Total:169 points)

(3) Blake 7"G(6/10)+1D [6M] (136 points)

- (1) **Vanguard (SV)** Lardizabal 4"G(6)+1 [1F]
1B/SV 20SpLN [14D]
- (1) **3rd Divisionr (3S)** Ballesteros 3"G(4)+0 [1F]
1B/3S 16SpLN [11D] ; 2B/3S 16SpLN [11D]
- (1) **4th Division (4S)** Zayas 4"G(7)+1 [2F]
1B/4S 16SpGD [8D] ; 2B/4S 16SpFLN [10D]; 4S Sp* 6#
- (1) **Spanish Cavalry (SC)** Loy 3"G(5)+1 [1F]
1B/SC 10SpLC [6D]
- (1) **Infantry of Castaños's Army (Ca)** España 3"A(4)+0 [1F]
1B/Ca 16SpMI [11D]; Ca Sp* 6#
- (1) **Cavalry of Castaños's Army (CCa)** Penne-Villemur 3"A(6)+0 [1F]
1B/CCa 6SpLC[4D]

French Armée du Midi (AM) (390 points)

(3) **Soult** 14"E(8/10)+1 [9M]

(2) **V Corps (V)** Girard 5"/3"G(7)+1 [2F] Girard doubled as Corps and Division commander (use 5" or 3" as command radius)

- (1) **1st Division (1)** Girard 3"G(7)+1
1B/1 16FrLN [8D] ; 2B/1 20FrLN [10D] ; 1 Fr* 6#
- (1) **2nd Division (2)** Gazan 4"E(7)+1
1B/2 16FrLT [8D] ; 2B/2 20FrLN [10D] ; 2 Fr* 6#
- (1) **Corps Artillery (A)** Ruty 4"G(4)+0
V Fr 8#
- (1) **Brigade Godinot (Go)** Godinot 3"A(6)+0 [1F]
1B/Go 16FrLT [8D] ; 2B/Go 16FrLN [8D]; Go Fr* 6#; Go Fr* 6#
- (1) **Brigade Werle (W)** Werle 4"G(6)+1 [2F]
1B/W 16FrLT [8D] ; 2B/W 16FrLN [8D] ; 3B/W 16FrLN [8D]; W Fr* 6#; W Fr* 6#
- (1) **Cavalry (C)** Latour-Mauburg 4"G(7)+1 [2F]
1B/C 7FrLC [4D] ; 2B/C 9FrDC [5D] ; 3B/C 7FrDC [4D] ; 4B/C 10FrLC [5D]; C Fr 4#
- (1) **Grenadiers Réunis (G)**
1B/G 12FrGN [5D]

¹ The scale for cavalry is 1/120 and not 1/80

* Divisional foot batteries

4 SPECIAL RULES FOR LA ALBUERA

4.1 Game Length: 0900-1630 hours (16 Turns)

Allied deploy first. The French have the initiative and are the first side.

Allied get 6 free-rolls and French get 6 free-rolls.

4.2 Deployment:

In all cases, apply the OR 13.8.2 rule for Varying Time Arrivals (Roll 1D10 starting two turns before the normal arrival turn. Two turns early a '1' allows to enter; one turn early '1' through '3'; the same turn '1' through '6' and in later turns '1' through '8').

a) Historical

The Godinot Brigade and its accompanying cavalry demonstrated against and ultimately attacked La Albuera. The V Corps divisions made a wide flank march and attacked the right/rear of the Allied line. The Werle Brigade and the *Grenadiers Réunis* were maintained as Reserve in that zone of the battlefield. The numbers into parenthesis are percentage probabilities of occurrence.

Allied: All units are deployed, exception made from 4th Division which starts in march column

French: All units enter in column or limbered

Go and **1B/C** 0900 h at A2-A3 (50/50)

W, **2B/C** and **3B/C** 0900 h at A4-A5 (30/70). After the arrival of **1** and **2** they may advance towards C3 or at rear of **1** and **2** (20/80)

1 and **2** 1000 h at B5-C5 (30/70); **4B/C** 1000 h at C5-D5 (70/30)

G and **V** 1000 h at A5 to be used as desired

b) The plan of Beresford

Beresford drew his army on the hypothesis that Soult will attempt to break through his centre, by capturing La Albuera and storming the heights behind. In this scenario Soult adheres to this plan. The numbers into parenthesis are percentage probabilities of occurrence.

