

March into Battle: From Andujar to Bailen

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1.0 Special Rules and Command Arrangements

1.1 The Guadalquivir. The river was running low and is fordable in every hex. That means all units including trains can cross it, at the cost of all their movement points. Units attacking across are halved. For order placement, the cost to cross a river hexside is +3MP.

1.2 La Carolina. The valley leading north to La Carolina (map insert on the left) directly abuts the northern map edge. *E.g., units exiting by hex 0616 can enter hex 3101 by spending 1 MP and vice versa.* If there is enough table space, feel free to cut this part out and place next to the map so the matching sides meet.

1.3 Weather. As the weather was very hot, troops were quick to fatigue, and access to water was important.

Every unit that moves or fights on a daylight turn except the 4:30 one gains one extra fatigue (total) for the turn.

Units that do not have access to water cannot recover fatigue on daylight turns. "Access to water" is defined as being within one hex of a river or arroyo hexside (note that "arroyo" in Spanish does not mean a dry riverbed), or within two hexes of a village, town or city hex. This distance cannot be traced into or through an EZOC or enemy unit.

1.4 Command structure. Due to the small size of the armies, the basic formations in this game are divisions. Players may also make use of brigade-sized detachments more than in larger games. *Note: The counters are available in an alternative form where the division commander's rating is printed directly on the division counter. When using these counters, the actual leader counter can be dispensed with for less counter clutter.*

1.4.1 Commanding divisions. An army commander sends orders to the division commanders. A divisional detachment traces its command range to the division commanders. The Spaniards add 5MP to the range traced on the map for order placement purposes.

1.4.2 Commanding Detachments. If players desire, it is possible to give individual orders to detachments if they are currently within command range of the division commander. This can happen the moment the detachment is created. Simply place the marker underneath the unit. ATTACK: treated as HOLD, until a unit turns up within Normal attack movement range, then like ATTACK. HOLD: treated normally.

MARCH: can only be used if the target counter for the division is not in play. Place the target counter where the unit is supposed to go. Switch to HOLD upon arrival. Detachments never undergo a Mandatory Orders Check.

1.4.3 Dupont. General Dupont is restricted to one order per turn up to the point where the train counter can leave. (He is busy organizing the train's departure.)

1.4.3 Reding. Do not place the Spanish HQ on the map. On any given day, the Spanish player can decide which of Reding or Castanos works as army commander, by placing the HQ on the orders track of that general. For that day, that commander issues orders and range for order placement is traced to his location. *Design note: General Reding conducted a largely independent campaign from Castanos. See the "orders" sent by Reding to Castanos as situation reports and suggestions that Castanos trusted and planned accordingly.*

1.5 The wagon train. *Uncharacteristically for the French, but eerily reminiscent of Joseph's experience at Vittoria five years later, Dupont's army was burdened with an enormous wagon train (500 carts) carrying the loot from the sack of Cordoba.* The train cannot leave Andujar before the 14:30 turn of July 17 and does not count for stacking until it leaves the town. If a Spanish unit enters Andujar before this time, all train counters are assumed captured (see 2.2 for the effects).

Once moving, due to its length, the train stretches for four hexes when travelling on the road, moving like a division with four counters using March Column (15.7). When offroad, the train stacks as a full strength supply unit. To enter a hex with a train counter and no enemy units, a Spanish unit must expend two extra movement points (representing an hour spent plundering the train). The train counter is then removed.

1.6 Exiting the map. Spanish units can exit the map freely but cannot then return. French units can exit the map only along the road to Guarroman and La Carolina.

1.7 Spanish doctrine. Spanish infantry units cannot conduct Hasty Attacks. Also, instead of 2MP they have to spend 4MP to conduct a normal attack. *The Spanish army of 1808 was still trained in the old linear tactics.*

1.8 Supply and Lines of Communication. Lines of communication are traced from a unit to the nearest road (within 10 hexes), and then along roads to either La Carolina (for the French) or a road hex exiting the southern map edge (for the Spanish).

The French have no supply trains. They are assumed to forage throughout the game. However, a French division needs to be able to trace a line of communication to the road at La Carolina at game's end (see 2.0 Victory) or it counts as smashed/eliminated for game purposes.

Important: Cavalry and ZOCs are insufficient to block roads on the last turn; the road must be blocked by an infantry unit sitting on it.

Each Spanish division comes onto the map with two full strength supply train counters. They must draw supply during the night after having fought in combat, or they are marked out of supply until they actually do draw supply. The CM Division is not subject to supply.

