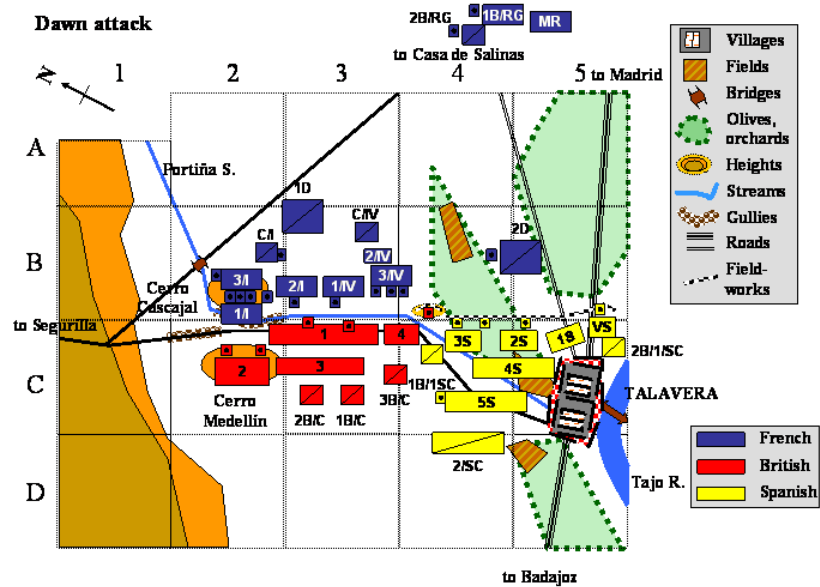


The Battle of Talavera, 27th-28th July 1809

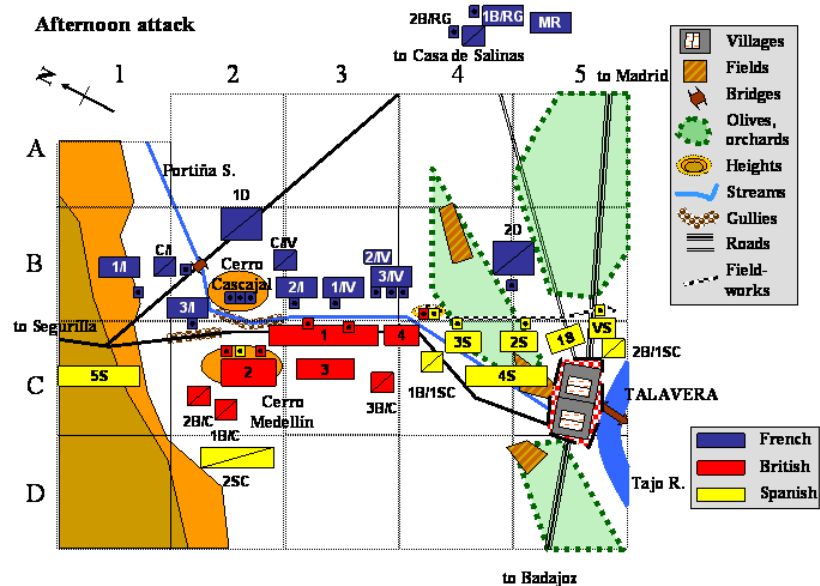
The battle was fought between an Anglo-Spanish force under Wellesley and Cuesta and a French Army under Joseph I..

1 MAP. THE BATTLEFIELD OF TALAVERA

A.- Dawn attack



B.- Afternoon attack



MAP NOTES

1.1 The buildings of Talavera have a “+2” combat modifier. The city wall and field entrenchments are fortifications and have a “+2” combat modifier. The Pajar de Vergara Redoubt is a fortification with a “+3” combat modifier.

1.2 Cavalry and artillery treat woods (actually olive groves and orchards) as rough ground for movement purposes, unless they are on a road in limbered/column/march column formation.

