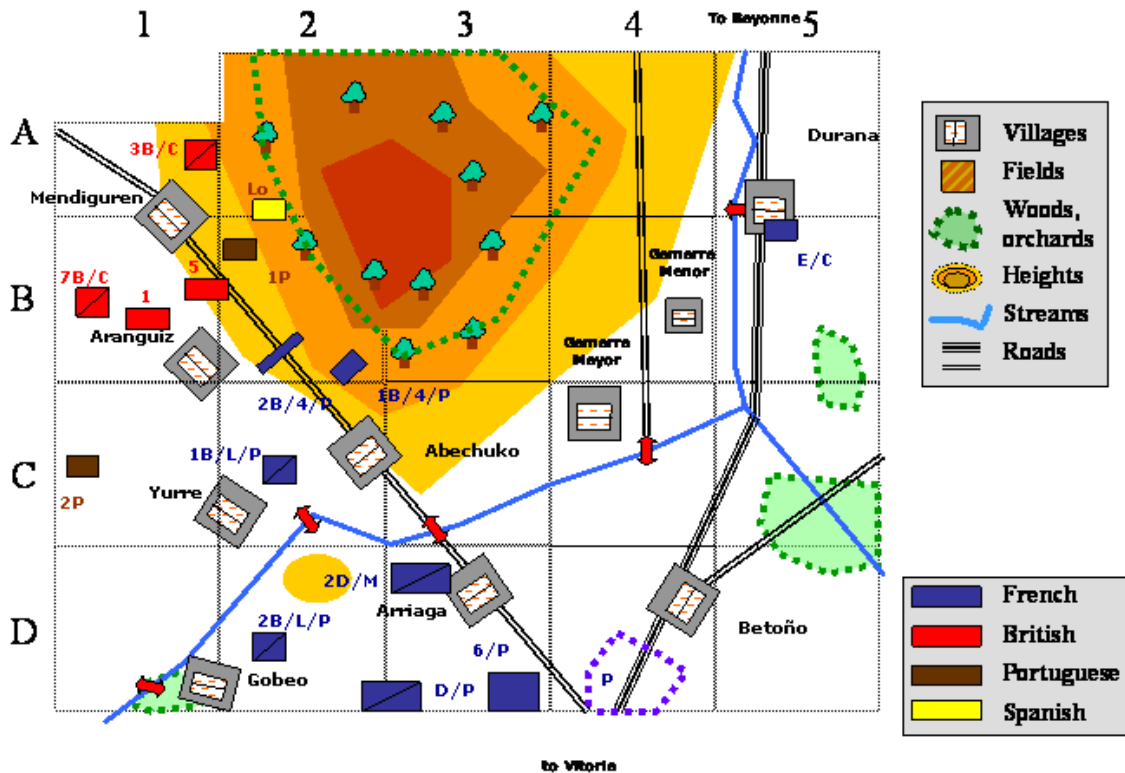


The Battle of Vitoria (North). June 21, 1813

Wellington and his Allied armies (British, Portuguese and Spanish) advanced from the Portuguese border into the North East of Spain, forcing the forces of King Joseph towards the French border. At 21st June 1813, the French Armies of Portugal, South and Centre were concentrated around Vitoria. Wellington planned a three pincers attack, and a column commanded by Graham was sent to turn the French left and cut their main retreat line towards France. That zone was under the responsibility of Reille and his under-strength Armée de Portugal defending the line of River Zadorra and the bridges leading to Vitoria.

1 MAP OF THE BATTLEFIELD OF VITORIA (NORTH)



MAP NOTES

- 1.1 All buildings are not fortified, have a "+1" combat modifier and can contain a maximum of 4 Infantry bases.
- 1.2 Cavalry and artillery treat woods and higher terrain as rough ground for movement purposes, unless they were on a road or in limbered/column/march column formation. All units go disordered when changing formation in these areas.
- 1.3 The Zadorra river is un-fordable and can be only crossed at bridges by units in limbered, column or march column formations.
- 1.4 The terrain squares are 40x40 cm (15.7"x15.7")

2 VITORIA (NORTH) ORDERS OF BATTLE¹

Italicized units in both sides are only used in Variant b of Special Rule 3.2

(3) Anglo-Portuguese Column (A) Graham 8"G(7)+1 [7M] (302/320(+Ba))

(1) **British Light Cavalry (3B/C)** Anson A(6)+0²
3B/C 7BrLC [3D]

(1) **KGL Heavy Cavalry (7B/C)** Bock G(5)+1²
7B/C 5BrKHC [2D]

(1) **1st Division (1)** Howard 3"A(5)+0 [1F]
1B/1 16BrGD [5D]; 2B/1 24BrLN [10]; 1* Br9#;