1.9 Hidden Forces. Whenever a Spanish unit or group of units moves out of sight of French units (see below), it can be replaced on the map with a Hidden Force (HF) marker. The units are placed in the appropriately numbered HF box on the track sheet until the HF is revealed. The French can do this with their units only on night turns.

Design note: The Spanish knew every move the French made because the French were an occupying army that every civilian in the surrounding countryside was only too willing to report on, as well as to hack stragglers and wounded to pieces. The French would not be observed if they marched at night (Dupont used this when leaving Andujar) but by daylight they'd be back in view. Originally, I decided to leave this option out to save counters, but, hey, it's a free game. If you want to avoid mounting ten extra counters, then leave them out.

1.9.1 HF stacking and movement. The HF has the movement allowance of the slowest unit stacked in the HF box, and to enter a given hex, the HF pays the most restrictive terrain cost of any unit in the box. (Examples: a HF containing cavalry and infantry has 8MP per turn. If a HF contains a train unit, it cannot cross slopes except if moving along a road or trail.) **Important:** To avoid giving away their identity, a HF that is not revealed at the end of its move can be moved at the end of the turn instead of when its chit is pulled. When moving in March Column (15.7) along roads, it is up to the owning player to retain separation of multiple HF markers according to the number of hexes they would take up if the units were actually on the map.

1.9.2 Line of Sight and HF revelation. Hidden Forces are revealed (by deploying the formation as described below) whenever adjacent or in Line of Sight (LOS) of an enemy stack *at the beginning of the movement or combat phase*. Maximum LOS for units in clear terrain to spot Hidden Forces is 5 hexes. A spotting leader (or spotting unit within command range of a leader) on higher level terrain has a LOS range of 10 hexes. LOS is blocked by ground that is higher than either the spotter or spotted unit. If both spotter and spotted unit are at the same level, LOS is blocked if there is a town or forest hex in between. If spotter and spotted unit are at different levels, then LOS is blocked if between them there is a hex at the same level as the higher of the two, or if there is a hex of intermediate level, but closer in

hexes to the lower unit than to the higher unit. If the line of sight runs exactly along a hexside, it is blocked if the hexside or one adjacent hex contains blocking terrain. At night, only adjacent units are spotted.

1.9.3 HF deployment. A HF must be deployed by placing one unit in the hex originally occupied by the HF marker itself and then every successive counter in the same hex or as close as possible subject to stacking limits. If the HF was proceeding in March Column, the units must be stacked along the route that the HF had moved along before being discovered. The leader must be placed in the HF hex or adjacent to it.

1.9.4 Dummy HFs. A player can create dummy stacks by placing a dummy HF marker on top of any non-unit game marker, in any location where a baggage train could draw supply. These can move at any desired rate and do not need orders. They are removed from the map when revealed. For each real Hidden Force, the player can create one dummy.

1.9.5 French HF revelation. If a French HF marker is in LOS or within 10 MP of a Spanish force it must be revealed at the start of the first daylight turn. If it is within 20MP of a Spanish force on the second daylight turn it must be revealed on that turn, within 30 MP on the third and so on. On the last daylight turn it is revealed regardless of distance.

2.0 Victory

2.1 Army Morale. Each side has an army morale track on its status sheet. Morale is tracked using a marker that is marked '+10' on its reverse side.

2.2 Changing Army Morale. The Army Morale marker is moved when the following conditions occur:

- +1 Each time a division implements an ATTACK order, unless it already had such an order. To receive this bonus, a target marker must be placed on an enemy controlled hex and can only be removed when the hex is occupied by a friendly unit or the order is changed. The moment a unit of the formation reaches this marker, the player can decide to change the order to HOLD, ADVANCE, or just remove it, with no effect on morale.
- +1 for each *enemy* division that stops attacking* while its target marker is on the map, or while one of its units is in a friendly ZOC.
- 1 for each division with a target marker on the map that stops attacking* except at the moment when the target marker is reached and removed from the map.
- 1 each time a formation implements a RETREAT order or a MARCH order towards the friendly mapedge.
- 1 each time a commander with HOLD orders leaves his hex by retreat, or discards his orders due to a Mandatory Orders Check. At these points the order can be set to RETREAT without further penalty.

- 1 each Smashed** or eliminated division***.
- 1 for each two lost gun points.
- 1 each time the army HQ is overrun. (Note that the Spanish HQ is not on the map; the Spanish player has to tell the French player if either Reding or Castanos is giving orders that day.
- 2 for the Spaniards if Castanos becomes a casualty
- 2 for the French when the whole train is captured (partial losses do not count)
- +1 for the French for every two train counters exiting the map on the road to Madrid, north of Guarroman.
- +1 for the Spanish for every two train counters captured.