Allied: All units are deployed, exception made from 4th Division which starts in march column

French: All units enter in column or limbered

Go and **1B/C** 0900 h at A1-A2 (70/30)

W, **2B/C** and **3B/C** 0900 h at A2-A3 (30/70).

1 and **2** 1000 h at A4-A5 (70/30)

4B/C 1030 h at A4-A5 (70/30)

G and **V** 1030 h at A5

c) Soult is right

Soult offered battle under the believing that the Spanish *Ejército de Extremadura* has not linked up with Beresford's force. In this scenario Blake's army is not in the field, but may arrive during the battle. The numbers into parenthesis are percentage probabilities of occurrence.

Allied: All the units on table are deployed, exception made from 4th Division which starts in march column

Ca and **CCa** occupy the place of Blake's units in the line

SV and **Blake** 1300 h at D1 in march column. The other Spanish units **SC**, **3S**, **4S** can enter in that order after their commanders pass a 'Command Control' test

French: All units enter in column or limbered

Go and **1B/C** 0900 h at A2-A3 (50/50)

W, **2B/C** and **3B/C** 0900 h at A4-A5 (30/70). After the arrival of **1** and **2** they may advance towards C3 or at rear of **1** and **2** (20/80)

1 and **2** 1000 h at B5-C5 (30/70); **4B/C** 1000 h at C5-D5 (70/30)

G and **V** 1000 h at A5 to be used as desired

4.3. Divisional batteries, Dragoons and similar...

This Scenario uses divisional foot batteries as independent combat units, so their fire can not be factored into the Fire factors of Infantry units. These factors have been modified by -1 in the unit roster.

NB does not differentiate French dragoons from other light cavalry. A new category has been added to French unit roster.

Optional Give all artillery and infantry units a firing modifier of -1 in addition to its printed modifier, except that no final modifier is worse than -2.

4.4. Weather ♦

The weather during the battle was changeable, and sudden rain showers had a significant effect at one stage when a British Brigade was attacked by French Cavalry whose approach was masked by a rain squall. The rain prevented the British muskets from firing, with disastrous results.

At the start of each game turn, the French player rolls percentile dice and refers to the WEATHER CHART printed below. The result will be the WEATHER STATE for that turn. Cross reference the WEATHER STATE with the WEATHER EFFECTS CHART also printed below to see if there is any effect on the capabilities of units.

WEATHER CHART/WEATHER STATE					
TURN	CLEAR	MIST	FOG	RAIN	TORRENT
0900	01-20	21-70	71-90	91-98	99-00
0930	01-20	21-70	71-90	91-99	99-00
1000	01-17	18-45	46-70	71-95	96-00
1030	01-17	18-45	46-70	71-95	96-00
1100	01-16	17-43	44-68	69-94	95-00
1130	01-16	17-43	44-68	69-94	95-00
1200	01-08	09-19	20-41	42-61	62-00
1230	01-08	09-19	20-41	42-61	62-00
1300	01-08	09-19	20-41	42-61	62-00
1330	01-08	09-19	20-41	42-61	62-00
1400	01-42	43-68	69-93	94-98	99-00
1430	01-42	43-68	69-93	94-98	99-00
1500	01-42	43-68	69-93	94-98	99-00
1530	01-42	43-68	69-93	94-98	99-00
1600	01-60	61-90	91-00	-	-
1630	01-60	61-90	91-00	-	-

WEATHER EFFECTS CHART				
WEATHER STATE	VISIBILITY RANGE	MOVEMENT	FIRING	% CHANCE OF BLUNDER COMBAT
CLEAR	36"	No effect	No effect	0%
MIST	27"	-1" if moving 9"+	No effect	0%
FOG	18"	-1" if moving 6"+	Max. 8" range	10%
RAIN	27"	-1" all movement	-1 Inf. fire	10%
TORRENTS	18"	-2" all movement	No Inf. fire -2 Art. Fire	20%

♦ Taken from the scenario published for Andy Finkel in the issue 2 of *First Empire*

5. VICTORY POINTS

The town of La Albuera and the Badajoz road (D1) are worth 44/66 Allied/French victory points each. All terrain objectives are Allied-controlled at the beginning of the game.