1.3 The Portiña stream is fully passable for infantry and cavalry but artillery must cross at the bridge (B2). The Portiña between Cascajal and Medellín count as rough terrain. For the dried ditch (C2) see 4.8. The Tajo River is not fordable.

1.4 The terrain squares are 40x40 cm (15.7”x15.7”)

2 TALAVERA ORDERS OF BATTLE¹

Allied Army.

Wellington commands all British units and officers and Cuesta commands all Spanish units and officers. British officers have no effect upon Spanish units and officers for command purposes, and vice versa (See 4.2 b). Divisional foot batteries (marked *) must be assigned by Wellington or Cuesta for direct fire support to Infantry and Cavalry units and deployed accordingly. A maximum of 1 battery by army may be maintained in reserve.

(3) *British Army of Portugal* (B) Wellington 14"G(8/10)+3D [8M] (369 points)

- (1) **1st Division** (1) Sherbrooke 3"A(6)+1 [2F]
1B/1 16BrGD [5D] ; 2B/1 12BrLN [5D] ; 3B/1 12BrLN [5D] ; 4B/1 12BrLN [5D]
- (1) **2nd Division** (2) Hill 5"E(8)+1 [1F]
1B/2 16BrLN [6D] ; 2B/2 16BrLN [6D]
- (1) **3rd Division** (3) Mackenzie 4"A(5)+0 [1F]
1B/3 16BrLN [6D] ; 2B/3 16BrLN [6D]
- (1) **4th Division** (4) Campbell 4"G(4)+1 [1F]
1B/4 12BrLN [5D] ; 2B/4 12BrLN [5D]
- (1) **British Cavalry** (C) Payne 3"A(6)+0 [2F]
1B/C 9BrHC [4D] ; 2B/C 8BrLC [3D] ; 3B/C 8BrLC [3D]
- (1) **British Artillery** (B) Worworth 3"A(5)+0
B Br* 3#; B Br* 6#; B Br* 6#; B Br* 6#; B Br* 6#

(3) *Ejército de Extremadura* (SA) Cuesta 7"P(4/10)+0 [8M]

- (1) **Vanguardia** (SV) Zayas 4"G(7)+1 [1F]
1B/SV 24SpLT [17D]
- (1) **1^a División** (1S) De Zayas 3"A(4)+0 [1F]
1B/1S 16SpLN [11D] ; 2B/1S 16SpMi [11D]
- (1) **2^a División** (2S) Iglesias 3"A(4)+0 [1F]
1B/2S 20SpLN [14D] ; 2B/2S 20SpMi [14D]
- (1) **3^a División** (3S) Portago 3"A(5)+0 [1F]
1B/3S 16SpMi [11D] ; 2B/3S 20SpMi [14D]
- (1) **4^a División** (4S) Manglano 3"P(4)+0 [1F]
1B/4S 20SpLN [14D] ; 2B/4S 20SpMi [14D]
- (1) **5^a División** (5S) Bassecourt 3"A(5)+0 [1F]
1B/5S 16SpLN [11D] ; 2B/5S 16SpLN [11D]
- (1) **1^a División de Caballería** (1SC) Henestrosa 3"G(5)+0 [1F]
1B/1SC 6SpLC [4D] ; 2B/1SC 5SpLC [3D]
- (1) **2^a División de Caballería** (2SC) Alburquerque 4"G(6)+1 [1F]
1B/2SC 7SpLC [4D] ; 2B/2SC 6SpLC [4D]
- Artillería española** (SA)
S Sp 12#; S Sp 6# ; S Sp* 8#; S Sp* 8#; S Sp* 8#

(3) *Armée Française* (FA) Joseph /Jourdan 9"/18"A(5/6)+0

Each Corps Commander could change the initial assignment of his divisional foot batteries (marked *). Senarmont can command any battery in the French Army and not only the indicated under his command.