* To “stop attacking” means that an ATTACK order is discarded or replaced by a non-ATTACK order (or none).

** There is only one shift – if the division is Smashed first and then eliminated later, there is no shift upon elimination. It is recommended to place an eliminated division’s counter on its status track for easier checking.

*** Each division that cannot trace a Line of Communications off the map at the end of the game counts as eliminated.

2.3 Demoralization. If a side’s morale reaches a third of its original value, it is demoralized and can no longer issue ATTACK or ADVANCE orders. If at the end of the game one side is demoralized and the other not, the undemoralised side has won a major victory. If neither or both sides are demoralized, the game ends in a marginal victory for the side whose morale has dropped less from its original value, and in a draw if that amount is equal for both sides. If a side’s morale reaches zero at any point in the game, the army routs off the field and the other side has won a decisive victory. A

2.4 Loot. If the Spaniards capture all of the treasure train, or the French manage to move at least half of it off the map at La Carolina, that results in one shift of victory to the respective side.

4.0 Scenarios

4.1 General Setup rules. The HQs start with the OCs. Spanish units that are out of LOS of the enemy can set up as Hidden Forces. The French set up first.

4.2 Scenario 1- The Historical Battle. First turn: July 14, 14:30. Last turn: July 19, 18:30.

French Setup: In, or adjacent to, Andujar, north of the Guadalquivir: Dupont; Division Barbou (4 steps); Dupre and Prive’s cavalry (1 step each), Detachment G Div (1 step). The Treasure train starts in Andujar but does not count for stacking until it leaves the town.

Within one hex of 1822: Detachment of V Div (1 step).

In Bailen: G Div (2 steps).

Within 5 hexes of Bailen: V Div (2 steps).

French Initial Orders: HOLD for all divisions and the V Detachment at 1822.

French tracks: The French have a total of six batteries, to be distributed among the French divisions as the player sees fit. At most two of these may be assigned to cavalry units. The French Army Morale starts at 6. (Demoralisation occurs when Army Morale drops below 3.)

French reinforcements: 17.7., 14:30: The wagon train can leave Andujar.

Spanish Setup: C Division: in hex 1525. R Division: at Villanueva. CM Division: within two hexes of a mountain hexside. Spanish units that qualify for Hidden Force status can be set up as Hidden Forces.

Spanish Tracks: All units that start on map have one Fatigue. The Spanish have a total of five batteries, none can be assigned to cavalry. Spanish Army Morale starts at 8. Demoralisation occurs when it drops to 3.

Spanish Initial Orders: can be chosen at will.

Spanish Reinforcements: July 14, 14:30 at hex 0126: Castanos, HQ and Trains, J and LP Divisions. Each marked with 2 Fatigue.

Design Notes

Like Corinth, this game is an experiment in size. Does a system that produces a playable rendition of some of Napoleon's biggest battles give a decent representation of a campaign where either side commanded what amounts to a mediocre corps in 1813? I think the answer is yes. In fact the small size of the game permits reasonably fast play that between experienced players can be finished in an evening despite the large number of turns. Much of either side's forces may well sit large parts of the game out as happened historically. Of course, if you can't stand the tension any more, you can always try to get to grips with the enemy in a decisive battle and go for broke.

Strategically, the key question is how large the force is that either side will commit to the fighting on the French flank and rear before the train is ready to depart from Andujar. The French can hole up in the towns but have to be careful about their limited depth of force. A concentrated Spanish attack can take out any French division.

The northern spur of the map, though it may look odd, was added for two reasons. First, it represents the valley leading up to the Despenaperros pas and the main road to Madrid. The mountains on either side of the valley were irrelevant to the campaign, but keeping that road clear was important to the French. Second, it places the Bailen campaign in relation to a location whose significance certainly would have been known to those on the Spanish side. Las Navas de Tolosa was one of the key battles of the Reconquista. Representing a major effort to concentrate Christian reinforcements from all over Europe, it broke back of the Omajjad armies and opened the way for the capture of Cordoba a decade later.

Sources

William Napier, *History of the War in the Peninsula, and in the South of France*, Vol.3, Redfield, New York, 1847.

Charles Oman, *History of the Peninsular War*, Vol.5, London 1914.

NAPOP Bailen: published by Gottick Games. Design by Anders Fager.

Bailen 1808 published by Simtac.

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Army Morale Changes at a Glance

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