6 HISTORICAL LA ALBUERA

This was one of the bloodiest battles of the Peninsular War: both armies suffered around 33% casualties. The plan of battle of Soult was sound but was based upon the false assumption that Blake's *Ejército de Extremadura* was not in the field (Allied/French NB points 357/390) but the Allied forces outnumbered the French (493/390).. The French V Corps turned the Allied right flank attacking the Spanish infantry, that hold up the French until the British 2nd Division arrived. The battle included the overriding of British infantry by Polish lancers and several vicious infantry fire fights leading ultimately to the French rout. Soult was obliged to retire again towards Sevilla.

3 LA ALBUERA UNIT ROSTER

Country	Unit	Name	COMBAT MODIFIERS				DRD	ROUT NUM r	RSP	DSP b	FIRE @	MOD I	MOVEMENT C			MOVEMENT MODS		
			COL LIM	LIN ULM	SQ	Vs OT a							COL LIM	LIN ULM	MRCH COL	RGH SQR	BCK SID	CHG FOR d
~	GEN	General eq	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	WAG	Wagon/Pack Train p	-7	~	~	f	f	f	k	k	3	~	10"	~	14"	6/1	~	~
~	DCV	Dismounted Cavalry	-3	-2	+3	-7	I	I	I	I	2"	-4	5"	1"	15"	2/1	3/1	1"
French	LC	Light Cavalry h	-1g	+1g	~	+4	2	3	6	C	~	~	15"	14"	24"	3/1	2/1	6"
French	DC	Dragoon Cavalry h	+0g	+2g	~	+4	2	3	6	C	~	~	14"	13"	22"	3/1	2/1	6"
French	GN	Grenadier Infantry j2	0	+3	+8	-3	3	5	6	B	4"	0	12"	4"	18"	2/1	3/2	2"
French	LN	Line Infantry	-1	+2	+7	-4	2	4	6	C	4"	-1	10"	3"	18"	2/1	2/1	2"
French	LT	Light Infantry	-1	+2	+7	-4	2	4	6	C	5"	+0	12"	3"	18"	3/2	3/2	1"
French	8#	8# Foot Artillery p	-5	-3	f	f	k	k	6	~	10"	+2	9"	2"	14"	6/1	1/1	2"
French*	6#	6# Foot Div. Artillery p	-5	-3	f	f	k	k	6	~	9"	+2	10"	3"	18"	4/1	1/1	3"
French	4#	4# Horse Artillery p	-5g	-3g	f	f	k	k	6	~	8"	+2	12"	5"	21"	4/1	1/1	3"
Great Britain	HC	Heavy Cavalry	+2g	+3g	~	+6	2	4	6	B	~	~	13"	12"	20"	4/1	3/1	6"
Great Britain	LC	Light Cavalry h	-1g	+1g	~	+5	2	3	6	B	~	~	14"	13"	23"	3/1	2/1	6"
Great Britain	LN	Line Infantry	-1	+3	+8	-3	2	5	6	B	4"	+0	12"	4"	15"	2/1	2/1	2"
Great Britain	LT	Light/Rifle Infantry s	+0	+2	+8	-3	2	5	6	B	5"	+1	12"	5"	18"	3/2	4/3	1"
Great Britain*	6#	6# Foot Div. Artillery p	-5	-3	f	f	k	k	6	~	8"	+2	8"	3"	12"	5/1	1/1	3"
Great Britain	6#	6# Horse Artillery p	-5g	-3g	f	f	k	k	6	~	9"	+2	12"	4"	21"	4/1	1/1	3"
Portugal	LC	Light Cavalry hu	-3g	-1g	~	+3	1	3	4	D	~	~	13"	12"	22"	3/1	3/1	7"
Portugal	LN	Line Infantry	-2	+1	+6	-5	2	3	5	C	4"	-1	9"	2"	16"	3/1	2/1	2"
Portugal*	6#	6# Foot Div. Artillery p	-5	-3	f	f	k	k	5	~	8"	+0	8"	3"	12"	6/1	1/1	3"
Spain	LC	Light Cavalry h	-3g	-2g	~	+3	1	3	4	D	~	~	14"	13"	24"	4/1	4/1	8"
Spain	GD	Guard Infantry	+0	+2	+7	-4	2	5	4	C	4"	-1	10"	3"	18"	2/1	3/2	1"
Spain	FLN	Foreign Line Infantry	-2	+1	+6	-5	2	3	4	D	4"	-1	10"	2"	16"	2/1	2/1	2"
Spain	LN	Line Infantry	-3	-2	+4	-6	1	3	4	E	3"	-1	8"	1"	16"	3/1	3/1	1"
Spain	MI	Militia Infantry	-4	-3	+4	-7	1	3	3	E	2"	-4	6"	1"	16"	4/1	3/1	1"
Spain*	6#	6# Foot Div. Artillery p	-5	-3	f	f	k	k	4	~	10"	-1	8"	3"	12"	6/1	1/1	3"