(2) **I Corps** (I) Victor 8"G(5)+1 [5F]

- (1) **1^{re} Division** (1/I) Ruffin 4"G(6)+0
1B/1/I 16FrLT [8D] ; 2B/1/I 16FrLN [8D] ; 3B/1/I 16FrLN [8D] ; 1/I Fr* 8#
- (1) **2^{me} Division** (2/I) Lapisse 3"G(6)+1
1B/2/I 20FrLT [10D] ; 2B/2/I 20FrLN [10D] ; 3B/2/I 20FrLN [10D] ; 2/I Fr* 8#
- (1) **3^{me} Division** (3/I) Villatte 3"G(5)+0
1B/3/I 16FrLT [8D] ; 2B/3/I 16FrLN [8D] ; 3B/3/I 16FrLN [8D] ; 3/I Fr* 4#
- (1) **Chevalerie du I Corps** (C/I) Beaumont 4"G(6)+1
1B/C/I 8FrLC [4D]
- (1) **Réserve d'Artillerie du I Corps** (I) Senarmont 5"G(8)+0
I Fr 12# ; I Fr 8# ; I Fr 4#

(2) **IV Corps** (IV) Sebastiani 9"G(6)+1 [4F]

- (1) **1^{re} Division** (1/IV) Belair 3"A(5)+0
1B/1/IV 16FrLN [8D] ; 2B/1/IV 16FrLN [8D] ; 3B/1/IV 20FrLN [10D] ; 1/IV Fr* 8#
- (1) **2^{me} Division** (2/IV) Valence 3"P(4)+0

¹ The scale for cavalry is 1/120 and not 1/80. See 4.9.1.

- 1B/2/IV 16PdLN [8D]
 (1) 3^{me} Division (3/IV) Leval 3"A(5)+0
 1B/3/IV 20BdLN [10D] ; 2B/3/IV 16DuLN [8D] ; 3/IV Du 4# ; 3/IV Hs* 4#; 3/IV Bd* 8#
 (1) Chevalerie du IV Corps (C/IV) Merlin 3"A(6)+0
 1B/C/IV 6FrLC [3D]; 2B/C/IV 7PdLC [3D]
 Réserve d'Artillerie du IV Corps (IV)
 IV ½ Fr 12#
 (1) 1^{re} Division de Dragons (1D) Latour-Mauburg 4"G(7)+1 [2F]
 1B/1D 6FrDC [3D] ; 2B/1D 8FrDC [4D] ; 1B/1D 8FrDC [4D]
 (1) 2^{me} Division de Dragons (2D) Milhaud 3"G(7)+1 [1F]
 1B/2D 10FrLC [5D] ; 2B/2D 9FrDC [4D] ; 2D Fr 4#
 (1) Réserve de Madrid (MR) Desolles 3"G(6)+1 [1F]
 1B/MR 16FrLN [8D] ; 2B/MR 16FrLN [8D]
 (1) Garde Royal (RG) Saligny 4"G(6)+1 [1F]
 1B/RG 16SpGD [8D] ; 2B/RG 3SpLC [1D]; RG Sp* 6#; RG Sp 4#

4 SPECIAL RULES FOR TALAVERA

4.1 Game Length

a) Dawn attack: 0700-2100 hours (29 Turns)

Allied get 8 free-rolls and French get 7 free-rolls.

b) Afternoon attack: 1600- 2100 h (11 turns)

Follow the rules for multi-day battles. Allied get 3 free-rolls and French get 4 free-rolls
 Allied deploy first. The French have always the initiative and are the first side.

4.2 Deployment

a) Dawn attack

The tabletop shows the situation at dawn when Victor's I Corps assaulted by second time the Cerro Medellín (after a nocturnal repulse). Only Victor was convinced from the feasibility of this offensive against the opinions of Joseph and Jourdan, so the attack was allowed by Joseph with the proviso that only the I Corps units were used. Victor starts as C-i-C and an *ad-hoc* label is included.