(1) **5th Division (5)** Oswald 4"A(6)+0 [2F]
1B/5 20BrLN [8D]; 2B/5 16BrLN [6D]; 3B/5 20PtLN [10D]; 5* Br6#

(1) **Independent Portuguese Brigade (1P)** Pack 4"G(6)+2 [1F]
1B/1P 20PtLN [10D]

(1) **Independent Portuguese Brigade (2P)** Bradford 3A(5)+0 [1F]
1B/2P 20PtLN [10D]

(1) **Spanish Division Iberia (Lo)** Longa 3"G(7)+1 [1F]
1B/Lo 28SpVLN [14D]; 2B/Lo 8SpLT [6D]

(1) **Spanish 4^a Division (Ba)** Bárcena 3"A(6)+0 [1F]
1B/Ba 20SpLN [14D]; 2B/Ba 20SpLN [14D]

Horse Artillery (Ramsay Troop) A Br6#

Divisional foot batteries (marked * in the OOB and DA in the labels) were assigned for direct fire support to Infantry units and deployed accordingly. Graham can command any battery in the army overriding the initial assignment.

(3) Armée du Portugal (P) Reille 10"E(5)+2 [8M] (306/333(+RG)/378+(5/P))

Artillery Commander (P) Tirlet 3"A(5)+0

(1) **4^{me} Division (4/P)** Sarrut 4 "G(6)+0 [1F]
1B/4/P 20FrLT [12D]; 2B/4/P 20FrLN [12D]; 4/P* Fr8#

(1) **5^{me} Division (5/P)** Maucune 4"A(5)+0 [1F]
1B/5/P 16FrLN [10D]; 2B/5/P 20FrLN [12D]; 5/P* Fr8#

(1) **6^{me} Division (6/P)** Lamartiniere 3"A(4)+1 [1F]
1B/6/P 16FrLN [10D]; 2B/6/P 20FrLN [12D]; 6/P* Fr8#

(1) **Cavalerie legere (L/P)** Curto 3"A(5)+0 [1F]
1B/L/P 7FrLC [4D]; 2B/L/P 7FrLC [4D]; L/P Fr4#

(1) **Dragons (D/P)** Mermet 4"A(6)+0 [1F]
1B/D/P 6FrDC [3D]; 2B/D/P 6FrDC [3D]

Artillerie d'Armée P Fr12# ; P Fr12# ; P Fr12# ; P Fr12#

Armée du Centre

(1) **Division espagnole (E/C)** Casapalacios 3"A(5)+0 [1F]
1B/E/C³ 20 SpLN [12D]; 2B/E/C 2 SpLC [1D]; E/C* Sp#6

Armée du Midi

(1) **2me Division de dragons (2D/M)** Digeon 3"A(6)+1 [1F]
1B/2D/M 7FrDC [4D]; 2B/D/P 7FrDC [4D]; 2D/M ½ Fr4#

Royal Garde (Under Joseph/Jourdan)

(1) **Garde Royal (GR)** Guy 4"A(5)+1 [1F]
1B/GR 16SpGD [8D]; 2B/GR 4SpLC [2D]

Divisional foot batteries (marked * in the OOB and DA in the labels) were assigned for direct fire support to Infantry units and deployed accordingly. Reille and Tirlet can command any battery in the zone overriding the initial assignment.. The Joseph's Garde Royal can be only used in the conditions of Special Rule 3.3

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

² Brigade Commander (See Rule 3.4)

³ Includes the 3^{me} ligne of l'Armée du Nord)

3 SPECIAL RULES FOR VITORIA

3.1 Game Length

13.00- 2130 h (18turns)

Both British and French get 6 free-rolls. French deploy first. The British have the initiative and are the first side.

3.2 Deployment

When appropriate, apply the OR 13.8.2 rule for Varying Time Arrivals to each unit listed separately (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 map shows the situation around noon (13.00 h) of June 21, when Graham started his advance and Reille decided to retire from Aranguiz. All forces, except the Spanish Royal Garde (see 3.3) are on the table.

b) The Graham's fears

Graham and Wellington believed that the Armée du Portugal had more than 2 divisions, but the night before the battle the Maucune's 5^{me} Division of l'Armée du Portugal was sent towards Bayonne. In this variant that Division is used and placed in reserve around Vitoria. It can be called by sending a messenger (Reille must be in command). One turn later, the Division can start to roll for arrival (OR 13.8.2.) and will enter deployed at D4

In this variant the Spanish forces of Girón (Bárcena Division) can be also used. They can start to roll for arrival (OR 13.8.2) from 18.00 onwards, and will enter deployed at A1.