@ The fire factors of infantry units have been lowered by -1 to take into account the use of separate divisional foot batteries
Optional rule: Give an additional -1 modifier to the printed fire factor of Divisional foot batteries (marked *) and Infantry units

Labels for La Albuera

BA [8M] Beresford 10"E(7/10)+1	2 [2F] Stewart 3"A(4)+0	4 [1F] Cole 4"G(8)+1	P [1F] Hamilton 3"A(6)+0	KGL [1F] Alten 4"G(6)+1	PtB [1F] Collins 3"A(5)+0	C [2F] Lumley 3"G(7)+1	A Dickson 3"A(5)+0	SA [6M] Blake 7"G(6)+1D	SV [1F] Lardizabal 4"G(6)+1	3S [1F] Ballesteros 3"G(4)+0
4S [2F] Zayas 4"G(7)+1	SC [1F] Loy 3"G(5)+1	Ca [1F] España 3"A(4)+0	CCa [1F] Penne-Villemur 3"A(6)+0	1B/2 [6D] 16BrLN	2B/2 [6D] 16BrLN	3B/2 [6D] 16BrLN	1B/4 [6D] 16BrLN	2B/4 [12D] 24PtLN	1B/P [10D] 20PtLN	2B/P [10D] 20PtLN
1B/KGL [5D] 12BrLT	1B/PtB [6D] 12PtLN	1B/C [2D] 6BrHC	2B/C [2D] 4BrLC	3B/C [4D] 7PtLC	HA Lefebure Br 6#	DA Hawker Br* 6#	DA Braun Pt* 6#	DA Arriaga Pt* 6#	DA Cleeves Br* 6#	DA Sympher Br* 6#
1B/SV [14D] 20SpLN	1B/3S [11D] 16SpLN	2B/3S [11D] 16SpLN	1B/4S [8D] 16SpGD	2B/4S [10D] 16SpFLN	SA Alaman Sp* 6#	1B/SC [6D] 10SpLC	1B/Ca [11D] 16SpMI	Ca Villanueva Sp* 6#	1B/CCa [4D] 6SpLC	
AM [8M] Sout 14"E(8/10)+1	V [2F] Girard 5/3"G(7/5)+1	1 Girard 3"G(7)+1	2 Gazan 4"E(7)+1	V Ruty 4"G(4)+0	Go [1F] Godinot 3"A(6)+0	W [2F] Werle 4"G(6)+1	C [2F] Latour-Mauburg 4"G(7)+1			
1B/1 [8D] 16FrLN	2B/1 [10D] 20FrLN	1 Fr* 6#	1B/2 [8D] 16FrLT	2B/2 [10D] 20FrLN	2 Fr* 6#	V Fr 8#	1B/Go [8D] 16FrLT	2B/Go [8D] 16FrLN	Go Fr* 6#	Go Fr* 6#
1B/W [8D] 16FrLT	2B/W [8D] 16FrLN	3B/W [8D] 16FrLN	W Fr* 6#	W Fr* 6#	1B/C [4D] 7FrLC	2B/C [5D] 9FrDC	3B/C [4D] 7FrDC	4B/C [5D] 10FrLC	C Fr 4#	1B/G [5D] 12FrGN