If the Cerro Medellín is finally occupied by the French, Joseph/Jourdan will become the French C-i-C thus allowing the use of the rest of the French units, *i.e.* the Sebastiani's IV Corps, the Independent Dragoon divisions, the Madrid Reserve and the Joseph's Royal Guard.

b) Afternoon attack

This variant assumes the historical failure of the Victor's dawn attack to the Cerro Medellín so, before the game starts, mark 3 hits each on the French 1B/I/1 y 2B/I/1, 2 hits each on the French 3B/I/1 and British 1B/2 and 1 hit on the British 2B/2.

Joseph/Jourdan is the French C-i-C (see 4.4.1 below) and all the French units can be used.

Spanish units 5S, 2SC and S (Sp 12#) are transferred to Wellington direct command for the rest of the battle.

4.3. The Duke of Wellington

Use the O.R. 15.1.3 rule, that allows to mark Wellington as 'React' if not moved during his side's movement step.

4.4. King Joseph I

King Joseph I (a.k.a "Pepe Botella") was the nominal French C-i-C with Jourdan acting as his advisor but actually carrying out most of the work. Although Joseph realized that he was not a general he was the King, so always tended to interfere with Jourdan.

4.4.1 At the start of every French Command step (if Joseph/Jourdan is the C-i-C) roll one die. If "5-10" is rolled Jourdan is in command and his rating is 18"A(6/10)+0. If "1-4" is rolled, Joseph is in the middle and the rating drops to 9"A(5/10)+0.

4.4.2. As Joseph insisted on holding back most of the French cavalry for a later pursuit, the French got little use from their superiority in this arm. When it is desired to move French cavalry into combat and Joseph/Jourdan is the C-i-C, roll a die. If the number is equal or less than the Cavalry unit's response number (attached generals do not modify this number) the cavalry unit can be moved into combat. If it exceeds the response number, the cavalry may be not moved in any form or allowed to react. This rule is not applicable to Victor's I Corps cavalry or when Victor is the C-i-C (during the dawn attack scenario)

4.5. French Reserves

The French Reserves (MR and RG) are not on the tabletop, but located at the Casa de Salinas at a distance of 3,500 yds. by road, *i.e.* around two full march column infantry moves. To call in the Reserves (1) Joseph (neither Victor nor Jourdan) must be at charge as French C-i-C and (2) a die must be rolled, during the French Command Step, against his Response number: if the roll equals or is less than "5" the Reserves can be called and