c) The good option

Reille can deploy his units in any way he prefer in order to cover the main crossings. The Maucune, Royal Guard and Barcena can be used as in b)

3.3 Garde Royal

The Garde Royal of King Joseph was maintained as a last reserve around Vitoria. In spite of Joseph's reluctance to use it during the battle, the Royal Guard units could be used by following this procedure:

- (1) Reille must to pass a command control test to send a messenger.
- (2) Two turns after leaving the table, the messenger finds Joseph
- (3) Joseph must pass a 'virtual' command test (he is a P(4)+0 general)
- (4) The following turn after Joseph pass the test, the Optional rule for Varying Time Arrivals can be start to be separately applied to both Garde brigades. They enter deployed at D4

3.4 Independent Brigade commanders

Some Brigade commanders were used in a semi-independent tactical way, carrying out missions beyond the control radius of their Division commander, so they can be represented in the tabletop. They must remain continuously attached to their brigades, and their command radius are not printed in the labels (nor counted in the points value of the Army).

Allied generals:

Two British cavalry Brigade Generals:

(1) Bock G(6)+2 for **7B/C**

(1) Anson A(6)+0 for **3B/C**

All are commanded directly by Graham like ordinary direct commanders.

French generals:

Three cavalry Brigade Generals (one by Division):

(1) A(5)+0 for one of Curto's Light Cavalry units (**L/P**)

(1) A(5)+0 for one of Digeon's Dragoon units (**D/P**)

(1) A(5)+0 for one of Mermet's Dragoon units (**2D/M**)

Generals **L/P** and **D/P** (from Armée du Portugal) are commanded by his corresponding Division commander **OR** by Reille. General **2D/M** (from Armée du Midi) is **ONLY** commanded by Reille.

The labels from all these Brigade commanders can be glued on an individual General figure or on the command base of the affected unit, as preferred.

3.5 Home rules and such

3.5.1 Cavalry scale and bases

Cavalry bases have 2 figures and their scale is 1/120 and not 1/80. When necessary, multiply the cavalry figures for 3/2 (for example to determine outnumbering in combat) and remove 2 cavalry figures for each 3 losses suffered.

3.5.2 Skirmish fire and divisional batteries

This Scenario uses divisional foot batteries (DA marked *) as independent combat units. These batteries never can evade and have reduced striking power and mobility. Their effect can not be factored into the Fire Factors of Infantry units, and there are several possibilities to take that into account:

- 1) Use an additional "-3" modifier to Infantry Fire Factors, OR

- 2) Modify the Rule 7.3.3 'Resolving Fire' so a 'two losses' result is converted to 'one loss' and a 'one loss' is a miss, OR
- 3) Carry out the infantry fire as usual without any modifier. The resulting losses are not marked on the target unit, but are only used to cause disorder (*Recommended given the usually inefficient skirmish fire*).

3.5.3 C-i-C ratings (Optional)

Do not use "10" as Response number of the C-i-C's but use the values assigned to them as Corps Commanders, *i.e.* the ones printed in the provided labels.

3.5.4 Rallying of units (Optional)

Routed units can try to rally without an attached general with an additional '-3' modifier.

5. VICTORY POINTS

The objectives are the five bridges spanning the Zadorra. Their relative importance in percentage of victory points is: Durana (50%) – Gamarra (20%) – Arriaga (15%) – Yurre (10%) – Gobeo (5%). The total number of objective points is 150 (NB1) or 60 (NB2) and the multiplier is 1 given the near equality in points of both sides. All Objectives are French controlled at the start of game.

If the game is played in combination with the main Vitoria engagement, take note of the hourly possession of the bridges.

6 HISTORICAL VITORIA (NORTH)

Graham does not push his attack until after the reception of a message by Wellington urging him to advance. The main road was cut by Longa Division forcing the French retreat towards Salvatierra and the Pamplona (Pampelune) road. Meanwhile, Abechuco and Gamarra bridges were defended until the Armée du Centre (d'Erlon's command) retired, leaving open the left flank of Armée du Portugal.