3 TALAVERA UNIT ROSTER

Country	Unit	Name	COMBAT MODIFIERS					DRD	ROUT NUM r	RSP	DSP b	FIRE	Mod l	MOVEMENT c			MOVEMENT MODS		
			COL or LIM	LIN or ULM	SQ vs CAV	Vs OT a								COL or LIM	LIN or ULM	MRCH COL	RGH or SQR	BCK or 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	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"	
France	DC	Dragoon Cavalry h	+0 g	+2 g	~	+4	2	3	6	C	~	~	14"	13"	22"	3/1	2/1	6"	
France	LC	Light Cavalry h	-1 g	+1 g	~	+4	2	3	6	C	~	~	15"	14"	24"	3/1	2/1	6"	
France	LN	Line Infantry	-1	+2	+7	-4	2	4	6	C	4"	0	10"	3"	18"	2/1	2/1	2"	
France	LT	Light Infantry	-1	+2	+7	-4	2	4	6	C	5"	+1	12"	3"	18"	3/2	3/2	1"	
France	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	6	~	12"	+2	9"	2"	14"	6/1	1/1	2"	
France	8#	8# Hv./Foot Artillery pw	-5	-3	f	f	k	k	6	~	10"	+2	9"	2"	14"	6/1	1/1	2"	
France	4#	4# Foot Artillery pw	-5	-3	f	f	k	k	6	~	8"	+2	10"	3"	18"	4/1	1/1	3"	
France	4#	4# Horse Artillery p	-5 g	-3 g	f	f	k	k	6	~	8"	+2	12"	5"	21"	4/1	1/1	3"	
Poland	LC	Light Cavalry h	-1 g	0 g	~	+4	2	3	6	C	~	~	15"	14"	24"	3/1	2/1	6"	
Poland	LN	Line Infantry	-2	-1	+6	-5	2	3	5	D	3"	0	10"	1"	16"	2/1	2/1	1"	
Baden	LN	Line Infantry	-1	+2	+7	-4	2	4	5	C	4"	0	10"	3"	16"	2/1	2/1	2"	
Baden	8#	8# Foot Artillery pw	-5 g	-3 g	f	f	k	k	5	~	10"	+1	9"	2"	14"	6/1	1/1	2"	
Hesse	4#	4# Foot Artillery pw	-5 g	-3 g	f	f	k	k	5	~	7"	-1	8"	3"	12"	6/1	1/1	3"	
Holland	LN	Line Infantry	-1	+2	+7	-4	2	3	5	D	4"	0	10"	3"	16"	2/1	2/1	2"	
Holland	4#	4# Horse Artillery p	-5 g	-3 g	f	f	k	k	5	~	8"	0	11"	4"	21"	4/1	1/1	3"	
Spain	LC	Light Cavalry hv	-2 g	0 g	~	+4	2	3	4	C	~	~	14"	13"	24"	3/1	2/1	7"	
Spain	GD	Guard Infantry v	0	+3	+7	-4	2	4	5	C	4"	0	10"	4"	18"	2/1	3/2	2"	
Spain	6#	6# Foot Artillery pvw	-5	-3	f	f	k	k	5	~	8"	0	10"	3"	18"	4/1	1/1	3"	
Spain	4#	4# Horse Artillery pv	-5 g	-3 g	f	f	k	k	5	~	8"	0	11"	5"	21"	4/1	1/1	3"	

a. For infantry in square use the "OT" ("Other") modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, entrenched, or with friendly cavalry in the same combat. Use the current formation modifier in all other combats b. The "RSP" ("Response") number is used for all cavalry recall (with a "-2" recall modifier), rallying, and for Infantry attempts to form square (with a "+1" column modifier for all but guerrillas who cannot form square). General "RSP" modifiers are "-1" if Poor, "+1" if Good, "+2" if Excellent. The disorder modifier is "-3". A modified "RSP" number is also the withdrawal modifier c. Routs: Infantry and gunners =18", cavalry and limbered artillery = 27". Routing units always in column or limbered formation d. subtract from the "LIN" or "UNL" speed. Also the cost to "about face". Cannot be used while within 1" of an enemy combat unit e. Elimination on "1-3" When alone or when attached to a routed, dispersed or eliminated unit f. Use the current formation modifier g. May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade cavalry h. May dismount i. Same as when mounted j. Can all-out-attack. Number = army morale value k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery, pack train, or wagon crew figure (also disorders the unit). An artillery, pack train, or wagon is eliminated with 2 eliminated crew l. Use "-1" modifier for artillery representing only 4-5 guns. Gunners without their guns lose their ability to fire m. Per 4 cavalry or infantry bases or per 1 artillery, pack train, or wagon base. 1 point less for batteries of only 4-5 guns n. 10-12 gun batteries are represented by 2 separate artillery bases p. May not initiate combats q. May initiate combats only if attached to infantry or cavalry r. Rout number is "+1" with 6 or more bases s. Is skirmish infantry *. Does not count toward army morale v. Afrancesados in the French service w Divisional foot batteries

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Country	Unit	Name	COMBAT MODIFIERS										MOVEMENT c			MOVEMENT MODS		
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~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
~	WAG	Wagon/Pack Train p	-7	~	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"
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	GD	Guard Infantry	0	+4	+9	-2	3	5	6	A	4"	+1	12"	5"	18"	2/1	3/2	1"
Great Britain	LN	Line Infantry	-1	+3	+8	-3	2	5	6	B	4"	+1	12"	4"	15"	2/1	2/1	2"
Great Britain	6#	6# Foot Artillery pw	-5	-3	f	f	k	k	6	~	8"	+2	8"	3"	12"	5/1	1/1	3"
Great Britain	3#	3# Foot Artillery pw	-5	-3	f	f	k	k	6	~	7"	+2	8"	3"	12"	4/1	1/1	3"
Spain	LC	Light Cavalry h	-3g	-2g	~	+3	1	3	4	D	~	~	14"	13"	24"	4/1	4/1	8"
Spain	LN	Line Infantry	-3	-2	+4	-6	1	3	4	E	3"	0	8"	1"	16"	3/1	3/1	1"
Spain	LT	Light Infantry	-3	-2	+4	-6	1	3	4	E	4"	0	10"	2"	18"	3/2	3/2	2"
Spain	MI	Militia Infantry	-4	-3	+4	-7	1	3	3	E	2"	-3	6"	1"	16"	4/1	3/1	1"
Spain	12#	12# Heavy Artillery p	-6	-4	f	f	k	k	4	~	12"	-1	7"	1"	12"	6/1	1/1	1"
Spain	8#	8# Foot Artillery pw	-5	-3	f	f	k	k	4	~	10"	-1	7"	1"	12"	6/1	1/1	1"
Spain	4#	4# Horse Artillery p	-5g	-3g	f	f	k	k	4	~	8"	-1	10"	3"	18"	4/1	1/1	3"

a. For infantry in square use the "OT" ("Other") modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, entrenched, or with friendly cavalry in the same combat. Use the current formation modifier in all other combats b. The "RSP" ("Response") number is used for all cavalry recall (with a "-2" recall modifier), rallying, and for Infantry attempts to form square (with a "+1" column modifier for all but guerrillas who cannot form square). General "RSP" modifiers are "-1" if Poor, "+1" if Good, "+2" if Excellent. The disorder modifier is "-3". A modified "RSP" number is also the withdrawal modifier c. Routs: Infantry and gunners =18", cavalry and limbered artillery = 27". Routing units always in column or limbered formation d. subtract from the "LIN" or "UNL" speed. Also the cost to "about face". Cannot be used while within 1" of an enemy combat unit e. Elimination on "1-3" When alone or when attached to a routed, dispersed or eliminated unit f. Use the current formation modifier g. May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade cavalry h. May dismount i. Same as when mounted j. Can all-out-attack. Number = army morale value k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery, pack train, or wagon crew figure (also disorders the unit). An artillery, pack train, or wagon is eliminated with 2 eliminated crew l. Use "-1" modifier for artillery representing only 4-5 guns. Gunners without their guns lose their ability to fire m. Per 4 cavalry or infantry bases or per 1 artillery, pack train, or wagon base. 1 point less for batteries of only 4-5 guns n. 10-12 gun batteries are represented by 2 separate artillery bases p. May not initiate combats q. May initiate combats only if attached to infantry or cavalry r. Rout number is "+1" with 6 or more bases s. Is skirmish infantry *. Does not count toward army morale v. Afrancesados in the French service w Divisional foot batteries