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4 VITORIA (NORTH) UNIT ROSTER

Country	Unit	Name	COMBAT MODIFIERS				DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD I	MOVEMENT C			MOVEMENT MODS		
			Col or LIM	LIN or ULM	SQ vs CAV	Vs OT a							Col or LIM	LIN or ULM	MRC H 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	l	l	l	2"	-4	5"	1"	15"	2/1	3/1	1"	
French	DC	Dragoon Cavalry h	+0g	+2g	~	+4	2	3	6	C	~	14"	13"	22"	3/1	2/1	6"	
French	LC	Light Cav (Hussar/Chass) h	-2g	0g	~	+4	2	3	6	C	~	15"	14"	22"	3/1	2/1	7"	
French	LN	Line Infantry	-2	+1	+6	-5	2	3	5	D	4"	0	9"	1"	16"	3/1	3/1	1"
French	LT	Light Infantry	-2	+1	+6	-5	2	3	5	D	4"	0	10"	1"	18"	2/1	2/1	1"
French	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	6	~	12"	+2	9"	2"	14"	6/1	1/1	2"
French	8#*	8# Foot Artillery p*	-5	-3	f	f	k	k	6	~	10"	+2	9"	2"	14"	6/1	1/1	2"
French	4#	4# Horse Artillery p	-5g	-3g	f	f	k	k	6	~	8"	+2	12"	5"	21"	4/1	1/1	3"
Spain	LC	Light Cavalry hv	-2g	0g	~	+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	LN	Line Infantry v	-2	+1	+6	-5	2	3	4	D	3"	0	10"	2"	16"	3/1	2/1	2"
Spain	6# *	6# Foot Artillery pv *	-5	-3	f	f	k	k	5	~	8"	0	10"	3"	18"	4/1	1/1	3"
Great Britain	KHC	KGL Heavy Cavalry	+2g	+3g	~	+6	2	4	6	A	~	~	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	9# *	9# Foot Artillery p *	-5	-3	f	f	k	k	6	~	10"	+2	8"	3"	12"	5/1	1/1	3"
Great Britain	6# *	6# Foot 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	LN	Line Infantry	-1	+2	+7	-4	2	4	5	C	4"	+1	10"	4"	16"	2/1	2/1	3"
Spain	VLN	Veteran Line Infantry w	-1	+2	+7	-4	2	3	5	C	4"	0	12"	3"	16"	2/1	2/1	2"
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"

* Divisional batteries. See Rule 3.5.2

Labels for Vitoria (North)

A [7M] Graham 8"G(7)+1	1 [1F] Howard 3"A(5)+0	5 [2F] Oswald 4"A(6)+0	1P [1F] Pack 4"G(6)+2	2P [1F] Bradford 3"A(5)+0	Lo [1F] Longa 3"G(7)+1	3B/C G.Anson A(6)+0	7B/C Bock G(5)+1	Ba [1F] Barcena 3"A(6)+0	3"P(4)-1	3"P(4)-1
1B/1 [5D] 16BrGD	2B/1 [10D] 24BrLN	1 DA Br 9#	1B/5 [8D] 20BrLN	2B/5 [6D] 16BrLN	3B/5 [10D] 20PtLN	5 DA Br 6#	1B/1P [10D] 20PtLN	1B/2P [10D] 20PtLN	1B/Lo [14D] 28SpVLN	2B/Lo [6D] 8SpLT
3B/C [3D] 7BrLC	7B/C [2D] 5BrKHC	Ramsay HA Br 6#	1B/Ba [14D] 20SpLN	2B/Ba [14D] 20SpLN						
P [8M] Reille 10"E(5)+2	P Tirlet 3"A(5)+0	4/P [1F] Sarrut 4"G(6)+0	6/P [1F] Lamartiniere 3"A(4)+1	L/P [1F] Curto 3"A(5)+0	L/P Brigadier A(5)+0	D/P [1F] Mermet 4"A(6)+0	D/P Brigadier A(5)+0	E/C [1F] Casapalacios 3"A(5)+0	2D/M [1F] Digeon 3"A(6)+1	2D/M Brigadier A(5)+0
RG [1F] Guy 4"A(5)+1	5/P [1F] Maucune 4"A(5)+0	3"P(4)-1	3"P(4)-1							
1B/4/P [12D] 20FrLt	2B/4/P [12D] 20FrLN	4/P DA Fr 8#	1B/6/P [10D] 16FrLN	2B/6/P [12D] 20FrLN	6/P DA Fr 8#	1B/L/P [4D] 7FrLC	2B/L/P [4D] 7FrLC	L/P HA Fr 4#	1B/D/P [3D] 6FrDC	2B/D/P [3D] 6FrDC
P FA Fr 12#	P FA Fr 12#	P FA Fr 12#	P FA Fr 12#	1B/E/C [12D] 20SpLN *	2B/E/C [1D] 2SpLC *	E/C DA Sp6#	1B/2D/M [4D] 7FrDC	2B/2D/M 4D] 7FrDC	2D/M HA 1/2 Fr 4#	1B/RG [8D] 16SpGD
2B/RG [2D] 4SpLC	1B/5/P [10D] 16FrLN	2B/5/P [12D] 20FrLN	5/P DA Fr 8#							