Labels for Talavera

B [8M] Wellington 14"G(8)+3D	C [2F] Payne 3"A(6)+0	1 [2F] Sherbrooke 3"A(6)+1	2 [1F] Hill 5"E(8)+1	3 [1F] Mackenzie 4"A(5)+0	4 [1F] Campbell 4"G(4)+1	Artillery Worworth 3"A(5)+0	SA [8M] Cuesta 7"P(4)+0	VS [1F] Zayas 4"G(7)+1	1S [1F] De Zayas 3"A(4)+0	2S [1F] Iglesias 3"A(5)+0
3S [1F] Portago 3"A(5)+0	4S [1F] Manglano 3"P(4)+0	5S [1F] Bassecourt 3"A(5)+0	1SC [1F] Henestrosa 3"G(5)+0	2SC [1F] Albuquerque 4"G(6)+1	1B/C [4D] 9BrHC	2B/C [3D] 8BrLC	3B/C [3D] 8BrLC	1B/1 [5D] 16BrGD	B DA Br* 6#	2B/1 [5D] 12BrLN
B DA Br* 6#	3B/1 [5D] 12BrLN	4B/1 [5D] 12BrLN	1B/2 [6D] 16BrLN	B DA Br* 6#	2B/2 [6D] 16BrLN	1B/3 [6D] 16BrLN	2B/3 [6D] 16BrLN	1B/4 [5D] 12BrLN	2B/4 [5D] 12BrLN	B DA Br* 3#
B DA Br* 6#	1B/SV [17D] 24SpLT	S HA Sp 6#	1B/1S [11D] 16SpLN	2B/1S [11D] 16SpMi	S DA Sp* 8#	1B/2S [14D] 20SpLN	2B/2S [14D] 20SpMi	1B/3S [11D] 16SpMi	2B/3S [14D] 20SpMi	S DA Sp* 8#
1B/4S [14D] 20SpLN	2B/4S [14D] 20SpMi	S DA Sp* 8#	1B/5S [11D] 16SpLN	2B/5S [11D] 16SpLN	1B/1SC [4D] 6SpLC	2B/1SC [3D] 5SpLC	1B/2SC [4D] 7SpLC	2B/2SC [4D] 6SpLC	S HvA Sp 12#	
FA [18M] José/Jourdan 9"/18"A(5/6)+0	I [3M] Victor 8"G(5)+1	I [5F] Victor 8"G(5)+1	1/I Ruffin 4"G(6)+0	2/I Lapisse 3"G(6)+1	3/I Villatte 3"G(5)+0	C/I Beaumont 4"G(6)+1	Artillery Senarmont 5"G(8)+0	IV [4F] Sebastiani 9"G(6)+1	1/IV Belair 3"A(5)+0	2/IV Valence 3"P(4)+0
3/IV Leval 3"A(5)+0	C/IV Merlin 3"A(6)+0	1D [2F] Latour-Mauburg 4"G(7)+1	2D [1F] Milhaud 3"G(7)+1	MR [1F] Desolles 3"G(6)+1	RG [1F] Saligny 4"G(6)+1		1B/1/I [8D] 16FLT	2B/1/I [8D] 16FrLN	3B/1/I [8D] 16FrLN	1/I DA Fr* 8#
1B/2/I [10D] 20FrLT	2B/2/I [10D] 20FrLN	3B/2/I [10D] 20FrLN	2/I DA Fr* 8#	1B/3/I [8D] 16FrLT	2B/3/I [8D] 16FrLN	3B/3/I [8D] 16FrLN	3/I DA Fr* 4#	1B/C/I [4D] 8FrLC	I HvA Fr 12#	I HvA Fr 8#

Labels for Talavera

I HA Fr 4#	1B/1/IV [8D] 16FrLN	2B/1/IV [8D] 16FrLN	3B/1/IV [10D] 20FrLN	1/IV DA Fr* 8#	1B/2/IV [8D] 16PdLN	1B/3/IV [10D] 20BdLN	2B/3/IV [8D] 16DuLN	3/IV DA Hs* 4#	3/IV DA Bd* 8#	3/IV HA Du 4#
1B/C/IV [3D] 6FrLC	2B/C/IV [3D] 7PdLC	IV HvA ½ Fr12#	1B/1D [3D] 6FrDC	2B/1D [4D] 8FrDC	3B/1D [4D] 8FrDC	1B/2D [5D] 10FrLC	2B/2D [4D] 9FrDC	2D HA Fr 4#	1B/MR [8D] 16FrLN	2B/MR [8D] 16FrLN
1B/RG [8D] 16SpGD	2B/RG [1D] 3SpLC	RG DA Sp* 6#	RG HA Sp 4#							